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# Exploring Misinformation on Social Media with the Bad News Game

## Introduction:

Sorting through social media misinformation was challenging before generative AI and will likely be even more so now. Let's play a game called [Bad News](https://www.badnewsgame.com/), where students learn about misinformation online by putting them in the driver's seat of becoming their own fake news tycoon.

## Learning Outcomes:

- Understand the tactics used to spread misinformation and fake news on social media.
- Develop critical thinking skills to identify and resist misinformation.
- Explore the role of AI in both spreading and combating misinformation.

## Activity:

### Introduction:

- Start with a brief discussion on misinformation and its impact on society. Ask students if they can recall any instances where they encountered misinformation on social media. I suggest pulling up something current as an example.

### Game Play:

- Have students play the [Bad News](https://www.badnewsgame.com/) game. They should take notes on the tactics they use to spread misinformation in the game. You can group them together into small "misinformation teams" and have them collectively decide what choices they're making or let them play individually.

## **Group Discussion:**

- After playing the game, divide students into small groups. Each group should discuss the tactics they used in the game, how they felt using them, and how playing the game might help them recognize these tactics in real life.

## **Discussion Questions:**

- What tactics did you use in the game to spread misinformation? How did it feel to use these tactics?
- Can you recall any real-life examples where these tactics were used? How did you react?
- How can you apply what you learned from the game to your everyday social media use?
- What role do you think AI plays in spreading misinformation? What about in combating it?

## **Reflection Questions:**

**How has playing the Bad News game changed your perspective on the information you see on social media?**

- Can you identify any changes in your behavior or attitude towards the information you encounter online?
- Are there specific tactics from the game that you now recognize in real-world situations?

**How can you use what you learned from the game to combat misinformation in your own online interactions?**

- What steps can you take to verify the information you come across online?
- How can you help others understand the importance of verifying information before sharing it?

**What potential benefits and challenges do you see with using AI to combat misinformation?**

- How might AI tools help in identifying and flagging misinformation?
- What concerns do you have about AI's role in determining what information is true or false?
- How might biases in AI systems affect their ability to accurately identify misinformation?

**How do you think AI could be used to spread misinformation?**

- Can you think of ways that AI might be manipulated to spread false information?
- What safeguards do you think should be in place to prevent this?

**How do you feel about the role of AI in our digital lives, especially in the context of social media?**

- Do you think AI has more potential to help us or harm us in the context of social media use?
- How do you think AI should be regulated on social media platforms?

**What responsibilities do individuals, communities, and companies have in combating misinformation?**

- How can individuals take action against misinformation?
- What role do you think social media companies should play in this issue?
- How can communities work together to promote accurate information and combat misinformation?