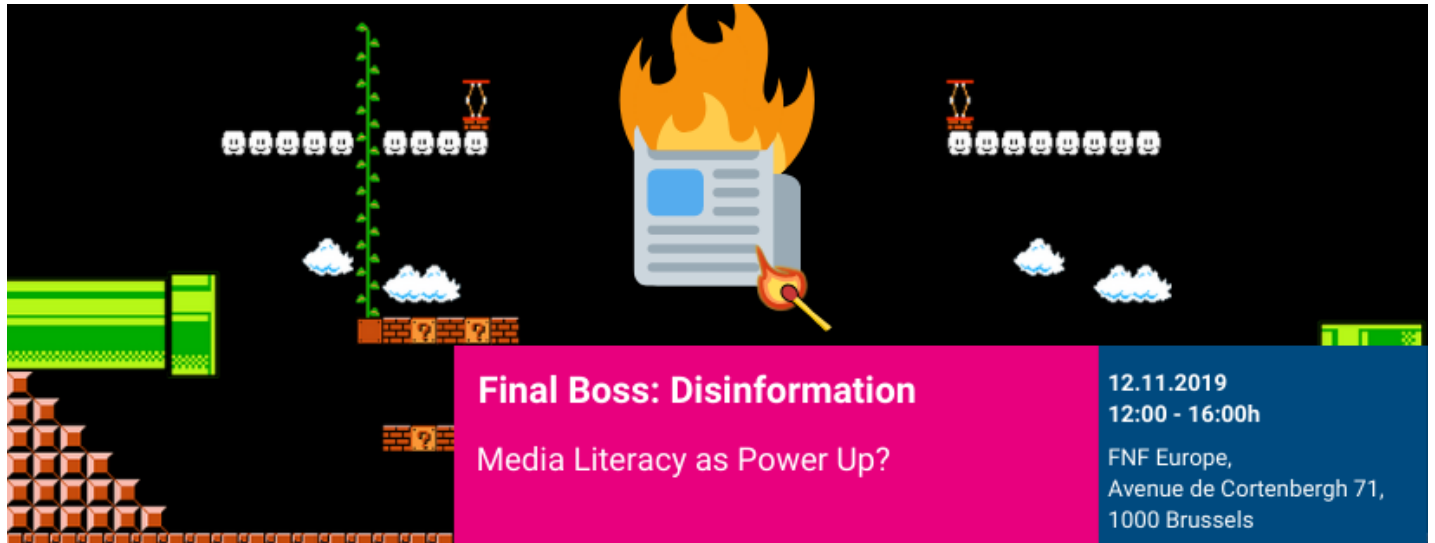




**FRIEDRICH NAUMANN  
FOUNDATION** For Freedom.

European Dialogue



## PROGRAMME

12.00	<b>Registration &amp; Light Lunch</b>	14:15	<b>Panel: The Role of Media Literacy and Gamification in Countering Disinformation</b>
12:30	<b>Gamification for the Win - Media Literary Best Practices</b>  <b>tba</b> Lie Detectors  „MIL Kyi (Just Ask)” <b>Hnin Wint Naing</b> Programme Mananger, FNF Myanmar  „Media/Information Literacy Card Game” <b>Pimrapaatt Dusadeeisariyakul</b> Programme Manager, FNF Thailand		<b>Carlos Perez Maestro</b> DG CNECT, European Commission  <b>Katrin Bannach</b> Former Head of FNF Thailand & Myanmar  <b>Adeline Brion</b> Lie Detectors  <b>Rob Alvarez (tbc)</b> Professor Game
14.00	<b>Coffee Break</b>	15:45	<b>Networking Coffee</b>

## ABOUT THE EVENT

First there were blogs, then came online platforms such as Twitter, Facebook or Instagram. Increasingly, social media has become one of the main news sources and content distributors for modern societies. By enabling any user to publish and reach millions through their content, the internet is a democratic pioneer. Yet, it has also become a breeding- and playground for the dissemination of extreme content and hoaxes. Due to the fast-paced nature of the online-world disinformation is often not only detected too late, but fact checking processes are also lacking in responsiveness.

The exposure of citizens to (large scale) disinformation is a major challenge for Europe. It does not only erode trust in institutions and traditional media, but ultimately harms democracies by hindering citizens in taking informed decisions and polarizing debates. In addition, disinformation knows no borders and is an international problem that cannot be tackled in or traced back to only one location.

Although the fight against disinformation has to involve all relevant actors from the individual to the international level, there is only so much that we can expect from the single user. They are rarely tech geeks or experts on the political and academic discourse of disinformation. So how do we train the general public to be aware of disinformation and become more media literate? Gamification, from card and video games, to face-to-face training sessions, offers a great possibility of civil education with a relatively low participation threshold.

This half-day conference seeks to introduce some best practices from Europe and around the world, including two FNF projects present at the World Democracy Forum 2019. In addition, we will gather practitioners and EU experts on the question: "What role can gamification & media literacy play in countering disinformation?" Join our discussions and let us know about your thoughts and experiences!

## **REGISTER NOW**

Kindly register for this event by 10. November at <https://forms.gle/JHwDfZ3FQ3HudXFU9>.

Please note that you will be forwarded to a Google Drive sheet. Should you wish to register with us directly, please send an email to [register.brussels@fnst.org](mailto:register.brussels@fnst.org).