Get your facts straight

Open educational resources

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Examples of resources

• To get participants (youngsters and adults) interested:
  • Resource 1 - How to become a TripAdvisor’s #1 Fake Restaurant
• Materials for trainers and lectures:
  • Resource 2 - Crash Course: Navigating Digital Information
• Interactive materials:
  • Resource 3 – The Bad News
Resource 1 - How to become a TripAdvisor’s #1 Fake Restaurant

• What is it about:
  • Journalist decides to make his house (The Shed) #1 restaurant in London and (actually!) succeeds
  • Fake web site, fake social media accounts, creates fake menu
Resource 1 - How to become a TripAdvisor’s #1 Fake Restaurant

• Reasons and benefits:
  • It’s almost unbelievable and therefore is perfect to show how everyone is vulnerable to fake information online
  • It shows how something fake can be easily created online
  • It can be interesting to youngsters and adults
  • It can be used as an example for getting the participants interested and to engage them in further discussion
Resource 2 - Crash Course: Navigating Digital Information

• What is it about:
  • Online video course (Youtube) with different lessons about how to approach, verify, evaluate and use online information
  • It covers almost every aspect of the digital information: news sites, forums, social networks, photos and videos, data and infographics, etc.
  • It gives practical advice on what and how to do in situations concerning information we get online
Resource 2 - Crash Course: Navigating Digital Information

• Reasons and benefits:
  • It is very comprehensive and easy to follow
  • It can be (pretty well) translated to every language via Youtube’s automatic translation
  • It can be a very good crash course for trainers
  • Some parts or whole lessons can be used with participants
  • It offers both advice on how to recognize fake or unreliable sources, but also how to verify that some source has credibility
Resource 3 – The Bad News

• What is it about:
  • Interactive online game that puts participants in the position of a person who spreads fake news
  • The player chooses what to post and comment and how that reflects on his/her credibility, number of followers, etc.
Resource 3 – The Bad News

• Reason and benefits:
  • It shows how and why some people post fake news – what are the reasons behind their actions
  • It shows different psychological techniques people who post fake news use to get better results: impersonation, emotion, polarization, conspiracy, discredit
  • Participants can be more aware of mechanisms of fake news if they try to create some by themselves
  • It is interactive and fun, but it has a powerful message
Conclusion

- These resources can be used as inspiration or directly
- All of them are in English (but can be translated automatically with more or less satisfactory results)
- Can be used for the lower levels of Bloom’s taxonomy
- Interactive and easy to use
Thank you for the attention! 😊