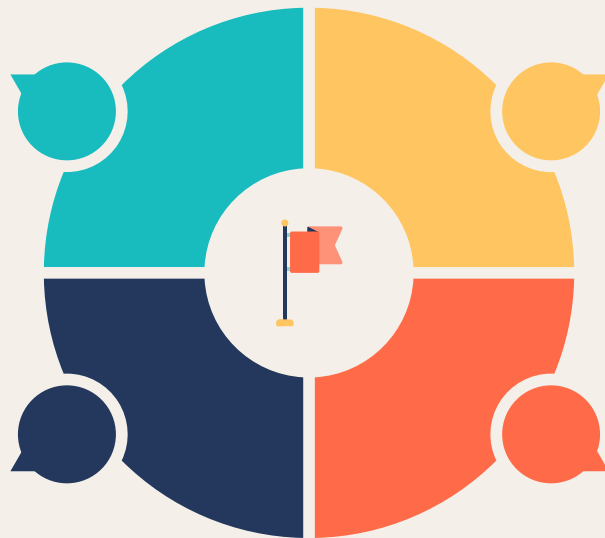# The Fake News Game

Musical Sunset (Group 7)
Project 3

The Team

Erez Babai
BGU

Alessandro Dodi
UP

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BGU

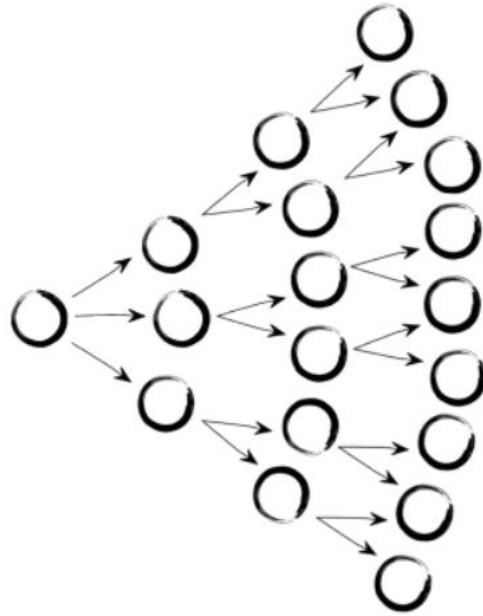**Hristijan Markovsky**
UP

Problem and Solution

People are getting more and more confused about what is real and what is not. With all of the different sources of information out there, it is so easy to spread false information.

The Fake News Game was created to help people learn about the harm fake news can cause.
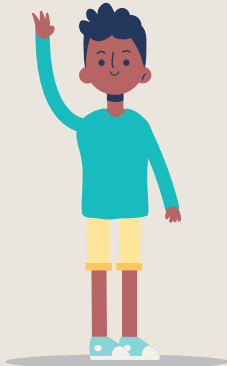
In the game you would create a fake article, and then it would show you the consequences that can come from spreading the false information you've created.
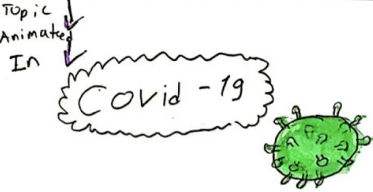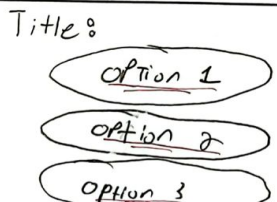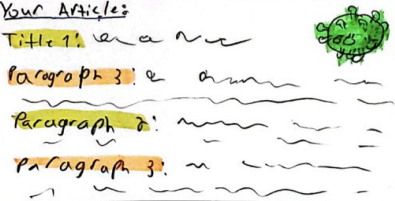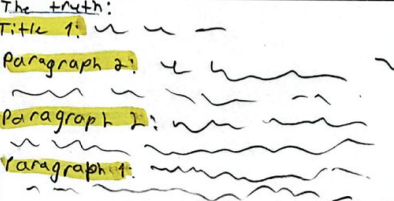
Our Storyline Structure

Branching Narrative

Storyboard Sketches

Scene:

Hmm ?

Daniel wants to know if what he thinks he knows is really true

Scene:

Topic Animated In

COVID-19

Daniel opens the app and choose desired topic

Scene:

Title:
Option 1
Option 2
Option 3

Daniel chooses from 3 options the title he thinks is right and then the Paragraph

Scene:

Your Article:
Title 1:
Paragraph 1:
Paragraph 2:
Paragraph 3:

Daniel is watching the article he created.

Scene:

The truth:
Title 1:
Paragraph 2:
Paragraph 1:
Paragraph 4:

Daniel is watching the real article

Scene:

Ohh...

Daniel learned the truth.

Create your own at Storyboard That

Personas

Eric Forman

28 years old guy from Wisconsin.
Eric uses twitter & instagram.
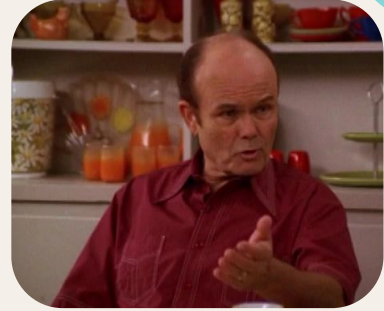His topics of interest are science & health.

Jackie Burkhart

20 years old from Beverly Hills.
She uses instagram and tiktok on a daily basis.
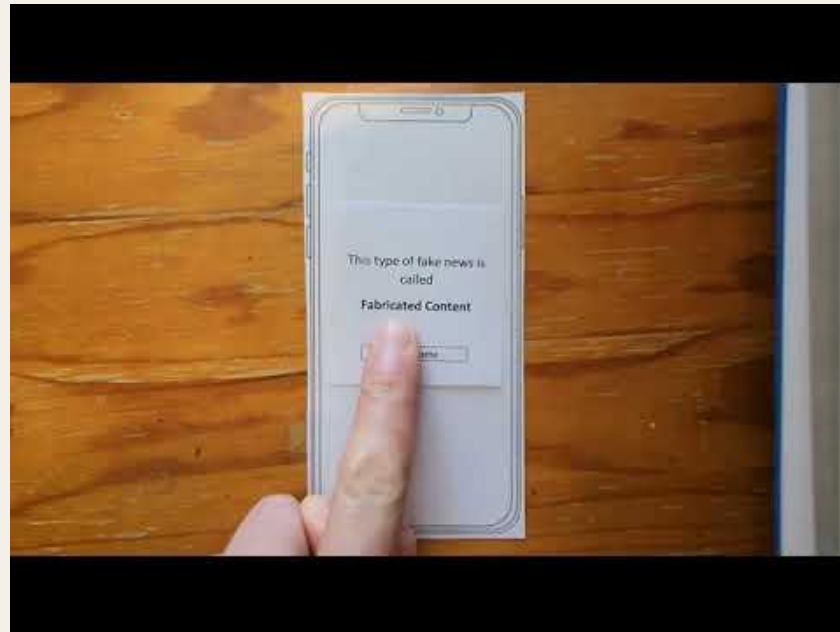Her topics of interest are celebrities & fashion.

Red Forman

58 years old from Slovenia.
Red isn't using social media at all.
His topics of interest are politics & health.

Paper Prototype

Link to the video:
https://www.youtube.com/watch?v=M-5N_MGmY9g

Testing Methodology

Recruitment: 5 people from our game target audience that volunteered to participate in the paper prototype testing.

Procedure:

- Our participants had to fill a questionnaire before the game

- Presenting the game

- Making notes according to participant's feedback

- Getting general impression of the participants about the idea of the game

Testing Findings

Missing information	The last screen of the game that shows the type of the fake news isn't informative, so we added a description for each type of fake news.
Number of different topics	In order to approach to a wide audience as possible we need to add more topics that the app will support.
Languages	We need to offer the game in various languages.

High-Fi Prototype

Link to the video: https://www.youtube.com/watch?v=pNDncLeI2kY&t=1s

High-Fi Prototype Overview

- **Limitations:**

  The testing was made using different stories that the user could choose. This process was made on the low-fidelity prototype because with Figma it would have been considerably more complex to do so.

- **Wizard of Oz:**

  We didn't use any Wizard of Oz techniques.

- **Hard-coded features:**

  The story options the user can choose are hard coded.

Thank You