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

Recognize  Find  Evaluate  Use
Assumptions?

Directional

Positional

Temporal
Psychology of Misinformation

Emotional triggers
Fear, Anger, Anxiety...
Negative > Positive

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

Social nature of information
Who do we trust and why? What social pressures are we under?

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
   o Misleading charts
   o Deepfake images and videos
   o Social media bots

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

3. Change people’s attitudes towards misinformation and certain social media behaviors
   o Seriousness of misinformation in society
   o 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
Many bot accounts use computer generated images of people that don’t exist. We’ve found that there are tell-tale signs that a portrait is computer-generated, including:

- Mismatched or asymmetrical accessories (like earrings or glasses) or clothing
- Extra teeth
- Distortions in the background, including in the people accompanying the subject
- Distortions in the hair (for example air bubbles or hair growing in incorrect places or directions)

Figure out which of the images are computer-generated and which are not.
It looks like the journalist has started to figure out which profiles are real, and which are fake in Part 1. You'll need to continue their work in Parts 2-4 to figure out the password to the next file.
Many bot accounts use computer generated images of people that don’t exist. We’ve found that there are tell-tale signs that a portrait is computer-generated, including:

- Mismatched or asymmetrical accessories (like earrings or glasses) or clothing
- Extra teeth
- Distortions in the background, including in the people accompanying the subject
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Figure out which of the images are computer-generated and which are not.
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...”
"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 lokusloop.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 loxisloop@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 Esphorion 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

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**Step 2**

loxisloop.org: Set your password on your new account

- webmaster@smtp.washington.edu

To

10:39 AM

Thank you for your application to be a game host at loxisloop.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://loxisloop.org/private/account/reset/M7E/66d6e6-6e2319f4a1120c21e8b1d696547b5eb9a/

Your username, in case you’ve forgotten: publibtest2

If you have any questions, please contact the Loki’s Loop team at loxisloop@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.)

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**Step 3**

**Reset Password**

- New Password
- Confirm Password

[Change My Password]
Welcome to the Loki's Leap 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 like 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 9 pm, and you are creating the link at 2 pm, you will want the game to be open for 4 hours.
2. Click the "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

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
- Detailed guide
- Resource list

In-Person 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.

- In-person 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.

<table>
<thead>
<tr>
<th>#</th>
<th>Game</th>
<th>Started</th>
<th>Expired</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Euphorigen</td>
<td>June 10, 2022, 10:42 a.m.</td>
<td>June 10, 2022, 2:32 p.m.</td>
</tr>
</tbody>
</table>

url: https://lokihosting.ldo.org/games/previousgames/
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.

- Game URL: https://beta.hkisloop.org/game/euphorigen?game=2751cd17-0d22-4440-85a7-cf61fac805ed

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
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 as the game will start 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.

Game URL: https://beta.lokeisloop.org/game/euphorigen?game=2751cd17-0d22-4440-85a7-c3545e

Online Games Toolkit

Euphorigen

The Euphorigen Investigation: The Government wants to introduce the supplement “Euphorigen” as the company that created it claims. You have 45 minutes to track down whatever is going on.

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

Requirements

Euphorigen is a live, interactive event, played by teams of 4-6 players with a game host. There are two parts to Euphorigen:
1) Gameplay (Approximately 45 minutes): The online Escape Room with game host 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 an additional 15 minutes for the debrief discussion.

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

Recommended browser: Chrome, Firefox, or Edge (game is not optimized for Safari yet).

Recommended device: Computer/laptop (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.

Audio/Video: Players need to talk to 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 use [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

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

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)
- 10 x 24 posters (or 8.5 x 11 if large format printing is prohibitive)

Printing List

<table>
<thead>
<tr>
<th>Item</th>
<th>Material</th>
<th>Instructions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Puzzle 1: Headlines</td>
<td>6 card stock (8.5x11)</td>
<td>Print one page per team. Cut along the 16 gray diagonal lines with a hobby knife.</td>
</tr>
<tr>
<td>Clippings</td>
<td>6 card stock (8.5x11)</td>
<td>Print one page per team. Cut the clippings into 8 pieces (each 2.5x2 inches each) and place all 8 pieces in a small self-envelope.</td>
</tr>
<tr>
<td>Overlay</td>
<td>6 transparencies</td>
<td>Print one transparency per team.</td>
</tr>
<tr>
<td>Puzzle 2: Charts</td>
<td>3 card stock</td>
<td></td>
</tr>
</tbody>
</table>
Thank you!

Sign up to host:
www.lokisloop.org

Contact us with questions:
lokisloop@uw.edu
Project Partners

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UNIVERSITY of WASHINGTON

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