

Serious Games For Disinformation

Scott DeJong / Concordia University

Québec 

Fonds de recherche – Nature et technologies
Fonds de recherche – Santé
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Who Am I?

- BA/B Ed, Primary Junior Education
- MA, Media Studies
- PhD Candidate, Communications
- Public Scholar, Media Literacy / Play
- Game Designer, Educational Games

Researcher at:



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I study how to make digital issues tangible

How Games do so

Driven by Three Main Design Focuses



Wargaming / Foresite

How do we simulate theories and concepts? How does this apply to intangible things like disinformation?



Play

How do we make play focused game? How is knowledge formed through play?



Conversation

How do games create a conversation? How do we design games for facilitators?

Physical Experiences



Title: **Generational Controls: Designing and implementing a serious intergenerational escape game that analogizes data personalization, filter bubbles and echo chambers**

L&L is a 2v2 board game where you spread or stop the spread of conspiracy theory on social media.

Lizards and Lies



Theory into Play

Information Pipelines

How content moves

Distributed Discovery

How I find news or it finds me

The "Swarm"

Push and Pull of Content



Media literacy has to
adapt to modern needs.

Not repeat the standard.

Key Research Findings from Design

1

Misleading content moves in a push and pull

2

Single solutions offer ineffective understandings of the actors.

3

Ecological models offer a more effective comprehension of interaction.

4

Game design can offer ways to explore and test media theory.

Disinformation is not just a “smoking gun”

It is personal, felt, and experienced.

It is a system



Not Just a War!

Citizens are on the “frontlines” of disinformation attacks.

Step one is understanding the environment.

Thank you!

Do you have any questions?

scott.dejong@concordia.ca / [@SWBdejong](https://twitter.com/SWBdejong)



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