



Day 2 | Morning





@GIZ

@GIZ

Afternoon



@GIZ

Media Moves

1 hour **Critical Thinking**

Media Minds °1

1 hour

Manipulation, disinformation and online gender-based violence (OGBV)

Media Minds °2

1 hour

Manipulation, disinformation and online gender-based violence (OGBV)

Media Makers

2 hours

Video-Clip "#ThinkTwice"

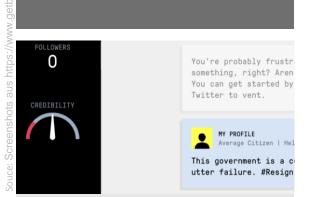
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Online Game "Bad News"



From fake news to chaos! How bad are you? Get as many followers as you can.





Game Instructions: In Bad News, you take on the roles of unscrupulous media creators and try to gain as many followers as possible. Without any morals, you spread fakes and conspiracies. But how credible can you be?

For the online game "Bad News," you need a smartphone.

- Step 1: Find a partner.
- Step 2: Scan the QR code and start the game.
- Step 3: Remember your strategies.
- Step 4: Check your number of followers at the end.

Online Game "Bad News"



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- Step 1: Find a partner.
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- **Step 4:** Check at the end how many followers you have.



Conclusion "Bad News"

→ How many followers did you have?





Conclusion "Bad News"

- How many followers did you have?
- What have you learned about manipulation?





Manipulation Strategies "Bad News"

- **Impersonation**
- **Emotion**
- Polarization
 - Conspiracy
- Discredit



THIS MAN IS DEVASTATED



HE LOST HIS WHOLE FAMILY TO GMO **FOOD**

Example | Provoking strong emotions

e.g., fear, frustration, anger, hope

Manipulation Strategies "Bad News"

- **Impersonation**
- **Emotion**
- **Polarization**
- Conspiracy
- Discredit



SO HAPPY



OUR GOVERNMENT LOOKS AFTER US

Example | Attack opponents

e.g., politicians, parties, opposing ideas

Manipulation Strategies "Bad News"

- Impersonation
- Emotion
- Polarization
- Conspiracy
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THEY TEST ANTI-AIRCRAFT GUNS



ON INNOCENT PUPPIES!

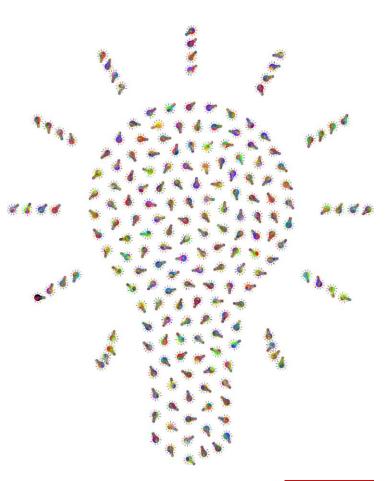
Example | Respond to audience needs & values

e.g., safety, friendships, support, climate change, environment

Activity "Recognise manipulation"

Take-away

- Manipulation aims to change people's opinions, attitudes, and behaviours.
- Knowledge of common manipulation strategies in digital media is helpful to avoid being manipulated.
- Behind manipulation and disinformation there are always people with their own interests.







Activity "Recognise manipulation"



We need four groups to play the game "red vs. blue"

• The jury: 3 volunteers

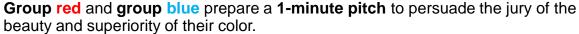
• Group red: 3 volunteers

Group blue: 3 volunteers

Critical observers: other students



5 min.





The **jury** has markers and voting cards - **which colour wins**? The jury can ask one **follow-up question** to each group. The groups can defend their colours during an additional minute.

The **observers** identify the arguments that **appeal to emotions**.

When the time is up, the jury announces its decision: The winning colour!

Defining Persuasion:

"Using verbal and nonverbal **messages** to get a person to behave in some manner or embrace a point of view related to **values**, **attitudes**, and **beliefs**, that they would have not done otherwise"

Source: https://most.oercommons.org/courseware/lesson/914/overview

Persuasion techniques



... you should know and notice!

- Activate strong emotions (1)
- Attack opponents (2)
- → Simplify ideas (3)
- Respond to audience values and needs (4)

Which persuasion technique is used?



Source: http://www.jdeutschdesign.com/see-me-ad-campaign

Which persuasion technique is used?



Screenshots from https://www.youtube.com/watch?v=nXYM_zBVF7Q

Which persuasion technique is used?



https://medium.com/digital-media-literacy/explaining-sharks-propaganda-da 76 a 435877 d







(4) Respond to needs and values

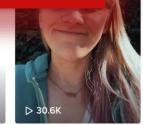
https://medium.com/the-redrick-gazette/messaging-in-marketing-the-winning-formula-9aa5a87bb50e



24 hours after my first Ket...



1st day of a Ketamine Trea...



Gonna start Ketamine for T...

Persuasion techniques at a glance

1. Activate strong emotions







2. Attack opponents





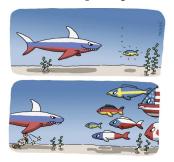








3. Simplify ideas







4. Respond to the audience's needs and values







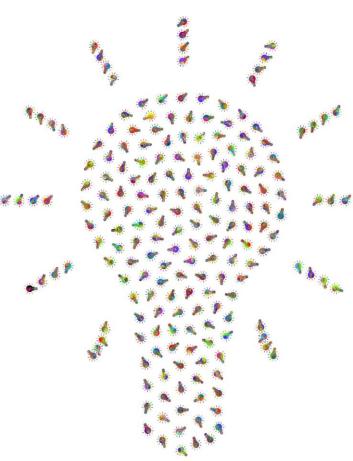


Activity "Persuasion techniques"

Take-away

- Persuasion is aimed at changing people's opinions, attitudes and behaviours.
- Identifying common persuasion techniques in arguments and media messages (activating strong emotions, simplifying ideas, attacking opponents or responding to our needs and values) is helpful to avoid being manipulated.



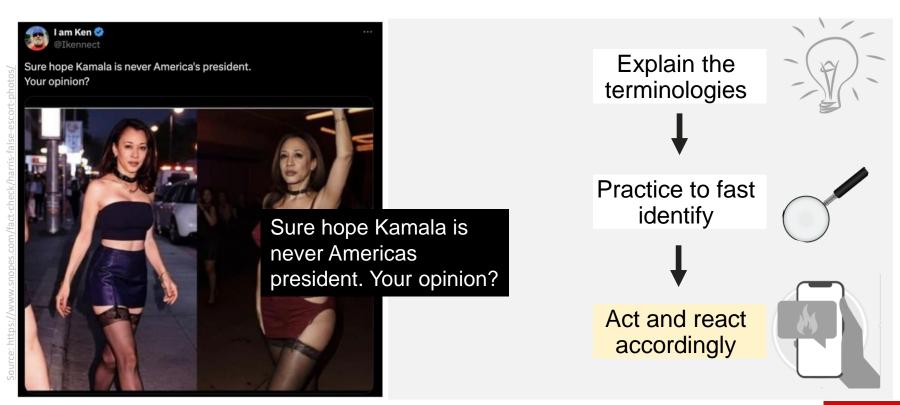




Attention! Disinformation and online gender-based violence (OGBV)



Attention! Disinformation and online gender-based violence (OGBV)



Attention! Disinformation and online gender-based violence (OGBV)

(1) Problematic information (2) Problematic violence Online harassment Online hate speech Disinformation **Misinformation** Non-consensual Online grooming Rumor **Malinformation** sharing Misuse of Al Misuse of Al

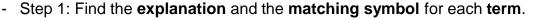
Activity "Disinformation & OGBV°1"





- For this puzzle, we need two groups.
- Each group will receive different puzzle pieces.





- Step 2: Discuss **concrete examples** from your **media experiences**.
- Step 3: Write at least **one example for each term** on a card.



- Share your results with the other groups.
- Divide who will explain each term and its corresponding example.



Misinformation

Misinformation is false or misleading information that someone spreads without malicious intent.

Disinformation

Disinformation is false or partly false information intended to harm others.

Malinformation

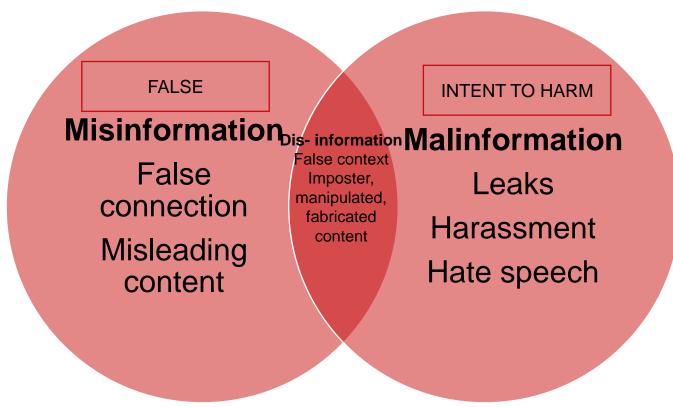
Malinformation is based on the truth but intentionally used in a way to harm others.





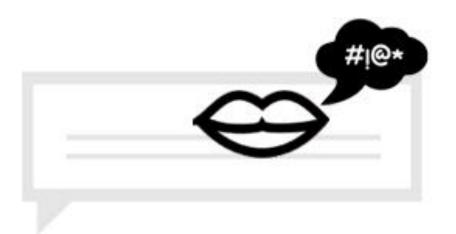


Mis-, Dis- and Malinformation



Rumors

This is information that spreads quickly, and it is not yet clear whether it is true or false.



Misuse of Al

This is the creation and distribution of false, deliberately misleading, and realistic-looking texts, images, videos, and audios.



Hate speech

This is a hurtful form of expression on the Internet, which is intended to humiliate certain groups of people and their members.

Online grooming

This is targeted contact with minors in order to gain their trust and to sexually abuse them.





Online harassment

This is a form of hurtful expression on the internet, in which a person is specifically insulted, threatened or persecuted.



Non-consensual sharing

This is the disclosure of private information and photos to others without the consent of the person concerned.



Misuse of Al

This is the creation of degrading photos and videos and automated hate campaigns against disadvantaged groups.

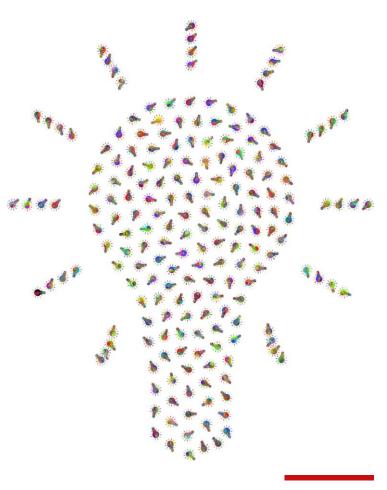


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Activity "Disinformation & OGBV°1"

Take-away

• Understanding the terminologies around information disorder and OGBV is a prerequisite for MIL and identifying different forms of disinformation and OGBV.





















Online harassement



Malinformation





Misuse of Al

Non-consensual sharing





Online grooming

Misuse of Al





The People magazine published on 9th August 2023 on Instagram: "Rapper and Influencer Lil Tay Dead at 14 in 'Sudden and Tragic Passing': Family.



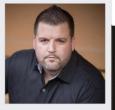
Source: Instagramaccount @people (https://www.instagram.com/p/CvvJG7Wy zY/)





[...] Bottled water is stored in (mostly plastic) bottles for months or years, which makes this water to an empty liquid for our body.

Source: https://www.instagram.com/p/B0iVJJrD0md/?hl=en



Joshua Feuerstein 💿 @joshua.feuerstein.5

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Does this look like the face of a woman recounting a sexual assault that has caused her 36 years of pain and suffering?



Source: www.facebook.com Post from @Joushua.Feuerstein.5

The Lebanese Hezbollah is spying on the Israeli Prime Minister to demonstrate strength and sow fear.



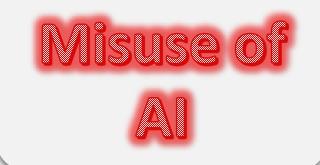


**#Breaking ** Lebanese #Hezbollah captures and publishes a photo of the Israeli Prime Minister inside his office with a message: "Do not test our capabilities. We intend to keep you in a state of anxiety!"

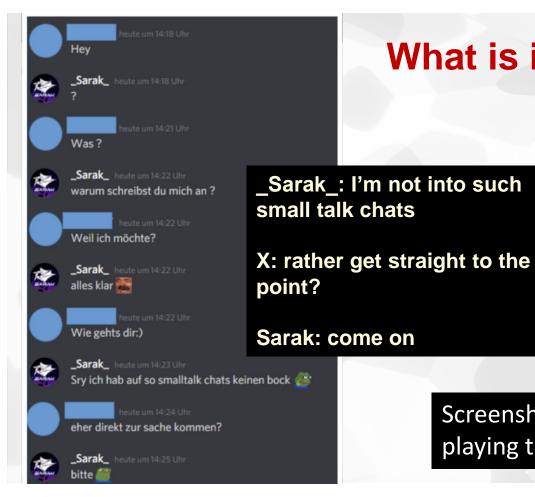


8:41 AM · Aug 5, 2024 · 14.1K Views





This photo from Trump was shared in a Facebook-post, that linked to an article about Trumps election campaign among black voters.





Screenshot of a Chat from _Sarak_ while playing the online-game "Rocket League".

€ 50





Post: Finally over the games of shame. *Picture:* Olympics 2024 summarized.

Source: https://www.facebook.com/photo?fbid=3823494437894877&set=a.1492370161007328

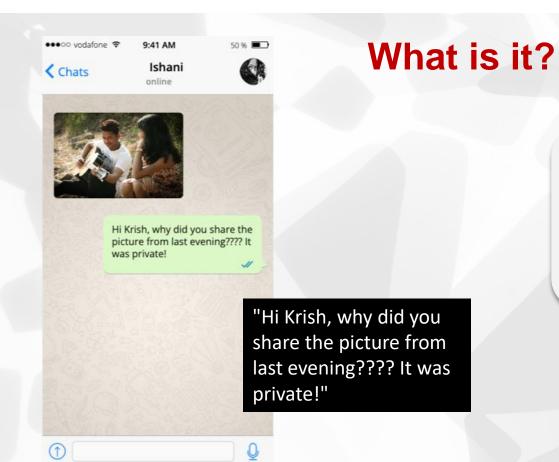
5 shares



Misuse of

Source: https://www.youtube.com/watch?v=eZon6XQoYv8

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Non-consensual
Sharing

Seite 45

Source: https://www.fakewhats.com/generator

Komm schon, wir schreiben doch schon so lange miteinander. 🥰

Schalt endlich mal Deine Webcam

ich will Dich mal ganz sehen - am liebsten ohne Shirt... 69

Geheimnis, wir

(R) Gesendet

Come on, we've been chatting for so long already

Finally turn on your webcam.

I want to see you fully – preferably without a shirt

that will stay our secret, we are friends, after all

Source: https://www.internet-abc.de/eltern/sexuelle-belaestigung-im-internet/

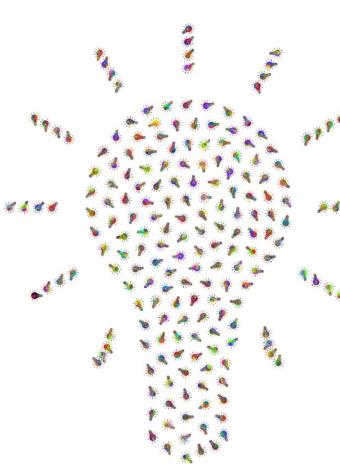


Activity "Disinformation & OGBV°2 "

Take-away

- Exchanging about (personal) media examples related to disinformation, AI and OGBV helps social media users to recognise how widely it is spread.
- Recognizing any form of disinformation, Al and OGBV is the fundamental step to build resilience and motivation to act and react more responsibly on social media.







Activity "Reasons, motives, consequences"

Task for the group work

- Group 1: What are **reasons** and **motives** behind disinformation?
- Group 2: What are **consequences of disinformation** for individuals and society?
- Group 3: What are reasons and motives behind OGBV?
- Group 4: What are consequences of OGBV for those affected and society?



Build a card house or a card domino:

- Fold each paper and write each idea on one paper.
- Connect your paper to a card house or a domino.







Disinformation | Reasons and motives

Reasons

- Manipulation can be done anonymously (by anyone)
- Publishing without control, wide reach
- Users share (lack of media literacy)
- Algorithms, Al, and bots amplify the problem



Motives

- Political motives: Power, influence, elections
- Financial motives: Profits, traffic, clicks
- Ideological motives: Convictions



Disinformation | Consequences

Consequences for individuals

- Uncertainty
- Loss of trust in the media and institutions
- Manipulated emotions, thoughts, and opinions
- Influence on one's own actions
- Conflicts with other people



Consequences for society

- Manipulated public opinion
- Influencing elections
- Citizens in filter bubbles
- Polarisation of society
- Crisis, chaos, and violence



OGBV | Reasons and motives

Reasons

- Gender stereotypes are ingrained since childhood
- Power dominance of one gender & discrimination
- Gender-specific violence in everyday life
- Misogynistic content in digital media
- Anonymity & lack of consequences in digital media



Motives

- Wanting to feel powerful and superior
- Damaging a person's reputation
- Silencing a person or a vision
- Fear of losing one's status
- Fear of losing control



OGBV | Consequences

Consequences for those affected

- Psychological consequences such as suffering, fear, depression
- Exclusion and threats
- Withdrawal from public & digital life
- Physical violence and sexual exploitation



Consequences for society

- Violence is normalised and prejudices are reinforced
- No equal participation in society
- Gender-specific discrimination
- Fear of expressing freely



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Activity "Reasons, motives, consequences"

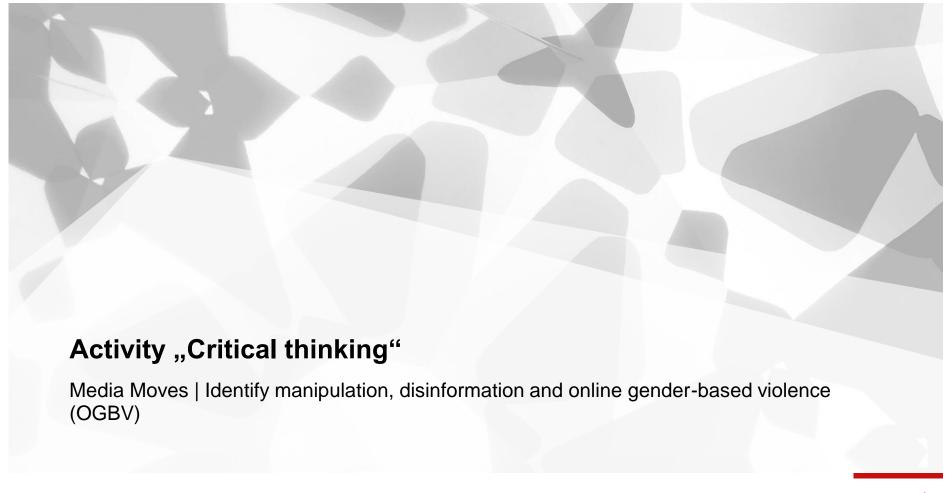
Take-away

- Disinformation in digital media is a serious challenge, driven by political, financial, or ideological motives, and exacerbated by technologies and a lack of media literacy. The consequences are severe: it undermines trust in the media and institutions, polarises society, and makes informed public debate more difficult.
- OGBV (online gender-based violence) results from socially ingrained gender roles and unequal power distributions. Anonymity and the lack of consequences in digital media worsen the problem. The consequences include psychological stress and social isolation for individuals, as well as fear of free expression and withdrawal from public life. Online violence can escalate into offline violence.













Planning

Plan a short video clip (10-15s, without speaking) to sensitise others on how to react to emotional posts that contain disinformation or OGBV.

- Decide on an emoji and on a social media situation.
- Show a reaction to the situation that should be avoided (thumbs down).
- Show a recommended reaction (thumbs up),
- Finish with the slogan "ThinkTwice"





Example landscape format



Example portrait format



Production

- Use the camera app or a video app you feel comfortable working with it. It should allow you to cut scenes, add emojis/ text/ filters and music.
- No Instagram, Snapchat, TikTok or other social media apps!

- Either film in landscape format or in portrait format.
- When filming, leave space in the frame for text and emojis.
- Check the length of scenes keep it short (ca. 15 seconds).





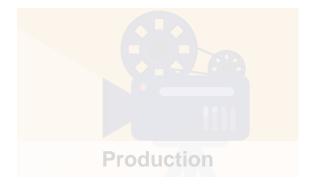


Post-Production

Editing the video:

- Check the length of the video scenes keep them short.
- Add text layers, speech bubbles, emojis and music (license free).
- Finish your video with the slogan "#ThinkTwice".
- Save the video. Transfer it for the presentation.









Activity "Media production" – Video clip "#ThinkTwice"

Task:

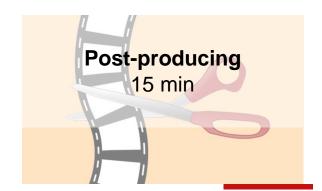
Use the worksheet and the emojis, create a short video clip (10-15s, without speaking) to sensitise others on how to react to emotional posts that contain disinformation or OGBV.

- Decide on an emoji and on a social media situation.
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Activity "Media presentation"

Why is it important to give constructive feedback?

- Appreciate the achievements
- Learn from each other
- Identify areas of improvements
- Exchange suggestions about how to improve

How do we give and receive constructive feedback?

- What do I like?
- Where do I see room for improvement?
- What are my suggestions?





Activity "Media preparation, media creation and media presentation"

Take-away

- To produce educational videoclips, it is important to plan the message and story, use music and effects to make the message more attractive for our videos.
- Videos are a tool for education that can hold powerful messages.
- Producing media is fun and strengthens creativity and teamwork.



