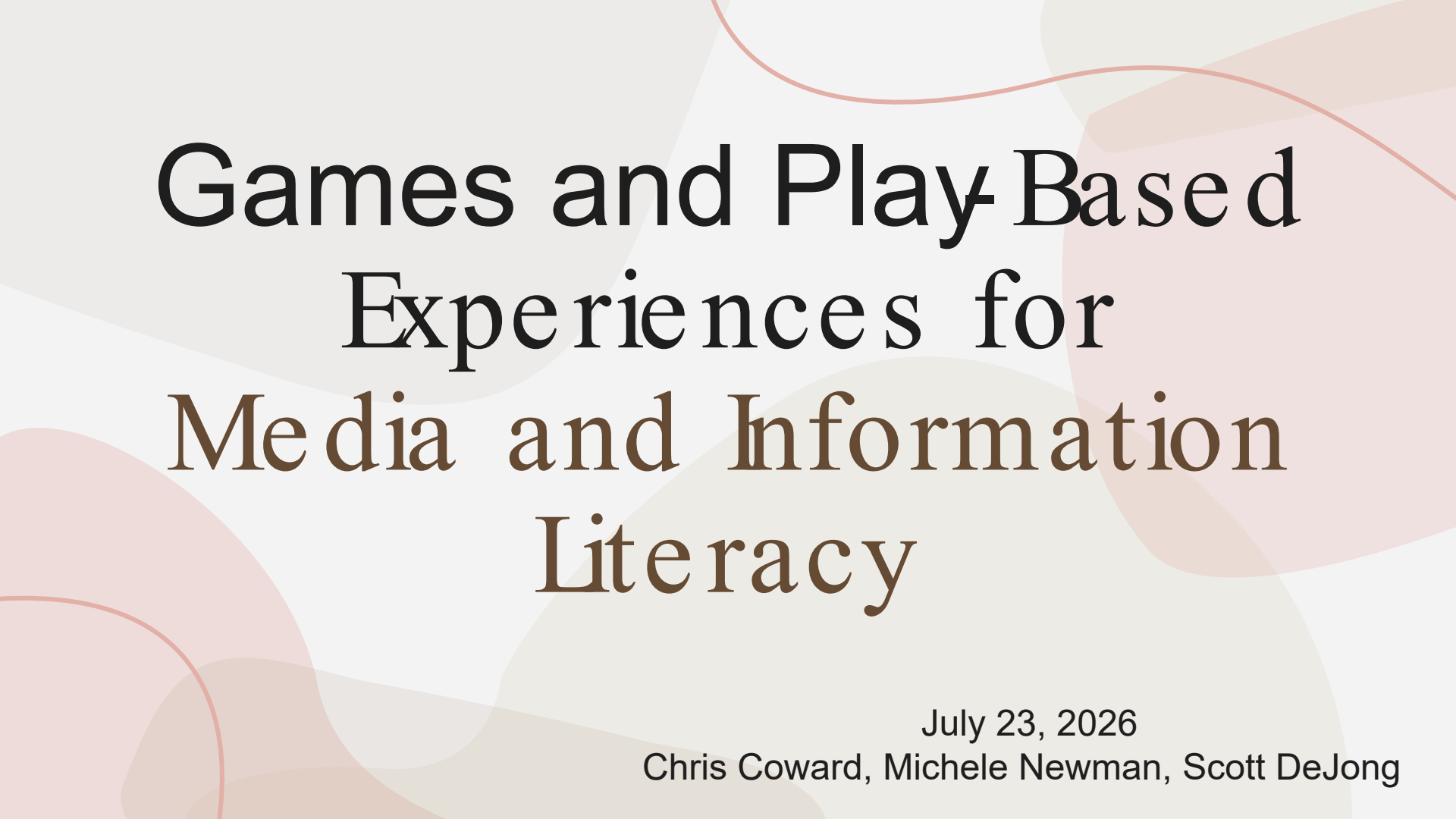




Games and Play Based Experiences for Media and Information Literacy

July 23, 2026

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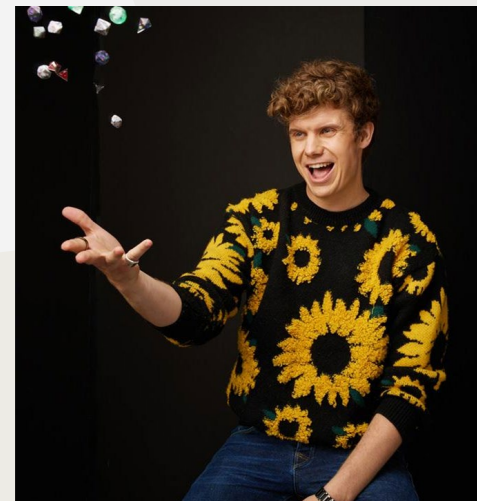
Who we are



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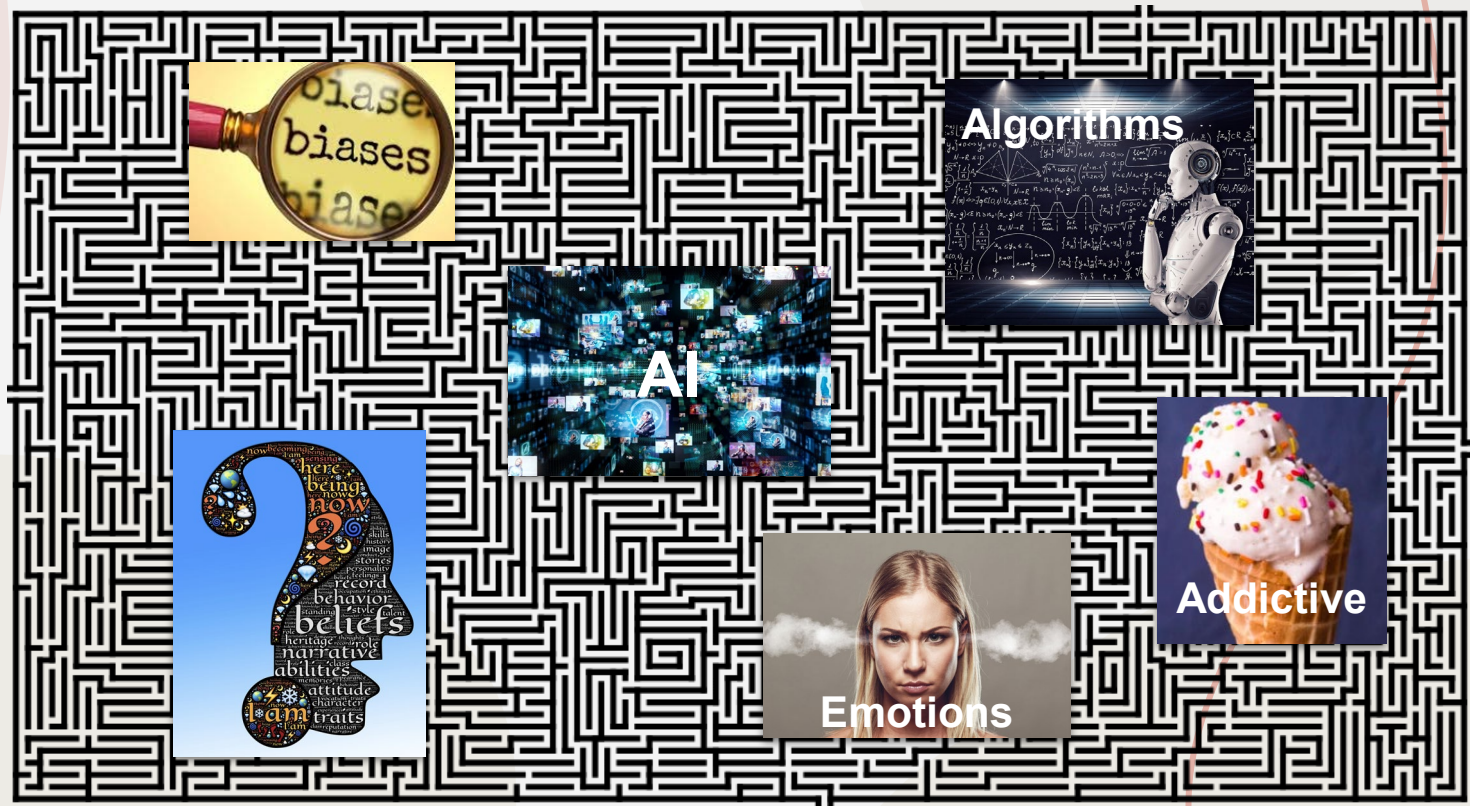
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Rethinking misinformation

Complex information environment



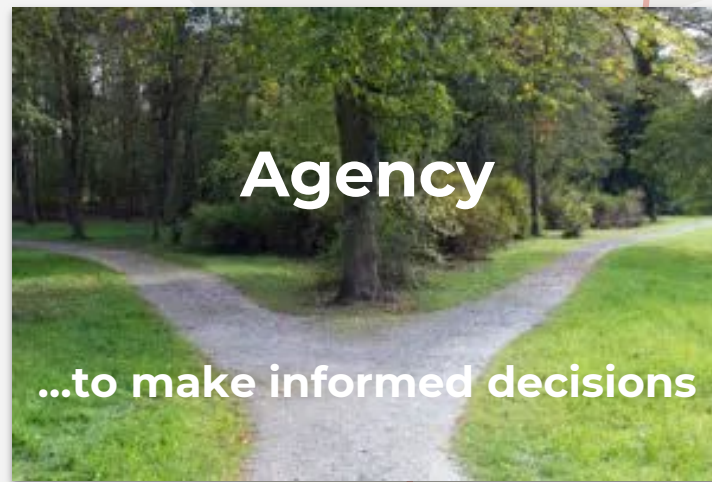
3. Shifting need from skills to detect misinformation to fostering agency to make informed decisions

Shifting need for MIL

From...



To...



What are you
making, and what is
your approach to
design?

What is Co-Design?

“Collaborative Design, or co-design, is the subset of PD [Participatory Design] in which expert designers work with the target audience to solve a problem.”

(Walsh et al., 2014)

Misinformation Play Pack

A set of three co-designed, play-based activities to support youth with misinformation.

1. AI MisAdventures
2. Starbound Secrets: Down the Rabbit Hole
3. The Reel Deal

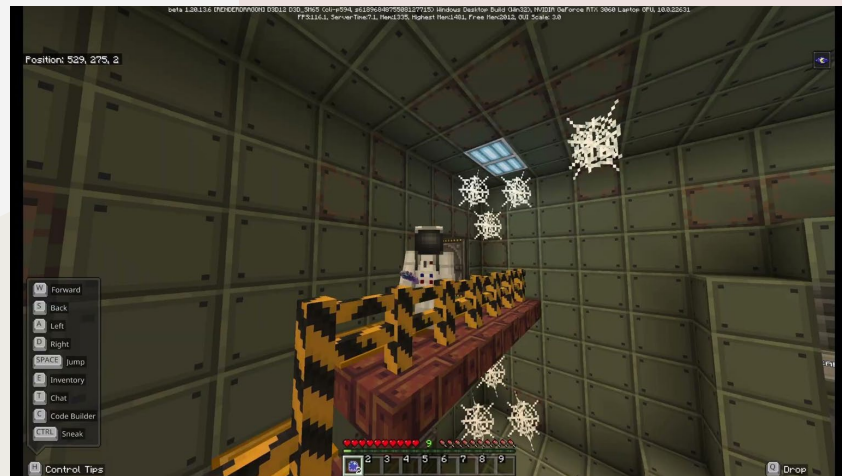




Starbound Secrets

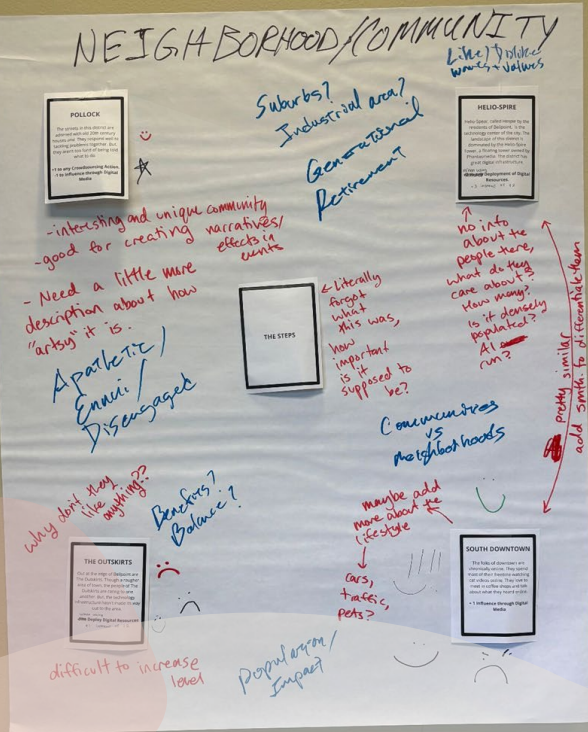
With your trusty AI companion Bomi by your side, will you find the cure and find out the fate of the ship's crew?

Or will you become another lost soul aboard the ghost ship?



Liminal Drift

A co-designed Table Top Role-Playing Game about Digital Civic Engagement...releasing soon!



The Feed

A game of social media manipulation. Built for:

1. Agency
2. Personal Reflection
3. Nuance



An Example



Grey Ecosystems



Design involved:

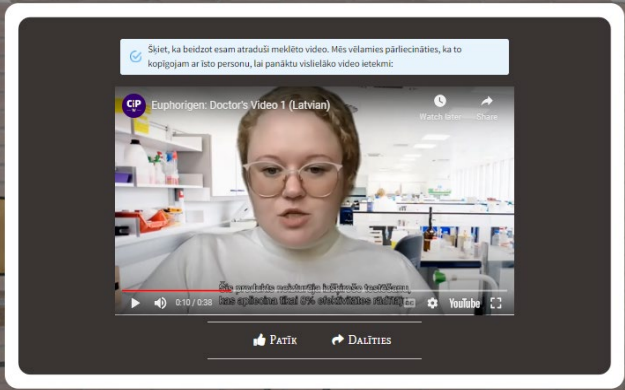
- Co-creation
- Systems Thinking
- Ludoliteracy

Balancing complexity with simplicity by focusing on use.

Montage of escape room game images



Escape Rooms



LUCAS BROWN KICKED A PUPPY

candidate for student president has his campaign at risk!

SHOCKING BREAK NEWS:

Last week, images were circulated of Lucas Brown, a student candidate for student council president, kicking the Central State College mascot. The student is also captain of the East State football team that is in the semifinals of the National University Football Championship (NUFC). The image is shocking every student after Influencer StudyWithMe reacted on live.

ARE YOU SURE THIS IS YOUR CANDIDATE?

Elections for student council president take place next week. Lucas Brown is running against Naomi Devasia, but does someone who kicks animals deserve to win this election?

After the image in which the candidate kicks a puppy, many students began to wonder if he should run for election and are even asking for the student's expulsion.



Our approach to co - design



Information challenges are largely driven by **social media**, a social activity. Our games foster **discussion** and **collective sensemaking**, in contrast to the individual orientation of most educational approaches.



The information practices of Ghanaian youth are different from breast cancer patients. We design for **diverse contexts**, in contrast to the dominant universal orientation.



Stories can create **immersive** and **memorable experiences** that can stimulate **emotional reactions** and **reflection**. In contrast to checklists and conventional media literacy education.



How does your
project make us
rethink MIL?

Critical Media Literacy



Remove
Binaries



Person to
System



Ambivalence

Towards a sociocultural application of MIL

Cognitivist

Focus on *content*

Build *skills*

Emphasis on *evaluation*

Sociocultural

Focus on *practice*

Foster *agency*

Emphasis on *sensemaking*

Information and (Creative) Culture

We don't just consume information! We...

- Create it!
- Spread it!
- Verify it with others!





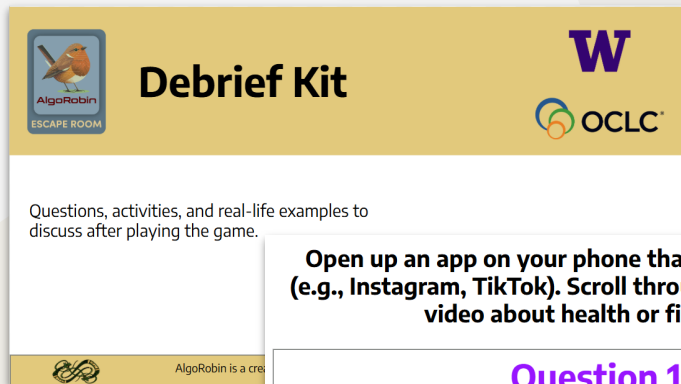
How can these be
implemented in
libraries and
beyond?

Resources for Librarians



Event Guide

Everything you need for a successful event! Setting up, running the game and debrief.



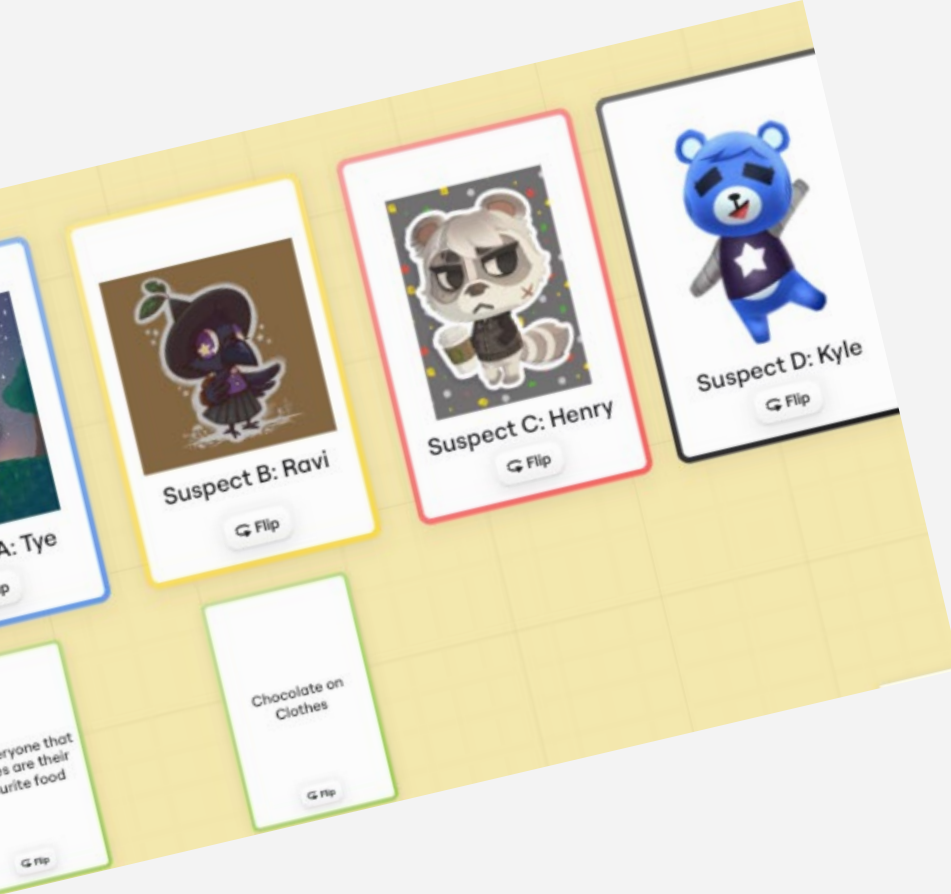
Open up an app on your phone that has a social feed (e.g., Instagram, TikTok). Scroll through until you find a video about health or fitness...

Question 1

How long did it take you to find the video?

What is the video about?

How convincing is the video?



Playing to Learn

Focusing on themes and their relationship to the problem.

I.e. Disagreement

Building Ludoliteracy



Play Games



Have
confidence



Build from
what is
made



What about beyond
games?

Co-Creation as Agency

Play and Creation can be a springboard for giving patrons a voice.



Playing with Information

Focus on senses, emotions,
interactions, and feelings.

Build activities together





CENTER FOR AN INFORMED PUBLIC
UNIVERSITY of WASHINGTON

Empowering Informed Communities

cip.uw.edu/eic

AI in Everyday Life

Big 7 Emotions

Frames

Events: Day for an Informed Public & Media Mentorship

Games and Media Literacy Resource Guide

One-on-one Conversations

SIFT

Savvy TikTok User

Videos Resource Pack

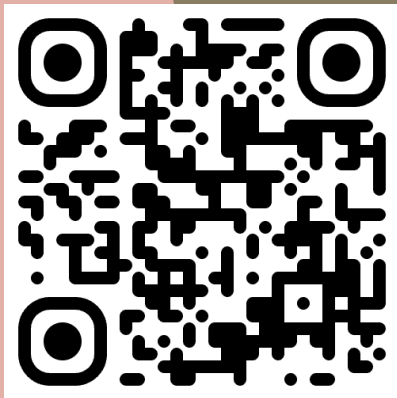
THANKS!

Check out our games!

Loki's Loop

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Escape Rooms
&
Misinfo Playpack



The Feed

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