

Project: DOMINOES Digital cOMpetences INformatiOn EcoSystem
ID: 2021-1-RO01-KA220-HED-000031158

DOMINOES

Multiplier Event SPAIN *Presentation of Results of DOMINOES Project*

Agenda

University Rey Juan Carlos
Campus Madrid-Argüelles
C/ Quintana, 21. Madrid 28008. Spain

January 17, 2024



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Wednesday, 17.01.2024 (CST)

11.44 - 12.00	<i>Registration (Salón de actos, Edificio Quintana, Madrid, URJC)</i>
12.00 - 12.30	Welcome Dominoes Project Presentation https://www.projectdominoes.eu/ , https://ciberimaginario.es/project/dominoes/
12.30 - 13.15	Presentation of the main results of the project <ol style="list-style-type: none"> 1. Handbook on identifying and countering disinformation 2. Course Syllabus 3. LTTs 4. MOOC 5. Open Education Resources 6. Interviews https://bit.ly/dominoes-me
13:15 – 13:30	DISINFORMATION CHALLENGE: Information vs disinformation. Who will win? https://www.canva.com/design/DAF5S6oHJ1A/watch
13:30 – 14:15	DISINFORMATION CHALLENGE: Playing <p>Participants engage proactively in the game's evolution, gathering insights into the project's outcomes while applying their understanding of misinformation. (Refer to the annex for details on the game's mechanics.) Throughout the game, illusionist David de la Runa will also captivate participants with magic performances, illustrating the delicate boundary between knowledge and belief. Moreover, a designated area within the venue will offer attendees the opportunity to experience a virtual reality game designed to identify Deepfakes.</p>
14:15 – 14:30	Conclusions
14:30 - 15:00	Cocktail



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Annex

Game Title: "Information vs. Misinformation: The Ultimate Showdown"

Description: Step into the world of DOMINOES's Game, a captivating and enjoyable experience designed to challenge your knowledge and unveil the outcomes of the DOMINOES project. It's a perfect opportunity to engage in friendly competition with peers and friends. Players in this game will take on one of two roles: the 'Informants' or the 'Disinformers'.

Informants' Objective: Informants strive to correctly answer as many questions as they can, pertaining to various aspects of the DOMINOES project such as the MOOC, LTT training activities, Open Education Resources (OER), the Handbook, and various informative products.

Disinformers' Objective: The goal of the Disinformers is to sow confusion and disrupt the Informants' information-gathering process, creating a challenging environment of chaos.

Game Mechanics: Upon arrival, each participant receives a card assigning them to a specific group (MOOC, LTT, OER, Handbook, or Web) and a role (Informer or Disinformer). To easily identify each player's group, they will wear a distinctive identification sticker. Both roles are present in each group, and players must keep their role secret throughout the game.

Introduction: A briefing session explains the game mechanics to the participants, emphasizing the importance of understanding their assigned group and role.

Information Gathering:

Informants: Participants must respond to the question on their card using a QR code that directs them to the DOMINOES website for information.

Disinformers: Knowing the correct answer in advance, Disinformers must concoct and provide a misleading response to their assigned question.

Interaction Phase: Players are handed cards which they must complete through interactions with other participants.

Informants: They are tasked with finding and correctly answering all 5 questions from the 5 categories, by engaging with and verifying information from various participants.

Disinformers: Their objective is to deceive those who inquire, offering false or incomplete information while pretending to fill out their cards. • **Result Verification:** Game moderators will reveal the correct answers. Each correctly completed card scores a point. The Informants win if there are more correct cards than incorrect ones, whereas the Disinformers triumph if the reverse is true.



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