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TRUTH OR DARE WHY DETAILS MATTER

THEME: Media literacy and critical thinking

COMPLEXITY: Medium

GROUP SIZE: 15-20 people

TIME: 1.20 h

OVERVIEW

In today's digital age, where information spreads rapidly and often without thorough scrutiny, it has become increasingly vital for us to navigate the vast sea of media with discernment and analytical skills. This workshop aims to equip you with the tools and knowledge necessary to become savvy consumers and critical thinkers in the media landscape.

The workshop includes three activities and a de-briefing.

1 GEOQUEST: AN EYE FOR DETAILS

In this geolocation-based game, your skills in observation, coordination, and critical thinking will determine your triumph!

- Form 5 teams as you delve into an intense competition
- Equipped with Google Lens, Maps or TinEye, you will unravel a trail of enigmatic pictures scattered throughout the real world
- Each picture holds a secret location, hidden in plain sight, waiting to be discovered
- Your mission is to use image recognition technologies to analyse the pictures and identify the precise coordinates of their origin Remember, accuracy is crucial, as the team that comes closest to the true coordinates

will claim victory.

2 BIASED BATTLE: UNMASKING PERCEPTION

The objective of this interactive activity is to enhance participants' critical thinking skills when consuming the news by learning about the most common cognitive biases employed by sensational media.

- Gather all the participants and explain the purpose of the activity: to develop critical thinking skills when consuming news by understanding common cognitive biases.
- Provide a brief overview of each cognitive bias that will be covered: Appeal to Tradition, Appeal to Fear, Appeal to Authority, Argumentum ad Hominem, and Straw Man Fallacy.
- Divide the participants into five groups and give them handouts containing definition and examples of cognitive biases
- Each group will now have time to match the definition with the corresponding examples
- Once time has finished, each group will share their teamwork and analyse the biases

3 THE STATUES OF FEAR: BREAKING DOWN BARRIERS

- Split into two groups "URBAN" AND "RURAL"
- Discuss within your group one set of questions
- How is communication in rural areas? Think about their needs, media literacy, etc.
- How is communication in urban areas? Ibid.
- Share what you discussed and debate

4 DEBRIEFING

Dixit cards: In this activity, participants will utilise carefully chosen cards to creatively express their thoughts and emotions about the workshop. Each participant will select a card that resonates with them and use it as a unique means to share their feelings with the group.

<https://pin.it/2JNJjss>

OBJECTIVES

- Develop participants' critical thinking skills in the context of media literacy.
- Encourage participants to analyse the intricate details and nuances of media messages.

- Challenge participants to question narratives, identify biases, and detect manipulative techniques in media.
- Foster discernment in evaluating sources, considering different perspectives, and recognising logical fallacies.
- Create an inclusive space that breaks down communication barriers between rural and urban environments.
- Facilitate meaningful discussions and activities to promote understanding and empathy across diverse backgrounds.
- Foster a sense of unity and shared understanding in media literacy.
- Empower participants to navigate the complex media landscape confidently and responsibly.

MATERIALS NEEDED

For this workshop, you will need

- Dixit cards
- Digital pictures
- Biases definition and examples (see attached files)
- Access to Google Lens and Maps

STEP-BY-STEP INTRODUCTION

Begin by welcoming the participants to the workshop and providing a brief overview of the activities to come.

Explain that the workshop will consist of three activities aimed at exploring media literacy and communication in urban and rural areas.

Activity 1: Geolocation

Allocate 20 minutes for this activity

- Explain that this activity is a geolocation-based game that will test the participants' observation, coordination, and critical thinking skills. ● Form five teams and provide each team with Google Lens, Maps, or Tineye to assist them in the game.
- Inform the teams that they will be presented with a series of enigmatic pictures hidden in the real world. You can use your own pictures with

difficulty based on your audience.

- Explain that each picture holds a secret location, and their mission is to use image recognition technologies to analyse the pictures and identify the precise coordinates of their origin.
- Emphasise the importance of accuracy, as the team that comes closest to the true coordinates will claim victory.

After that, there will be a more complex task, the participants will receive a Google Streetview link and in our example, they have to find out what significantly happened in that place and when and why.

The link is: <https://maps.app.goo.gl/vqGNNpmyP9K9iqq8>

It is the location of the murder of an investigative journalist from Slovakia who was writing about the corruption with European subsidies connected to 'Ndraghetta, mafia from Calabria in Italy. The task can also be accommodated to the audience and situation.

Activity 2: Biases' Gamification

Allocate 15 minutes for this activity

- Gather all the participants and introduce the objective of this activity, which is to enhance critical thinking skills when consuming news by understanding common cognitive biases.
- Provide a brief overview of the cognitive biases that will be covered: Appeal to Tradition, Appeal to Fear, Appeal to Authority, Argumentum ad Hominem, and Straw Man Fallacy.
- Divide the participants into five groups and distribute handouts containing the definitions and examples of cognitive biases. ● Allow each group time to match the definitions with the corresponding examples.
- Once the time is up, ask each group to share their teamwork and analyze the biases they have identified.

Activity 3: The Statues of Fear

Allocate 15 minutes for this activity

- Divide the participants into two groups: "Urban" and "Rural." ● Instruct each group to discuss a set of questions related to communication in their respective areas, considering needs, media literacy, etc.
- Give the groups some time to discuss and share their thoughts within their groups.

- Reconvene the whole group and encourage a debate where both groups can share what they discussed and exchange perspectives.

Debriefing and evaluation

Allocate 10 minutes for the debriefing session.

- Introduce Dixit cards and explain that participants will use them to express their feelings about the workshop.
- Encourage everyone to share their cards and any additional thoughts they may have about the activities or the workshop as a whole. ● How did you feel?
- Was there something new you learnt?
- How does being deceived by the media make you feel?

TIPS FOR FACILITATORS

- Stay neutral and objective
- Actively listen
- Encourage respectful communication
- Identify common goals or interests
- Facilitate open dialogue
- Remember you do not necessarily need to arrive at a common ground but it is important that both parties understand to tolerate and respect each other