Fact-Fake

Members of MVP's:
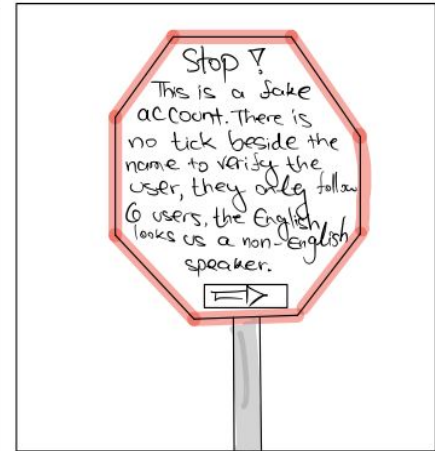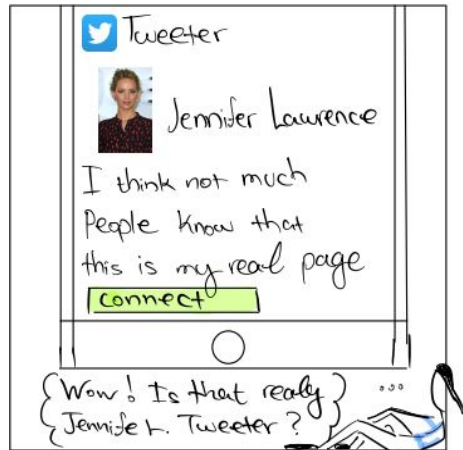
Miloš Mamić - UP

Amir Hadzipašić - UP

Liraz Ohana - BGU

Yuli Grossman - BGU

Value proposition

- *Fact-Fake* is a platform game.
  The game requires determine which case is reliable

- The goal is to encourage the user to be aware of fabricated content through the recognition of diverse cases
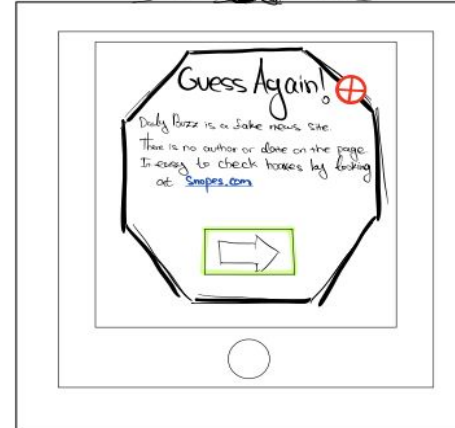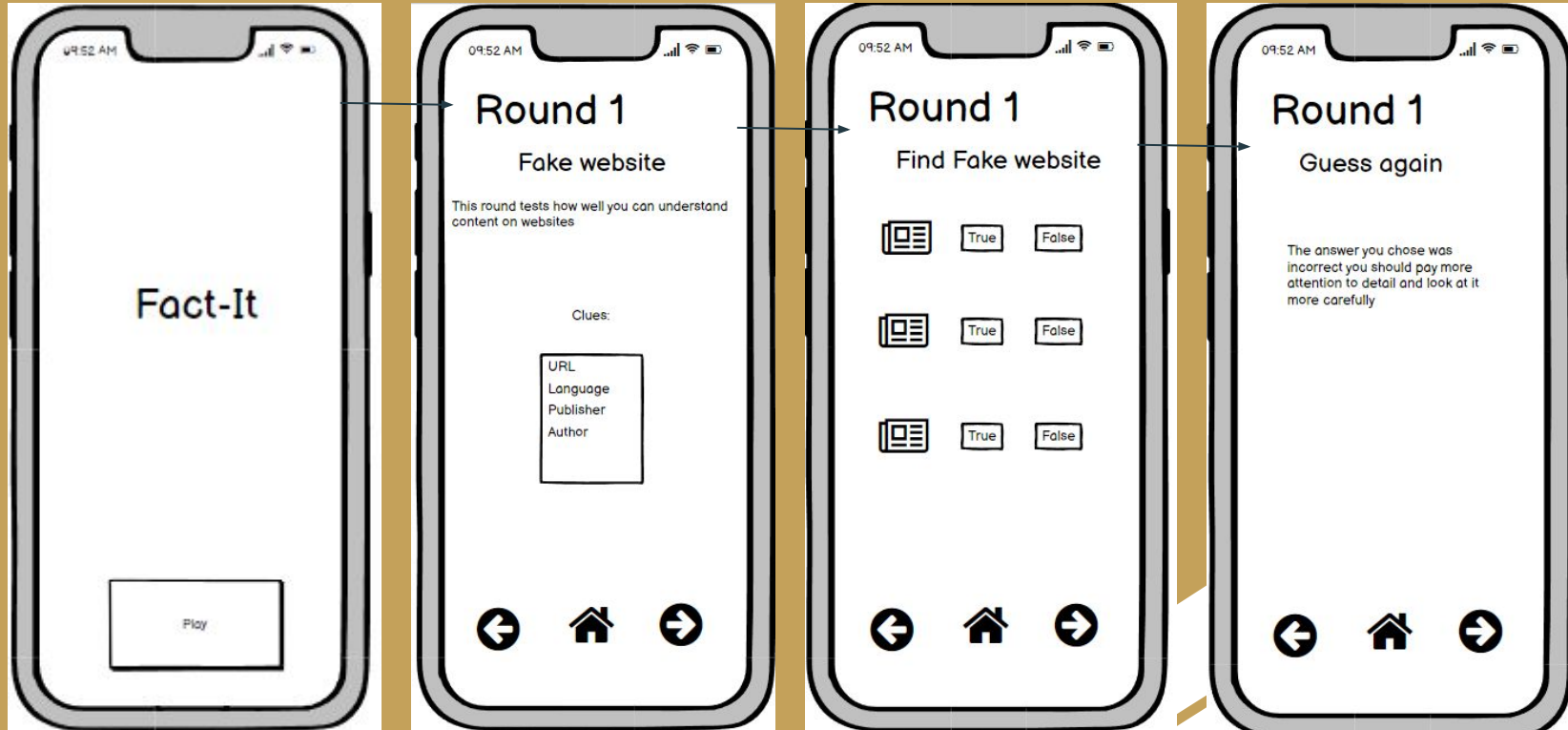
Sketches

Sketches

Final idea
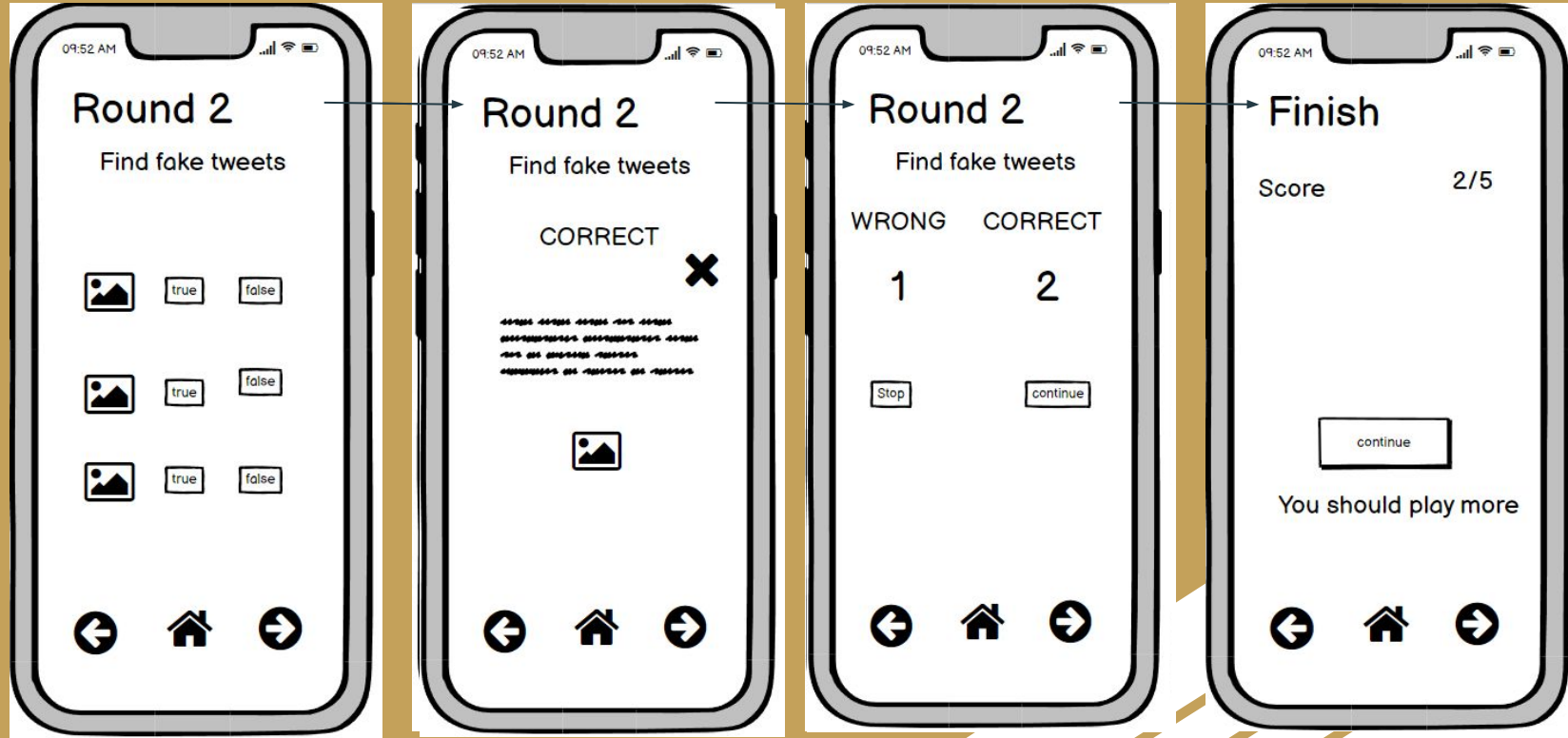
Simple - Introduction to fake news

Storyline

Medium - Scoreboard

Storyline

High- Making fake news
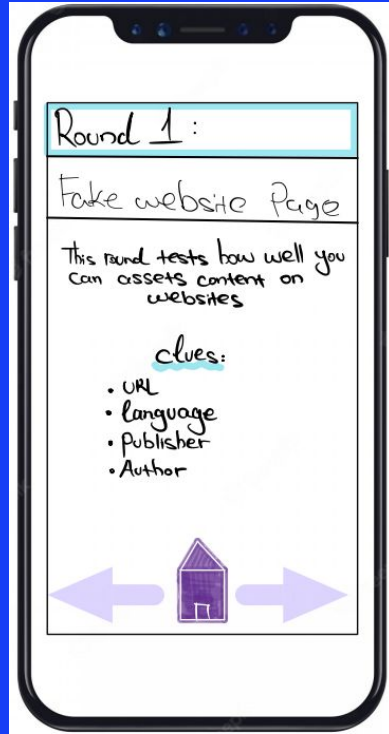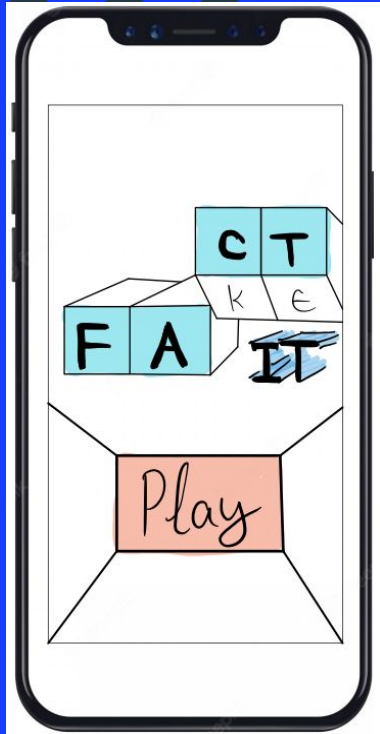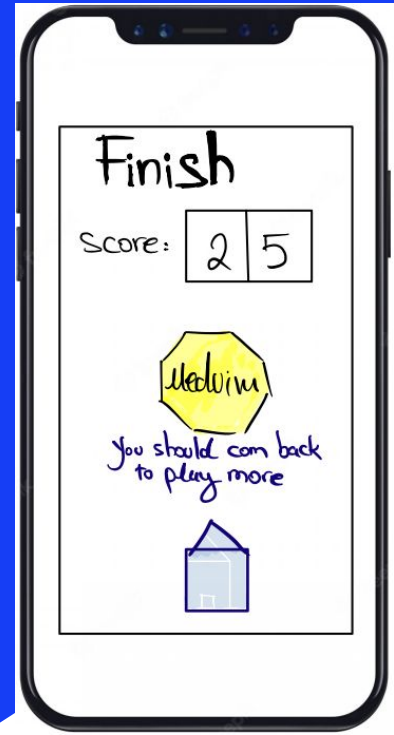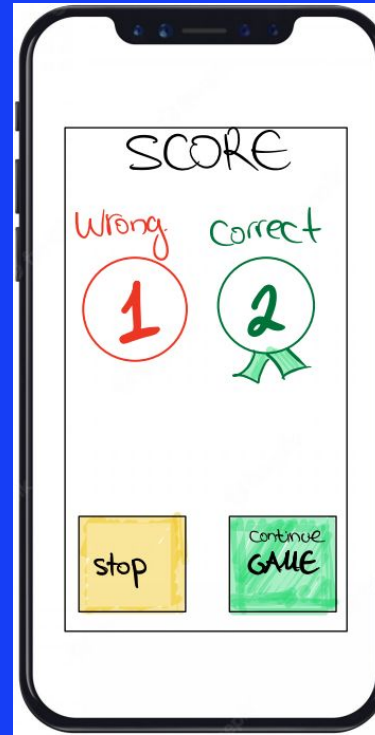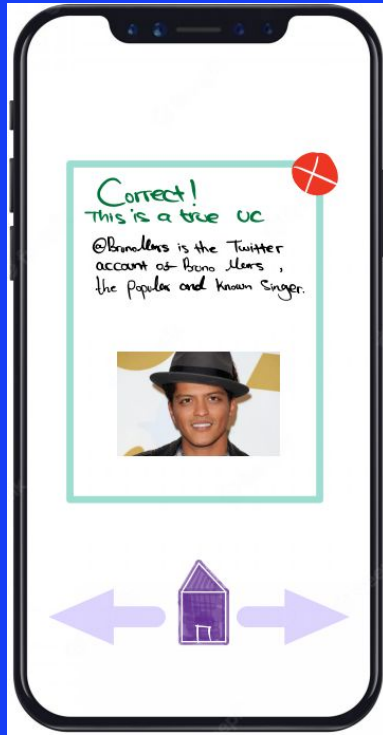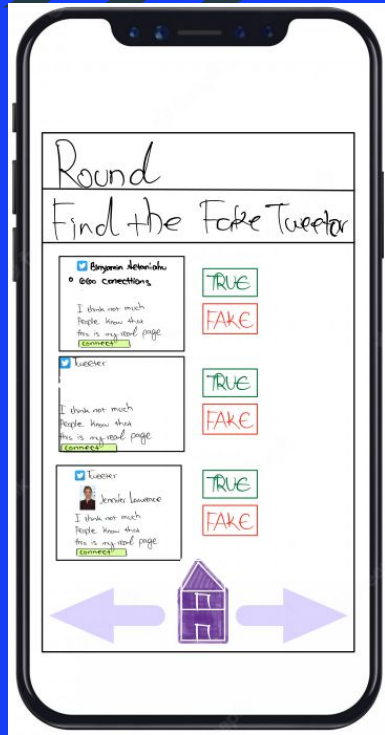
Paper prototype
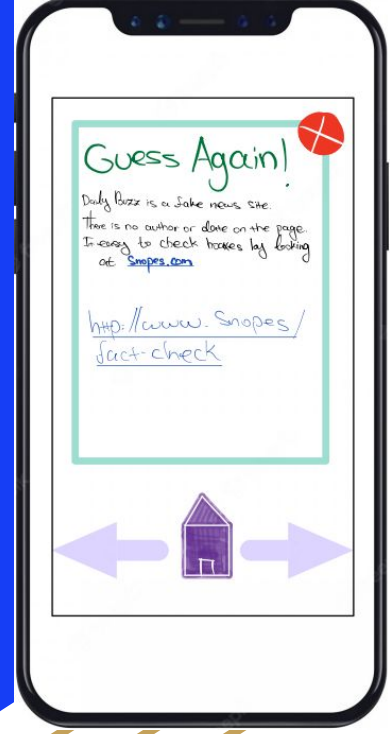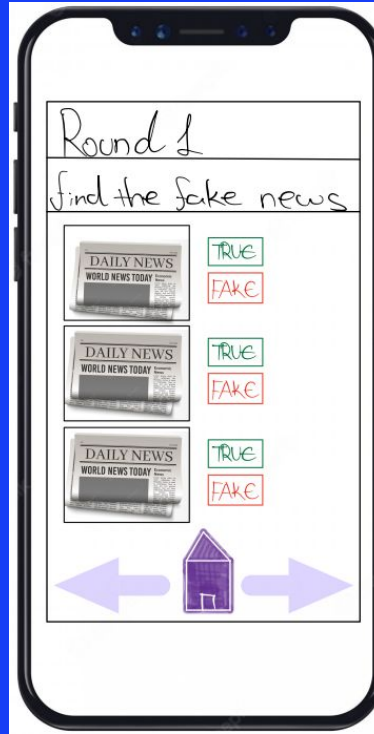
Paper prototype

The Game

1

2

Game testing methodology

- Participants were ranging from 14-30 years old. All participants were not related to the project in order to gain an unbiased opinion.
- Participants were given a brief introduction to the game and asked to.
- We asked the players at the end of the session to give a grade and describe what needs to be improved.

participant	A	B	C
age	23	14	30
Environment	At home	At home	At home

Game Testing - improvements

The participants stated that the interface could be improved.
They said that it should be categorised and with a larger font size.

Prototype overview
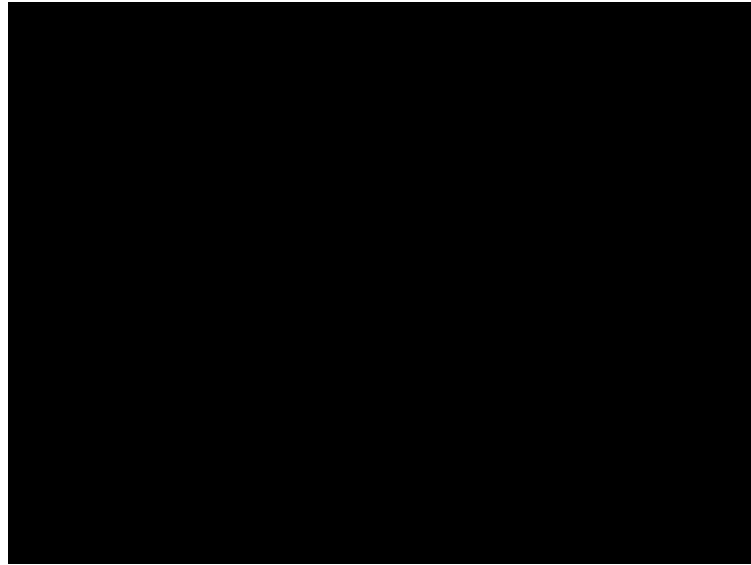
Limitations

Balsamiq have a limited functionality

Hard coded features

The final grade of the game.

Wizard of Oz

Paper prototype screen flow

The mid-fid prototype

Thanks!

MVP'S

Any questions?