

Instruction: Media Literacy and Information Card Game

Background

Media Literacy Card Game was designed for kids and youth by Thai Media Fund, the Friedrich Naumann Foundation and relevant partners to promote media literacy by creating space for discussion, building immunity against the rapid spread of unreliable news stories, including framing media responsibility which is fundamental element of democracy and open society.

Media Literacy Card Game was first developed in 2017 and has been used as a learning tool since 2018. The role-playing card game receives overwhelming feedback that brought its second edition into reality in 2019 with update on Situations Cards, including Media Literacy Cards that will allow the players to thoroughly and critically discuss the issue.

Media Literacy Card Game

In digital era, we face a number of challenges due to disinformation spreading online, Media Literacy and Information Card Game encourages the players to constructively discuss the issue and build immunity against fake news.

No of players : 2-10

Time : 30 minutes

Age : above the age of 5 years

Tools:

1. Situation Cards	16
2. Action Cards	58
2.1. Media Literacy Cards (categorized)	45
2.2. Special Cards	13
3. Like Coins	15
4. Dislike Coins	15

Instructions:

Setup

1. Divide the players into teams (a maximum of 5 teams). Each team consists of 1-2 players. Then, choose the first player and gameplay follows a clockwise direction.
2. Give 3 Like and 3 Dislike Coins to each team.
3. Prepare, shuffle the deck and divide the cards into 2 groups which are:
 - 3.1. Situation Cards (blue) – The player selects 5 Situation Cards, read out and place them on the table
 - 3.2. Action Cards consist of Media Literacy Cards and Special Cards (Grey). Shuffle the cards. Each team is dealt with 4 cards, while the last team will get 5. The remainder of the deck is placed facedown to form a draw pile

Let's Play

1. The first team randomly picks up one card of the team on the right side, adding the number of cards in their hand to 5. Place Media Literacy Card and/or Special Card and explain reasons and an approach the team chooses to take.
2. If Media Literacy Card fails to tackle media situation or cannot raise awareness on media literacy, the player can place a new card and try again.
3. If other teams agree that a new card can raise awareness or develop media literacy, the player can draw a new Media Literacy Card from the draw pile when the round is over until they have 5 cards in hand.
4. The next team follows suit. Pick one card of the team on their right side, place Media Literacy Card and/or Special Card. Once the round is over, the player can draw a new card from the draw pile until there are 5 cards in hand. The gameplay continues in this way.
5. The team that puts down all 5 Situation Cards will score all points. The team will have to draw new Situation Cards from the draw pile until there are 5 cards and turn them over.
6. During the game, Like Coin can be given to the player if other teams likes with their approach and reason to tackle fake news. Likewise, other teams can give the player Dislike Coin if they disagree with their approach and reason.

Game Ends

The team which has the highest score will be the winner.

Points are scored by:

1. Situation Cards collected from each round : A Situation Card carries 3 points
2. Like and Dislike Coins : A Like Coin is equal to 1 point while A Dislike Coin deducts 1 point from the score

Card Explanation

1. Media Literacy Cards

- 1.1. Blue represents offline and online news
- 1.2. Purple represents media that uses several techniques
- 1.3. Pink represents media that has agenda.
- 1.4. Orange represents values hidden in the media
- 1.5. Yellow represents multiple points of view given to news

2. Special Cards

- 2.1. Super Mil Card – This card represents all 5 colors. This card can only be played only when it is the player's turn
- 2.2. Media Literacy Combo Card – The player can place 2 Media Literacy Cards. This card can be played only when it is the player's turn
- 2.3. Blackout Cards – This card is placed to remove any Media Literacy Card. This card can be played throughout the game

3. Like and Dislike Coins

- 3.1. Like Coin – Players can give this coin if they are happy with other teams' approach and reason to tackle fake news
- 3.2. Dislike Coin – Players can give this coin if they disagree with other teams' approach and reason to tackle fake news