Today's Presenters

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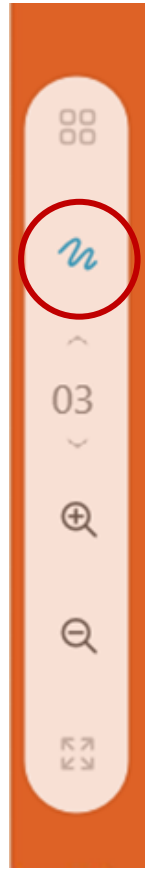
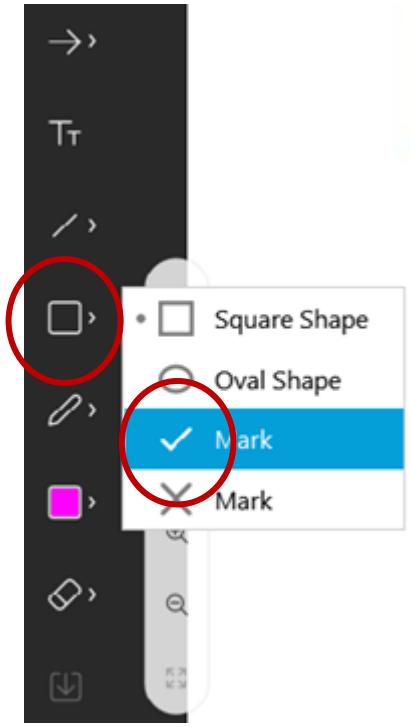
Misinformation Escape Room

A gamified approach to misinformation learning

Access the check mark

1. Mouse over slide to find **long pill menu** at far left OR across the top of the slide
2. Select **squiggle icon** to open annotation tool panel
3. Go to **square** icon and click on arrow for submenu
4. Select **check mark**
5. Click on slide **to practice**





Which face(s) is/are real?

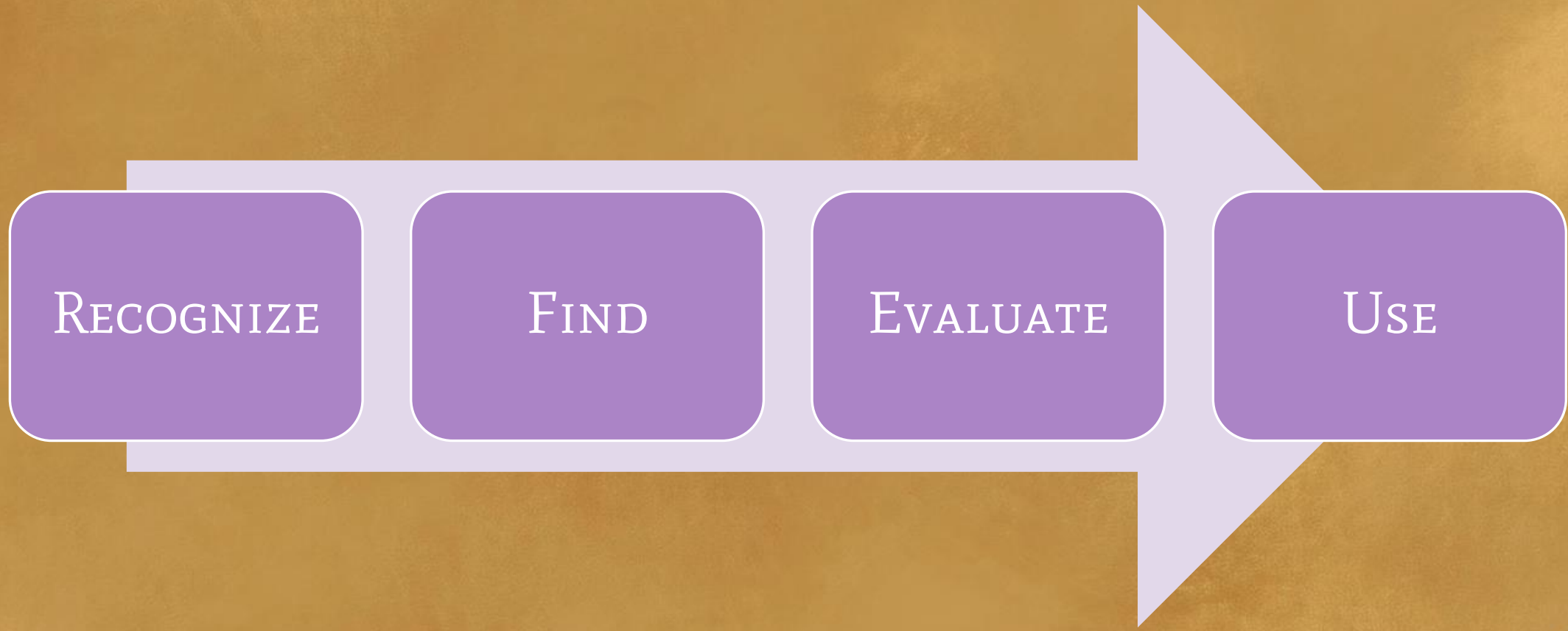
With your check mark, click below the faces you think are real.

Which faces are real?

Misinformation is a problem

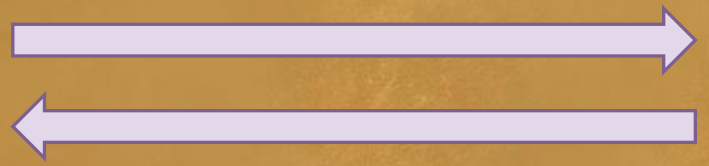
Addressing misinformation is a part of what librarians do!

Information Literacy



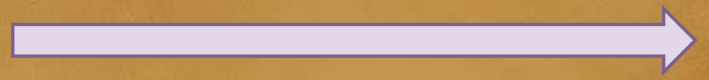
Assumptions?

Directional



Positional

Temporal



Psychology of Misinformation

Emotional triggers

Fear, Anger, Anxiety…
Negative > Positive

Social nature of information

Who do we trust and why? What social pressures are we under?

Cognitive biases

Confirmation bias, Motivated reasoning, Third-person effect...

Self-identity

Types of information we consume and how we make sense of them

only

The problem is not a skills deficit

^

Goals

1. Raise awareness of misinformation technologies and techniques
   - Misleading charts
   - Deepfake images and videos
   - Social media bots

2. Encourage reflection on the role of cognitive biases and emotion
   - Vulnerability
   - Confirmation bias
   - Consequences of unwittingly sharing misinformation

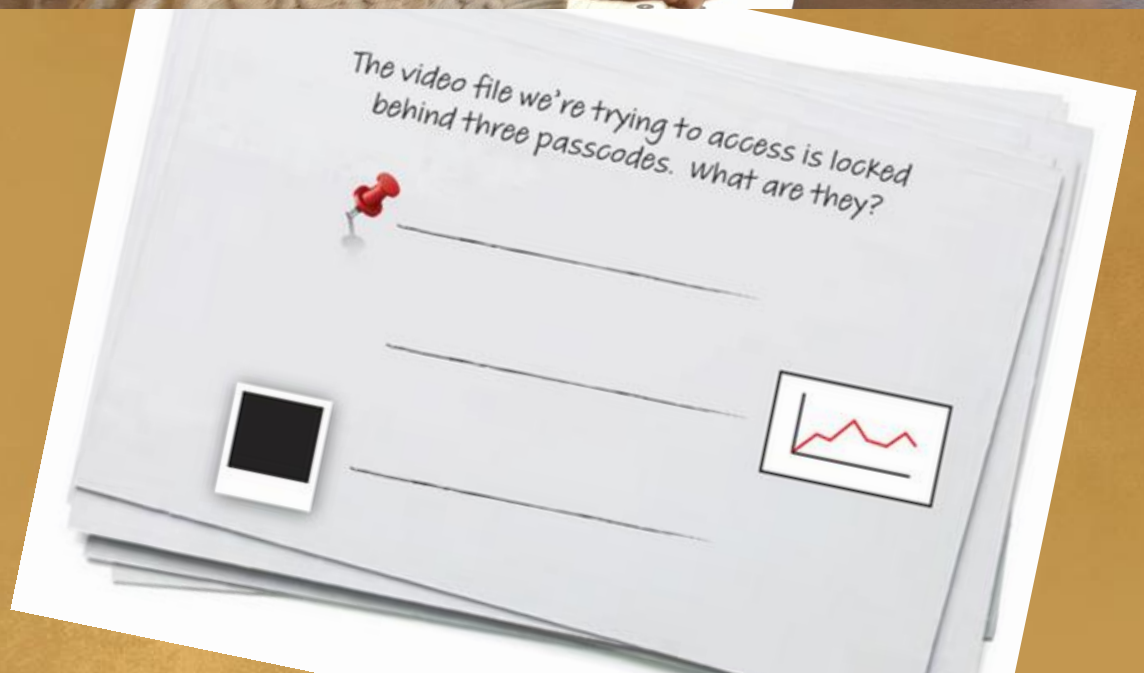
3. Change people's attitudes towards misinformation and certain social media behaviors
   - Seriousness of misinformation in society
   - More cautious

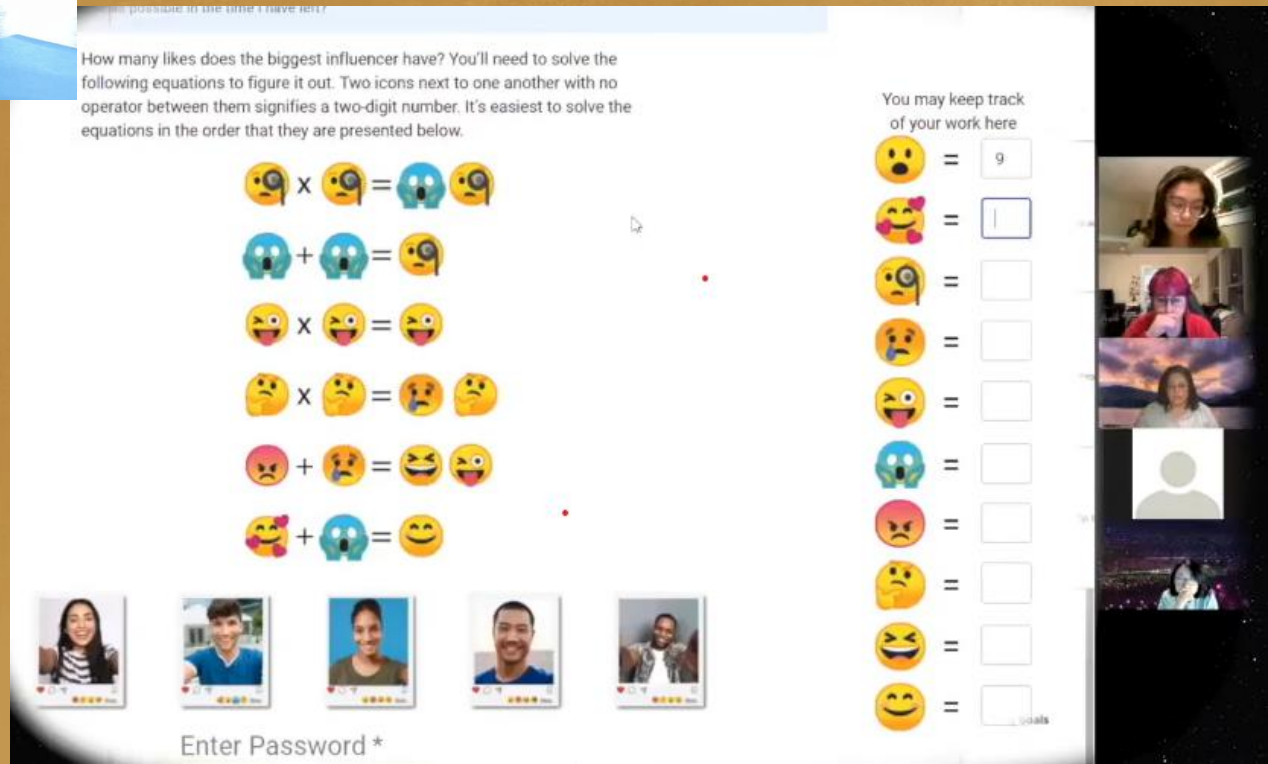
Improving **skills** is not a goal!

Games

- Interactive experience -- immersive, affective, and memorable
- Environments where it is “OK” and you are “expected” to fail
- Opportunities for people to talk about difficult issues and learn from each other
- Most importantly... games are fun!

IN-PERSON & ONLINE ESCAPE ROOM





Misinformation Escape Room Components

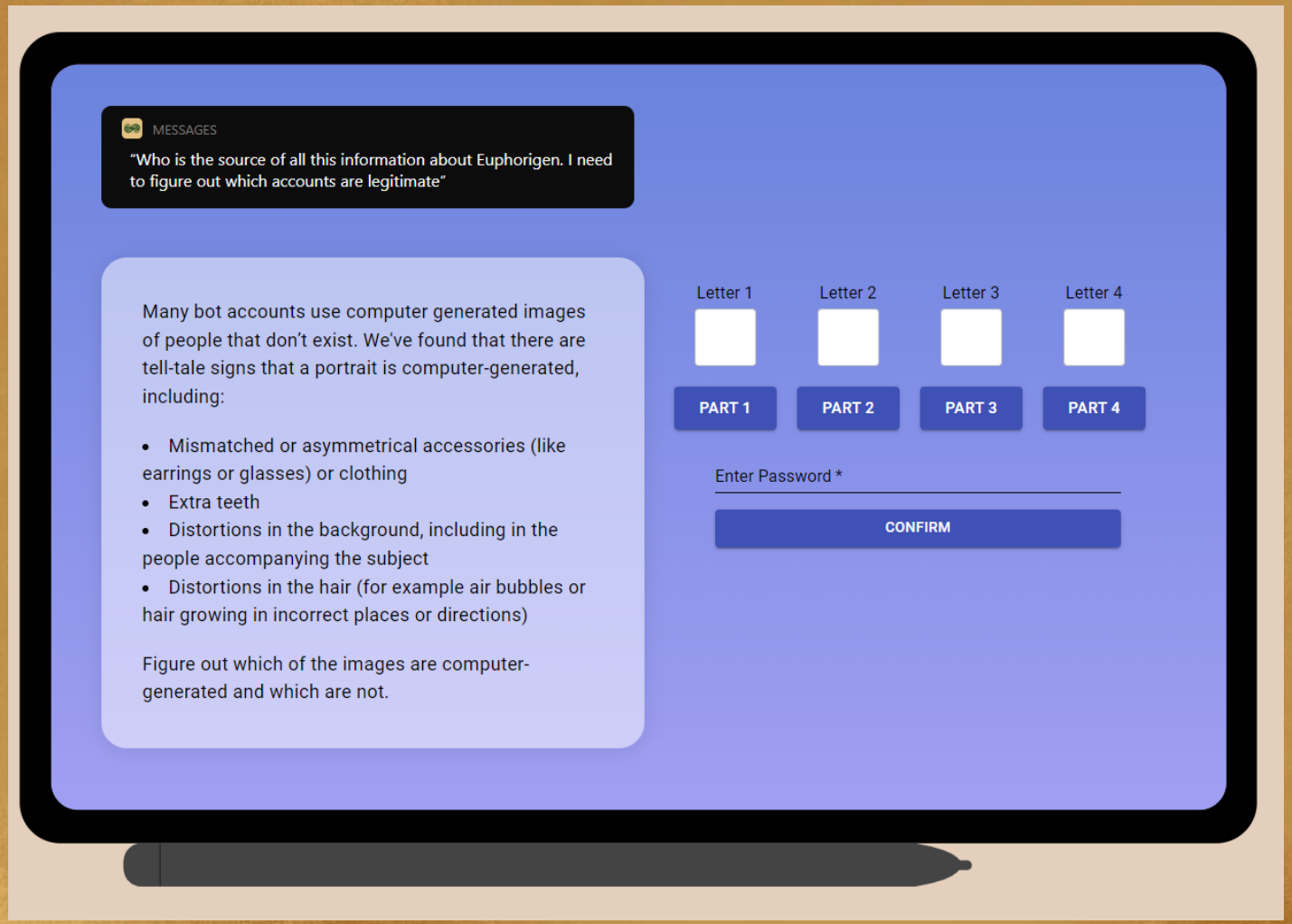
Game Play

Debrief Discussion

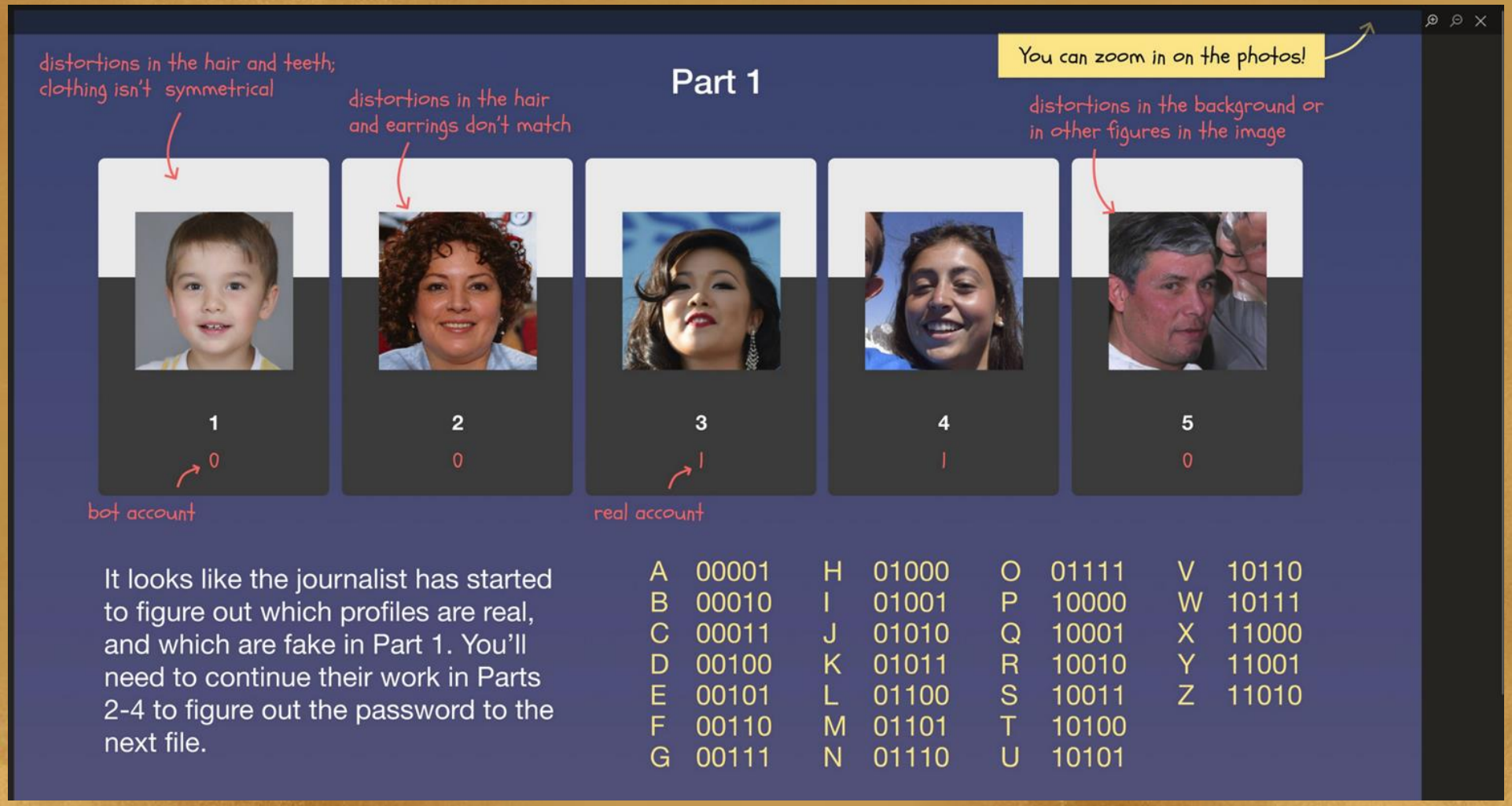
Image: Muhammad Rafizeldi

Game experience

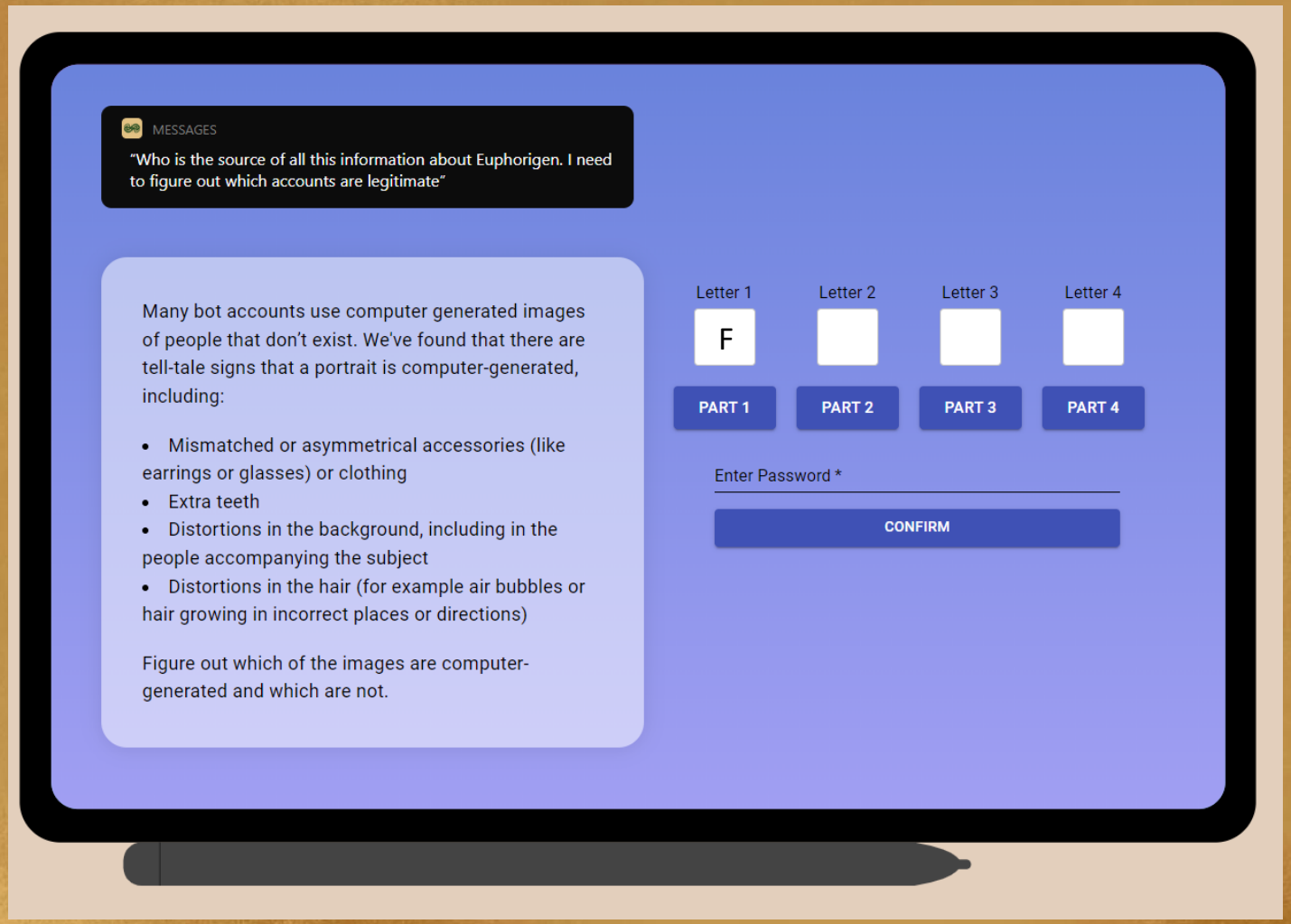
Game experience



Game experience



Game experience



Beta testing

2021: Pilot Study

- 5 libraries in Washington State

2022: Nationwide Study

- 10 libraries across U.S.
- 53 sessions
- 211 players

Comment from Pilot Study Debrief

"It made me think more about the visual component of misinformation, particularly the computer generated images and deep fake videos. It also made me think a lot about confirmation bias and the ways that sharing misinformation on social media is really capitalizing on trusted relationships..."

Comment from Pilot Study Debrief

"It pointed out to me how my bias might affect how I receive certain kinds of information. I didn't realize the level of sophistication and trickery that goes into spreading misinformation - my tendency is to think that people who are susceptible to misinformation are either not very intelligent or educated..."

Tracy Ashby

Programming Supervisor, Central Branch
Calcasieu Public Library
Lake Charles, LA

How to sign-up to use Euphorigen

1. Go to lokisloop.org
2. Sign up to be a game host
3. Wait for approval
4. Change your password
5. Sign in and host games!

Loki's Loop Escape Room

Explore the depths of misinformation
with fun and collaborative games

Don't Have an Account?

Game Host Login | Become a Game Host

Step 1

Game host application

Thank you for your interest in the Loki's Loop project! Please contact us at lokisloop@uw.edu with general questions.

* Required

Game host Application

Do you work for a library, school, museum, civil society organization or other institution with an educational mission?

The Euphorigen Investigation -- online and in-person-- is now available! Please complete the form to create an account. Applications are reviewed manually so please allow up to 2 business days for account activation.

1. Name *

Enter your answer

2. Email *

Enter your answer

3. Organization name *

Enter your answer

4. What best describes your organization? *

- ○ Public library
- ○ University/college
- ○ K - 12 school
- ○ Museum
- ○ Non-profit
- ○ Other library

Step 2

lokisloop.org: Set your password on your new account

W webmaster@smtp.washington.edu
To

10:39 AM

Thank you for your application to be a game host at lokisloop.org! We've approved your request.

The next step you need to complete is to set your account password. Please go to the following page and choose a new password:

http://lokisloop.org/private/account/reset/MTE/b6stl6-6c219f4a11c0c21bc1bd696547b4eb9a/

Your username, in case you've forgotten: publibtest2

If you have any questions, please contact the Loki's Loop team at lokisloop@uw.edu

(If you have already set up your account, you may be receiving this message because your registered email address has changed. If this is the case, you should still click the link above to set a new password.)

Step 3

Reset Password

New Password

Confirm Password

Change My Password

Game Host Portal

You are logged in as **publibtest2**. You can also log out.

Welcome to the Loki's Loop Game Host Portal. You'll find all of the links and resources you need to run online and in-person misinformation escape room games.

- If you want to host an online game, follow the instructions below.
- If you need resources to host an online game, jump to Online games host toolkit.
- If you want to host an in-person game, jump to In-person games toolkit.

Create a New Online Game Session

1. Choose a game and how long you would to keep the game open. The game will not end at this time but no one will be able to join after this time. For example, if you have a game that starts at 5 pm, and you are creating the link at 2 pm, you'll want the game to be open for 4 hours.
2. Click "Start Game Session".
3. Click on the "Copy link" button to share with the players. This URL is specific to this game session and is the only way for players to access the game.

Choose a Game | 1 | hour(s) | Start Game Session

Online Games Toolkit

Euphorigen

The Euphorigen Investigation: The Government wants to introduce the supplement "Euphorigen" into the water supply to boost brain activity and productivity, but does it work as well as the company that created it claims? You have 45 minutes to track down whatever information you can on Euphorigen to uncover the truth, and spread the word!

- Marketing examples
- Game host guide
- Debrief guide
- Resource kit

In-Person Games Toolkit

If you download and use the in-person games, please let us know!

Euphorigen

The Euphorigen Investigation: The Government wants to introduce the supplement "Euphorigen" into the water supply to boost brain activity and productivity, but does it work as well as the company that created it claims? You have 45 minutes to track down whatever information you can on Euphorigen to uncover the truth, and spread the word!

- Kit creation instructions
- In-person game host guide
- Google Drive folder with all the files for the in-person game

Previous Game Sessions

This is a list of all the game sessions that you have created.

#	Game	Started	Expired
1	Euphorigen	June 10, 2022, 10:52 a.m.	June 10, 2022, 2:52 p.m.
	URL: https://beta.lokisloop.org/game/euphorigen?game=2751cd17-0d22-4440-85a7-cf61fac805ed		

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1. Choose a game and how long you would to keep the game open. The game will not end at this time but no one will be able to join after this time. For example, if you have a game that starts at 5 pm, and you are creating the link at 2 pm, you'll want the game to be open for 4 hours.
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Copy link

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Copy link

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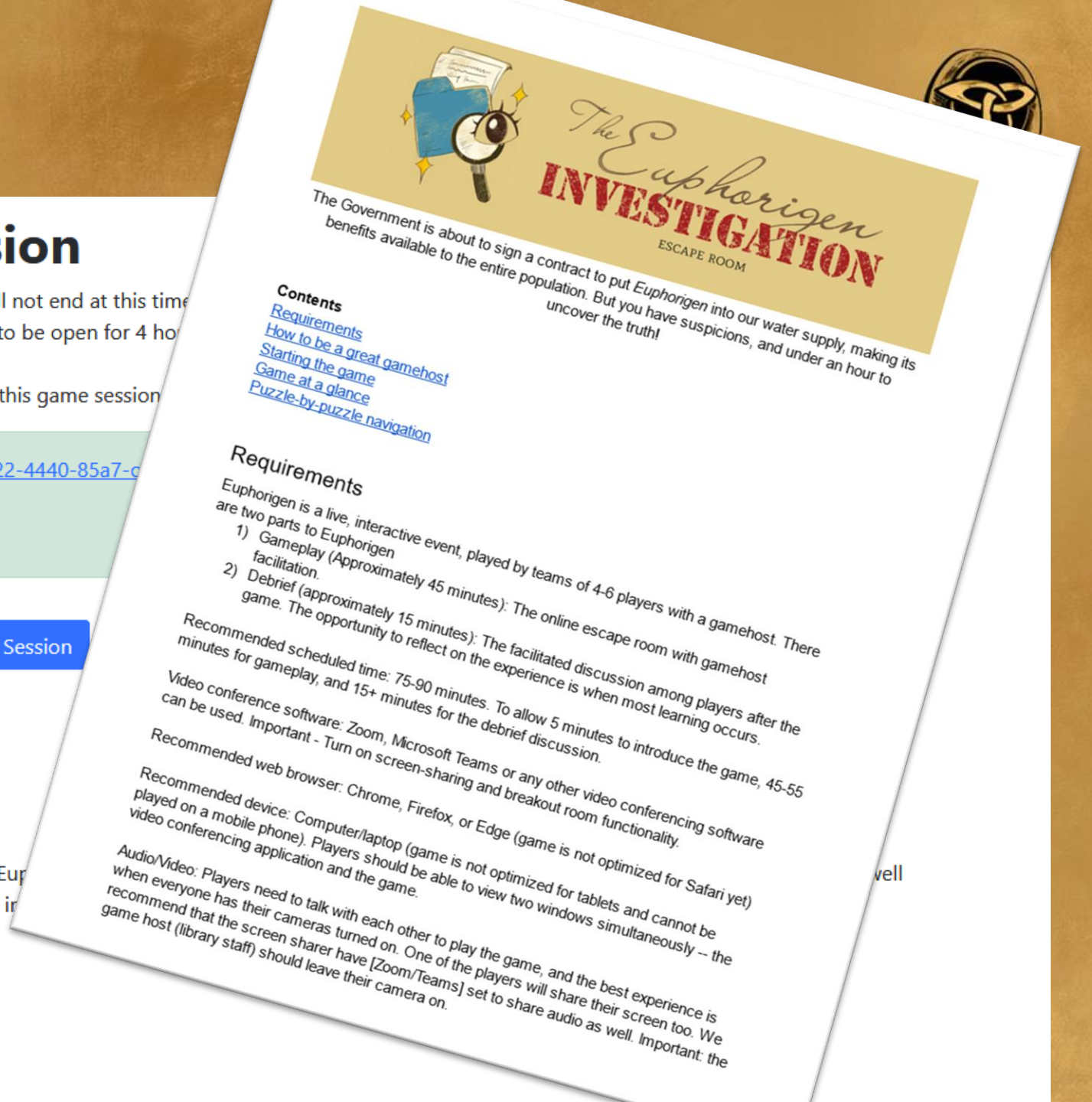

The Euphorigen INVESTIGATION
ESCAPE ROOM

The Government is about to sign a contract to put Euphorigen into our water supply, making its benefits available to the entire population. But you have suspicions, and under an hour to uncover the truth!

Contents
Requirements
How to be a great gamehost
Starting the game
Game at a glance
Puzzle-by-puzzle navigation

Requirements

Euphorigen is a live, interactive event, played by teams of 4-6 players with a gamehost. There are two parts to Euphorigen
1) Gameplay (Approximately 45 minutes): The online escape room with gamehost facilitation.
2) Debrief (approximately 15 minutes): The facilitated discussion among players after the game. The opportunity to reflect on the experience is when most learning occurs.

Recommended scheduled time: 75-90 minutes. To allow 5 minutes to introduce the game, 45-55 minutes for gameplay, and 15+ minutes for the debrief discussion.

Video conference software: Zoom, Microsoft Teams or any other video conferencing software can be used. Important - Turn on screen-sharing and breakout room functionality.

Recommended web browser: Chrome, Firefox, or Edge (game is not optimized for tablets and cannot be played on a mobile phone). Players should be able to view two windows simultaneously -- the video conferencing application and the game.

Recommended device: Computer/laptop (game is not optimized for Safari yet)

Audio/Video: Players need to talk with each other to play the game, and the best experience is when everyone has their cameras turned on. One of the players will share their screen too. We recommend that the screen sharer have [Zoom/Teams] set to share audio as well. Important: the game host (library staff) should leave their camera on.

In-Person Games Toolkit

If you download and use the in-person games, please let us know!

Euphorigen

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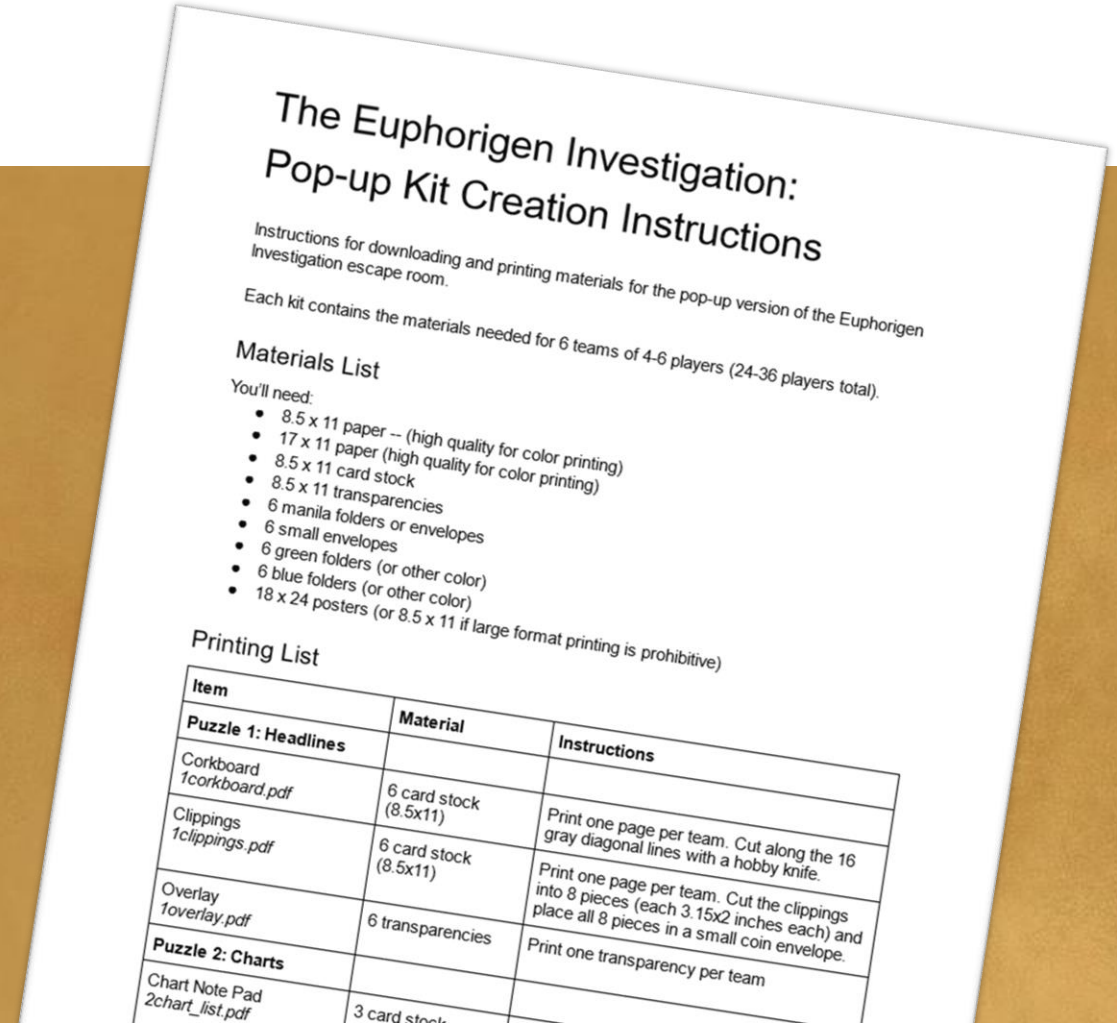

The Euphorigen Investigation:
Pop-up Kit Creation Instructions

Instructions for downloading and printing materials for the pop-up version of the Euphorigen Investigation escape room.

Each kit contains the materials needed for 6 teams of 4-6 players (24-36 players total).

Materials List

You'll need:

- 8.5 x 11 paper -- (high quality for color printing)
- 17 x 11 paper (high quality for color printing)
- 8.5 x 11 card stock
- 8.5 x 11 transparencies
- 6 manila folders or envelopes
- 6 small envelopes
- 6 green folders (or other color)
- 6 blue folders (or other color)
- 18 x 24 posters (or 8.5 x 11 if large format printing is prohibitive)

Printing List

Item	Material	Instructions
Puzzle 1: Headlines		
Corkboard *1corkboard.pdf*	6 card stock (8.5x11)	Print one page per team. Cut along the 16 gray diagonal lines with a hobby knife.
Clippings *1clippings.pdf*	6 card stock (8.5x11)	Print one page per team. Cut the clippings into 8 pieces (each 3.15x2 inches each) and place all 8 pieces in a small coin envelope.
Overlay *1overlay.pdf*	6 transparencies	Print one transparency per team
Puzzle 2: Charts		
Chart Note Pad *2chart_list.pdf*	3 card stock	

Thank you!

Sign up to host:

www.lokisloop.org

Contact us with questions:

lokisloop@uw.edu

Project Partners

CENTER FOR AN INFORMED PUBLIC
UNIVERSITY of WASHINGTON

GAMER
GAME RESEARCH GROUP

TECHNOLOGY & SOCIAL CHANGE GROUP
UNIVERSITY of WASHINGTON
Information School

Puzzle PB Break

Sponsor:

INSTITUTE of Museum and Library SERVICES