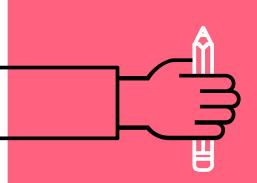




Fake News Literacy

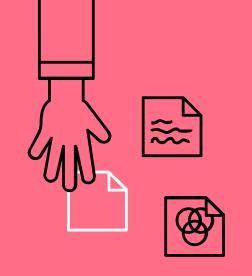
Mid-sem Presentation Rachel F., Rachel G., Yoon Young



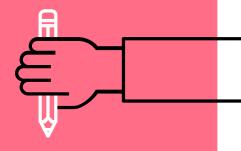


Overview

- ▶ 01 Catalyst Phase
- ▷ 02 Community
- ▷ 03 Explore and Innovate
- ▷ 04 Participate
- ▷ 05 Future Steps







01 Catalyst Phase

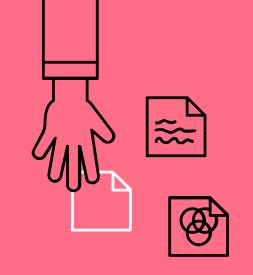
Breaking down the problem

Our audience: college students & their media consumption



The problem

- Fake News is extremely prevalent
- People are very gullible and will not fact check fake articles information
- Difficult to discern between the truth and facsimile



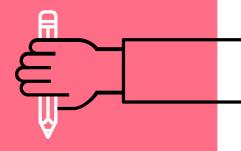






How might we help college students be more aware of fake news and increase their news literacy?



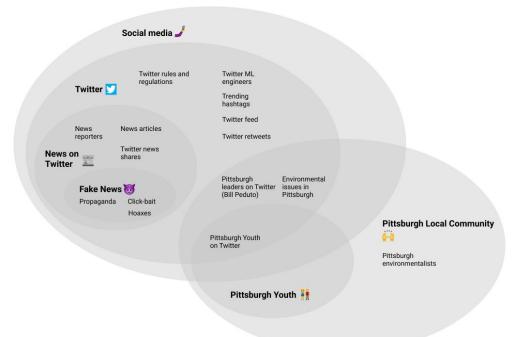


02 Community

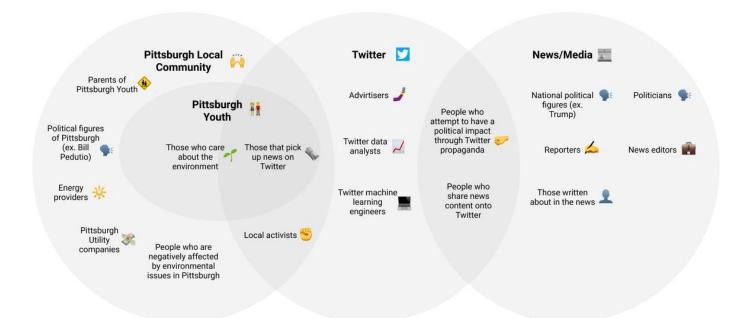


Who are we working with?

Territory Map

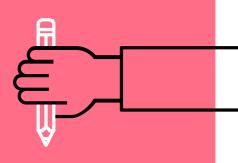


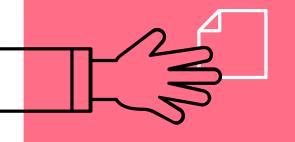
Stakeholders



Explore and Innovate

Prototyping and idea development





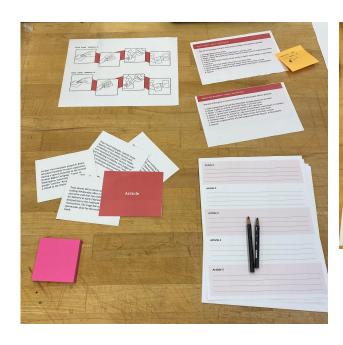
Fake News Posters

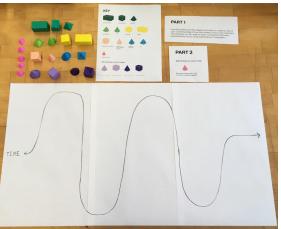




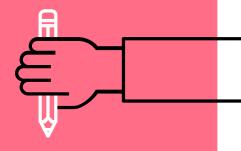


Three Concepts



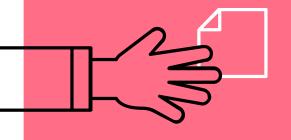






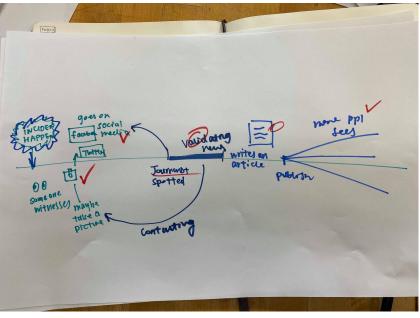
04 Participate

Our research methods

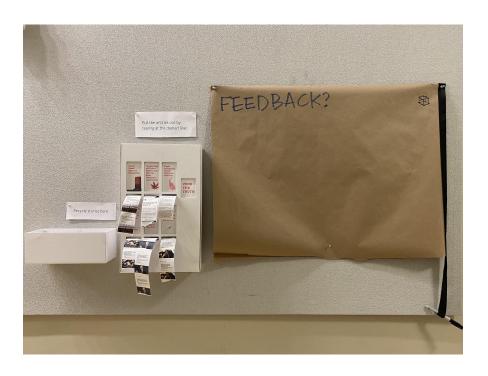


News timeline testing





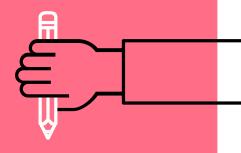
Vending machine testing





Insights

- Students not completely interested in news → incorporate game-like aspect
- Visuals affect user engagement and perspective on headlines → design physical appearance and "branding"

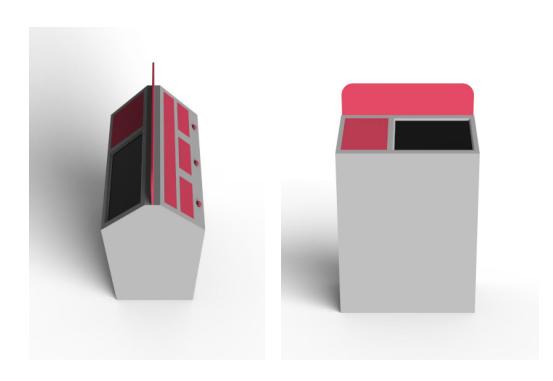


05 Future Steps

What to do next...



Original concept





phenomena of fake news

New concept development:

- New potential directions:
 - 1. Translate everything into a participatory website
 - 2. DIY Instructables with game app
 - 3. Card game style activities
 - 4. Data Visualizations of Fake News

1. Participatory website

- Essentially the original idea all translated into a website
- Eliminates the large-scaled physical product.



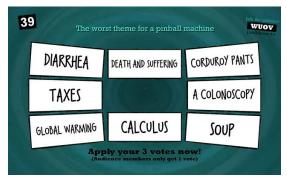
2. DIY Instructables with game app

- Online, free instruction kits for participants to create their own small products
- Associated with an app game to help increase news literacy



3. Online Game activities

- Online card game
- Single/multiple players
- Directly pulls headlines/news content from online users





4. Fake News Data Visualizations

- Could gather data through a digital game
- Generally could be incorporated into our other ideas

