

## Youtuber vs Youtuber

Escape Room developed by Archivio della Memoria, Italy

### Overview

Age group	14-18
No. of participants	Minimum 8 (4 group of 2) Maximum 16 (4 group of 4)
Subject matter	Digitalization
Keywords	Internet, Communication, New Media, You Tube, TikTok, Fake News, Geometry
Playing time	45' + 30 of debriefing
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### In a few words

Jane Steppy is a very famous Youtuber, she is 21 years old. She have millions of followers and earn lot of money every day, but there is an audio that has escaped her control... in this audio Steppy vents his followers by calling them good for nothing, but this is a fake audio created by her competitor!

You are the group that need to find a communication solution creating some new video to share on youtube and TikTok with Steppy follower, to convince them that the audio is a fake!

Steppy will pay each of you lot of money, but time is less and to start your video creative process you need to solve some critical passages...

### Learning outcomes

This escape room was developed in order for the participants to

1. Learn some key elements of the internet communication process, in particular youtube and TikTok potentials, social network mechanism, fake news dynamics.
2. Acquisition of specific skills on geometry and maths.

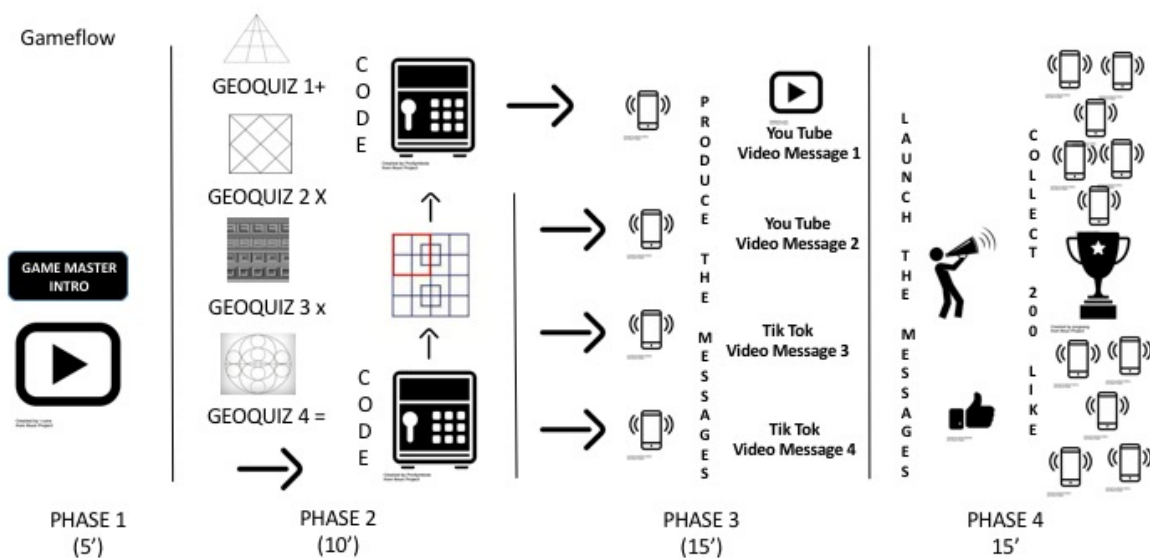
### Use scenario

This escape room is addressed for a secondary school class that have some experience with video production and video sharing via mobile phone. Participants have to be split in 4 groups of 2, 3 or 4 participants.





# Gameflow





PHASE	TIME	DESCRIPTION	MATERIALS	SUPPORT
PHASE 1	5'	Introduction: the Game Master <ul style="list-style-type: none"> <li>- welcomes the players and read the letter</li> <li>- explain the mechanism regarding the fake news on the web and introduce the Gameflow</li> <li>- divide players in groups</li> <li>- start the timer</li> </ul>	Steppy letter Steppy Audio Gameflow	Game Master answer to questions and doubt
PHASE 2	10'	The Participants groups <ul style="list-style-type: none"> <li>- start solving the four GeoQuiz on their table.</li> <li>- The GeoQuiz topics are on <b>"Triangle", "Square" and "Circle"</b>.</li> <li>- To open the padlock and find the last GeoQuiz the participants need to understand that they can find the combination solving the operation on the Gameflow that is Quiz 1 + Quiz 2 x Quiz 3 x Quiz 4 = <b>1 7 4 6</b></li> <li>- To open the second box and have access to the mobile phones the participants need to solve the last Geoquiz and enter the padlock combination that is <b>40</b></li> </ul>	GeoQuiz (1 per table to be print)	Game Master clear out the clues on the crosswords if they are unclear
PHASE 3	15'	The challenge: Use the <b>Red Words</b> to create the communication messages:  <b>"Fake News"</b> <b>"Information false, but it seems true"</b> <b>"Spectacular fake news"</b> <b>"Fake news that stages a celebrity"</b>  Group 1 and 2: produce a video message of 30 seconds maximum and upload it on <b>You Tube</b>  Group 3 and 4: produce a video message of 30 seconds maximum and upload it on <b>Tik Tok</b>	You Tube Tik Tok Mobile Phones	If asked by the students, the Game Master can: Help with the ideation of the communication messages • Help using the mobile phones • Create the account on the social network
PHASE 4	15'	Once the groups will collect a total of 200 like from their social network contacts they can consider their mission accomplished.	Like	





## Escape room set-up

### *Escape room materials*

1. Steppy\_letter.pdf - letter to be printed one for each group
2. The Gameflow to be printed one for each group
3. 4 GeoQuiz to be printed and placed one per table.
4. 1 final Geoquiz to be printed and placed one per table.
5. Video message
6. Red words to be printed singularly in A4 format, one for each group:

“Fake News”

“Information false, but it seems true”

” Spectacular fake news”

“Fake news that stages a celebrity”

Some good examples of fake news are listed and explained at this link:

<https://30secondes.org/en/module/what-is-fake-news/>

The teacher can introduce this arguments one day before the “Escape Room” to start preparing participants to the main topic.

### *Room equipment*

For all:

1 Table,

1 box closed with the 4 numeric digit lock **1 7 4 6**

1 box closed with the 2 numeric digit lock **40**

For each of the 4 groups:

1 table, 1 Pencil, 1 paper, one Web-enabled devices (smartphone)

### *Room set-up (about 15 minutes)*

Prepare the four tables/group workstations, each one with a different GeoQuiz, pencil, paper, one of the 4 “Red words” printed singularly in A4, a Tablet device on a fifth table with speakers, 1 box closed with a 4 numerical digit lock that contains the final GeoQuiz, On a fifth table 1 metal box closed with a 2 numerical digit lock that contains 4 enabled mobile phones property of 4 participants.

### *Room reboot*

- Gather the completed GeoQuiz and the paper used by the students to take notes
- Print once again the GeoQuiz and place them one per workstation
- Place the “Steppy Letter”
- reset to 40 minutes





## Debriefing

The key of the debriefing phase is to recollect all the "puzzle pieces" that compose the narrative and educational aspects of the escape room. Every single group has seen a small aspect of the "Fake News" system: these elements have to be shared by the students and unified to develop the big picture and understand what is a "Fake News".

1. A first step would then be to let each group explain to the class what they worked on and which element of the "Fake News" were learned. In this phase it is important to pay attention to technical terms and to its significant.
2. During the second step of the debriefing it is important to focus on the Internet as a communicational infrastructure, where is possible to communicate and share information.

**An interesting support for this second step would be to show the video with**  
<https://www.npr.org/2016/03/04/468881321/how-do-our-social-networks-affect-our-health?t=1590584503318>

3. The third step helps reorganizing all the elements relative to how the "Fake News" process works: "Fake News", "Information false, but it seems true", "Spectacular fake news", "Fake news that stages a celebrity", etc.

A good resource for this step can be the [https://en.wikipedia.org/wiki/Fake\\_news](https://en.wikipedia.org/wiki/Fake_news)

Finally it will be possible to read the comment collected coming from the 200 like



***Steppy letter: "The fake audio!"***

*You are in Jane Steppy apartment, in London, closed in her office.*

Dear friends, I am Jane Steppy and talking to you from my headquarter in New Zeland.

We are facing a terrible attack from my competitor and we really need to create some good videos to explain to my followers what is really happening...

With a terrible fake news some hackers are creating short fake audio message where, by imitating my voice, they discredit my relationship with my millions of followers.

The fake news are today a way to reach specific objective and in this case, they want to try to steal my followers.

To save my honor and my work you are my last chance.

The attack is still going on and we have only 1 hour to respond.

Your group need to solve some Geoquiz and, accessing to your mobile phones, need to create some audio/video message and demonstrate that the phrases that run on the net, are not mine but have been manipulated.

We will use Youtube and TikTok to launch our counterattack to this fake news.

I leave to you total autonomy in the creation and production of the contents. Through your message my followers need to understand that the voice that is on the web is not mine...

Once you will collect almost 200 like your mission will be considered accomplished.

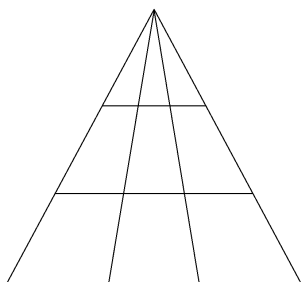




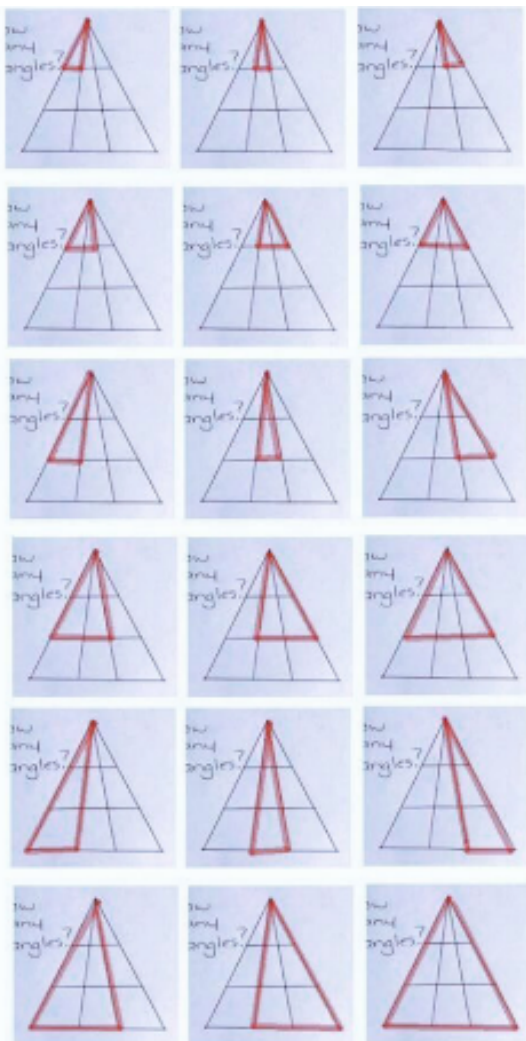
## FIRST GEOQUIZ

How many triangle do you count?

Print 1 of this image and distribute to participants of group 1



The total number is 18



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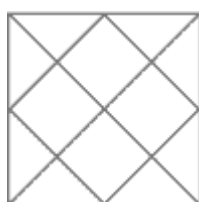
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## SECOND GEOQUIZ

How many square do you count?

Print 1 of this image and distribute to participants of group 2

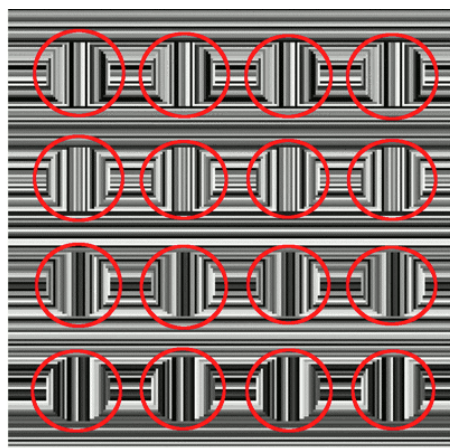
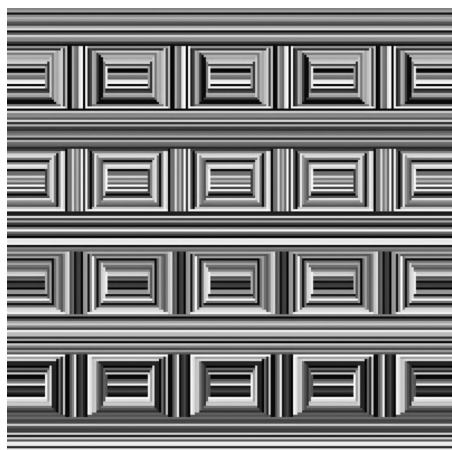


The total number is 6

## THIRD GEOQUIZ

How many circle do you count?

Print 1 of this image and distribute to participants of group 3



The total number is 16

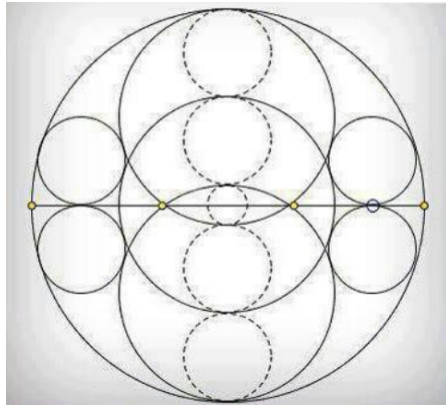




## FOURTH GEOQUIZ

How many circle do you count?

Print 1 of this image and distribute to participants of group 4

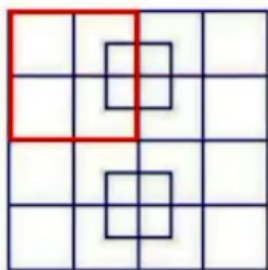


The total number is 18

## FINAL GEOQUIZ

How many square do you count?

Print 4 of this image and distribute to participants of all groups



The total number is 40

<https://www.facebook.com/escaperoommagenta/videos/1342083512475091/?v=1342083512475091>



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**Attachments:**

1. ***“Teacher\_Guide”***
2. ***Steppy letter***
3. ***Steppy audio message***
4. **Gameflow**
5. **GeoQuiz**

Key elements can be written down, at the end of the game, by the students on their books.

Suggested debriefing time: 30'-40

