

**EVENT DESCRIPTION SHEET**

<b>PROJECT</b>	
<b>Participant:</b>	P3 - JOVESOLIDES (Spain)
<b>PIC number:</b>	947059501
<b>Project name and acronym:</b>	Foster Awareness on the Relevance of Checking the Truth – FACT

<b>EVENT DESCRIPTION</b>	
<b>Event number:</b>	WP4
<b>Event name:</b>	European campaigns about fake news
<b>Type:</b>	Workshops
<b>In situ/online:</b>	In-situ
<b>Location:</b>	Italy, Hungary, Romania, Poland, Lithuania, Greece, Portugal, Spain, Finland
<b>Date(s):</b>	Between April 2023 and December 2023
<b>Website(s) (if any):</b>	<a href="https://fact-project.eu/wp4-eu-campaign/">https://fact-project.eu/wp4-eu-campaign/</a>
<b>Participants</b>	
Female:	205
Male:	178
Other:	1
From country 1 Italy [COPE]:	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: COPE, Italy</p> <ul style="list-style-type: none"> <li>● Place: Catania, Italy</li> <li>● Date/s: 07/10/2023 09:00 - 13:00 with total of 15 participants (10 Females &amp; 5 Males)</li> <li>● Place: San Michele di Ganzaria, Italy</li> <li>● Date/s: 27/11/2023 10:00 - 14:00 with total of 18 participants (3 Females &amp; 5 Males)</li> </ul> <p>Total participants per country = 23 (13 Females &amp; 10 Males)</p>

<p>From country 2 - Hungary [CTRIA]:</p>	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: CTRIA, Hungary</p> <ul style="list-style-type: none"> <li>● Place: Székesfehérvár, Hungary</li> <li>● Date/s: 23.03.2023 13:00 - 18:00 with total of 19 participants (5 Females &amp; 14 Males)</li> <li>● Date/s: 19.04.2023 12:00 - 17:00 with total of 14 participants (2 Females &amp; 12 Males)</li> <li>● Date/s: 20.04.2023 08:00 - 13:00 with total of 12 participants (2 Females &amp; 10 Males)</li> <li>● Date/s: 28.04.2023 08:00 - 13:00 with total of 15 participants (15 Females)</li> <li>● Date/s: 28.04.2023 14:00 - 19:00 with total of 15 participants (15 Males)</li> <li>● Date/s: 15.05.2023 08:00 - 13:00 with total of 15 participants (3 Females &amp; 12 Males)</li> <li>● Date/s: 19.05.2023 09:00 - 14:00 with total of 29 participants (16 Females &amp; 13 Males)</li> </ul> <ul style="list-style-type: none"> <li>● Place: Budapest, Hungary</li> <li>● Date/s: 18.06.2023 09:00 - 14:00 with total of 36 participants (32 Females &amp; 4 Males)</li> </ul> <p>Total participants per country = 155 (75 Females &amp; 80 Males)</p>
<p>From country 3 - Romania [ACTA]:</p>	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: ACTA, Romania</p> <ul style="list-style-type: none"> <li>● Place: Oradea, Romania - L.T Lucian Blaga</li> <li>● Date/s: 12.10.2023 09:00 - 14:00 with total of 32 participants (18 Females &amp; 14 Males)</li> </ul> <p>Total participants per country = 32 (18 Females &amp; 14 Males)</p>
<p>From country 4 - Poland [AUTOKREACJA]</p>	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: Autokreacja, Poland</p> <ul style="list-style-type: none"> <li>● Place: Warsaw, Poland</li> <li>● Date/s: 27.10.2023 (12:00 - 17:00) and 28.10.23 (10:00-15:00) with total of 9 participants (6 Females &amp; 3 Males)</li> </ul> <p>Total participants per country = 9 (6 Females &amp; 3 Males)</p>
<p>From country 5 - Lithuania [SOC-EFEKTAS]</p>	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p>

	<p>Organisation: SOC-Efektas, Lithuania</p> <ul style="list-style-type: none"> <li>• Place: Alytus, Lithuania</li> <li>• Date/s: 24/11/2023 16:00 - 19:00 with total of 8 participants (3 Females &amp; 5 Males)</li> </ul> <ul style="list-style-type: none"> <li>• Place: Pakruojis, Lithuania</li> <li>• Place: 21/12/2023 08:00 - 10:30 with total of 15 participants (9 Females &amp; 6 Males)</li> </ul> <p>Total participants per country = 23 (12 Females &amp; 11 Males)</p>
From country 6 - Greece [IASIS]	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: IASIS, Greece</p> <ul style="list-style-type: none"> <li>• Place: Athens, Greece</li> <li>• Date/s: 11.10.2023 (15:00-20:00) with total of 31 participants (23 Females &amp; 7 Males &amp; 1 Non-binary)</li> <li>• Date/s: 21.11.2023 (15:00-20:00) with total of 19 participants (10 Females &amp; 9 Males)</li> </ul> <p>Total participants per country = 50 (33 Females &amp; 16 Males &amp; 1 Non-binary)</p>
From country 7 - Portugal [IMVF]	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: IMVF, Portugal</p> <ul style="list-style-type: none"> <li>• Place: Braga, Portugal</li> <li>• Date/s: 27/05/2023 (12:00-18:00) with total of 44 participants (24 Females &amp; 20 Males)</li> </ul> <p>Total participants per country = 44 (24 Females &amp; 20 Males)</p>
From country 8 - Spain [JOVESOLIDES]	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: JOVESOLIDES, Spain</p> <ul style="list-style-type: none"> <li>• Place: Valencia, Spain</li> <li>• Date/s: 30/10/2023 (12:00-14:00) with total of 15 participants (10 Females &amp; 5 Males)</li> <li>• Date/s: 23/11/2023 (11:15-13:00) and 27/11/2023 (11:15-13:00) with total of 15 participants (15 Males)</li> </ul> <p>Total participants per country = 30 (10 Females &amp; 20 Males)</p>
From country 9 - Finland [EYP]	<p>Edu-game session of “Out of the box” to create awareness raising campaigns</p> <p>Organisation: EYP, Finland</p> <ul style="list-style-type: none"> <li>• Place: Turku, Finland</li> </ul>

	<ul style="list-style-type: none"> <li>• Date/s: 18.11.2023 (13:00-18:00) with total of 7 participants (5 Females &amp; 2 Males)</li> <li>• Place: Tampere, Finland</li> <li>• Date/s: 27.11.2023 (16:00-21:00) with total of 5 participants (4 Females &amp; 1 Male)</li> </ul> <p>Total participants per country = 12 (9 Females &amp; 3 Males)</p>		
Total number of participants:	378	From total number of countries:	9
<b>Description</b>			
<i>Provide a short description of the event and its activities.</i>			
<p>This work package can be divided into three parts.</p> <p>At first, total of 378 young participants have been involved in the training workshop called “Out of the Box” in 9 participating countries, facilitated by the trainers that had followed the training of trainers during WP2. This training through the methodology “Out of the Box” aims to create bottom-up campaigns and projects. The main 5 elements that describe Out of the Box Game and complements are:</p> <ul style="list-style-type: none"> <li>• FACTOR 1: Creativity</li> <li>• FACTOR 2: Participation</li> <li>• FACTOR 3: Step by Step</li> <li>• FACTOR 4: Sustainability</li> <li>• FACTOR 5: Communication.</li> </ul> <p>Thus, partners organised these trainings in Italy, Spain, Greece, Portugal, Hungary, Poland, Romania, Finland and Lithuania. The methodology followed the following steps:</p> <ul style="list-style-type: none"> <li>• Step 0: Participants in each team present themselves and decide a team name</li> <li>• Step 1: Creation of the campaign / project idea</li> <li>• Step 2: Development of tools for the involvement of the target group (people over 55)</li> <li>• Step 3: Defining the planned activities step by step</li> <li>• Step 4: Define what is needed and how to provide that</li> <li>• Step 5: Tell the story: communication as strategy to share the main essence of the proposal and its added value</li> </ul> <p>As a result, at the end of these sessions, app. 30 campaigns have been developed and most of the campaigns were related to the area of:</p> <ul style="list-style-type: none"> <li>• Migration and Refugees: Labor market: inclusion of migrant workers in the European Union</li> <li>• Islamophobia: Discrimination towards Muslim women for wearing the headscarf in schools/workplaces</li> <li>• Environment: EU Member States' actions in the fight against climate change</li> <li>• Fake News: Misinformation in the age of the information society</li> </ul>			

The training workshops were well received by the most of participants, were really keen on learning how to create campaigns, there was lot of brainstorming and collaborative atmosphere among young people.

#### **DESCRIPTION OF THE EDU-GAME SESSIONS “OUT OF THE BOX” AT NATIONAL LEVEL:**

- **ITALY** - "Out Of The Box" was an engaging 5-hour gamification event at the University of Catania, designed to stimulate creativity and collaboration between students, young people interested in the project, civil service volunteers and people involved in local associations. Through the presentation of the challenges posed by fake news that contribute to increasing distrust towards European institutions, through the gamification approach, students were pushed to think outside the box and solve problems in an innovative way. The academic context provided a unique platform to integrate learning with a playful approach, promoting both competition and cooperation. "Out Of The Box" helped strengthen the students' soft skills, encouraging open-mindedness and preparing them for creative challenges in the academic and professional worlds, resulting in the creation of several campaigns against the fake news phenomenon. The ideas presented by the young students triggered a series of debates in order to analyse the main topic in more depth and eventually collaborate together on the design of the campaigns.
- **PORTUGAL** - "The realization of WP4 (Out of the Box), took place in the city of Braga, in the north of Portugal, on June 27 2023, in the context of the Centenary of the Scouts of Portugal (Thematic Citizenship Fair for young people). To this end, the duration of the time of the game was adapted. We started by presenting the FACT project and its activities, followed by a presentation of the Out of the Box game. Groups were created and each group was accompanied in the construction and creation of its Campaigns. The groups then presented their Campaigns. The IMVF team as a jury selected the winning campaign. The selection was based on the scoring and evaluation of the Out f the Box game. The groups were invited to do an online evaluation after the event. Several participants signed expressions of interest to take part in future FACT activities.
- **SPAIN** - JOVESOLIDES hosted Out of the Box trainings at two highschoools of Valencia (IES L'Eliana and Escuela Profesional Xavier) and participants were students between the ages of 16 and 20. The structure of the trainings was organized starting with a first informative and theoretical part so that the young participants could learn about fake news and their effects on human rights, as well as different tools that can be used to detect and report them. Likewise, students were able to share their experiences and reflections on how to fight fake news, creating a debate in the classrooms. After this, the facilitator presented the Out of the box methodology to the students, as well as the different topics to work on related to fake news. The young people were divided into groups to work on campaigns in the sessions and they chose three topics: environment, gender Islamophobia and migration.
- **GREECE** - IASIS hosted 2 "Out of the box" game sessions in Athens, aimed to immerse participants in the innovative board game experience, focusing on the detection and combat of misinformation. The educational sessions specifically addressed how to identify and combat misinformation. The goal was to help participants understand and spot misinformation, protect themselves, and assist others in this matter. The learning objectives included grasping the concept of misinformation, understanding its

mechanisms, learning detection techniques, recognizing the harm caused by misinformation, and knowing how to protect oneself and help others. The facilitator presented Out Of The Box methodology to the participants and engaged them in group work, analyzing campaign ideas related to misinformation. The sessions concluded with group presentations and discussions, ensuring a comprehensive understanding of misinformation and its implications.

- **HUNGARY** - Children in Székesfehérvár schools came up with very different ideas for the campaigns. The teams worked well together and enjoyed presenting their campaigns. Feedback showed that they really liked the fact that they were able to select possible themes for their campaign ideas. The evaluation of the campaigns took place in different ways. Some teachers gave the winning teams different gifts, such as homemade cookies. Further feedback showed that the children are very aware of the dangers of pseudo-news and are quite good at dealing with them on their own. This was also reflected in the development of the campaigns.
- **ROMANIA** - The training session with young people from Oradea organized by ACTA had the main purpose of learning and acquiring development tools and generating viable ideas to solve social challenges through a gamified system. Students participated with great interest, were very creative and generated ideas on crucial topics that impact our society.
- **POLAND** - Teenagers met in Poland, Katowice for after school workshop. Thanks to collaboration with locals institutions like house of culture and NGOs we could gathered the young individuals strongly interested in social issue in the region. They were not only working on campaigns but also on new relationships as they didn't know each other before. After the session they said that this initiative is quite different from the others offered by school as they know they are part of international community.
- **FINLAND** - Two Out the Box -session, gathering total 12 participants were held in University of Turku and Tampere University. Sessions included an introduction to FACT-project, fake news, and EU policies on disinformation. Both events included lively discussion and creative ideas on tackling disinformation. Participants raised a lot of examples of fake news and disinformation they had seen around the topics they chose citing for example fake videos of president of Finland Sauli Niinistö signing popular songs created by AI and Finnish news articles misrepresenting EU's climate policies. They used lot of these real life examples as inspiration behind their campaign ideas. While the participants were mostly already aware of the problems of disinformation, felt they that participating in the session enhanced their knowledge and as well as allowed them to come up with creative resolutions to the this problem.
- **LITHUANIA** - The training events werre diversified in order to have more ideas going on, thus it took place at Alytus University of Applied Sciences and Žemynos progymnasium with 7th grade students. Both groups showed pretty strong enthusiasm and a genuine interest in fake news topic. The workshops effectively introduced the participants to the context and objectives of the FACT project, creating a solid foundation for further exploration. Following Out of the Box methodology, following session was about understanding, debunking fake news and the last one was about brainstorming ideas and campaigns based on their current experience and presented lessons. The creativity and innovative thinking displayed by the students were impressive, as they presented unique ideas and approaches to raising awareness about the topic. One group, in particular, went above and beyond by performing their campaign, highlighting the significance of the subject matter. It is worth noting that some students expressed

hesitancy about being recorded during the activities, citing shyness and concerns about their digital footprint. This highlighted the need for sensitivity and understanding regarding students' privacy concerns in a digital age. Others were comfortable being in the photos but hesitant to be on participants list. The trainers skillfully managed this situation by creating a safe and non-judgmental space, allowing students to participate at their own comfort level and keep the record at the level of their preference. The workshops and activities provided valuable insights and encouraged critical thinking and creativity among the participants. The trainers' approach fostered an inclusive and supportive environment, ensuring that students felt comfortable expressing their ideas and concerns. Overall, the training events were instrumental in raising awareness about fake news and empowering the students to become more discerning consumers and producers of information in today's digital landscape.

As the further step, on the top of the organised trainings with 378 participants, 1 or 2 national meetings with Reference Campaign Group were held in participating countries with 3-4 elected representatives of the participants that have taken in previous training in the out-of-the-box workshop in each country, in order to share the best practices developed within the game sessions and agree on a new and unique campaign idea for the country that will be implemented. These national workshops are implemented with the young people who are really interested in the theme of raising awareness of fake news and thus, active and collaborative approach is foreseen. Finally the following national campaigns were chosen by the Reference Campaign Group:

- Italy - Title: "Fake news e l'intelligenza artificiale. Conosci il pericolo?" (in EN: Fake news and artificial intelligence, do you know how dangerous this can be?)
- Spain - Title: "Desmontando la islamofobia de género" - Debunk fake news around Islam and especially towards Muslim women
- Finland - Title: "Green without lies" - Combat disinformation and misinformation by giving people factual information on environmental policies and their impact.
- Portugal - Title "Anger in action" - Provide migrants and refugees tools to fight mass media manipulation in 3 months
- Greece - Title "Beyond Borders" - dispelling myths associated with displacement, refugees and asylum-seekers.
- Romania - Title "Green Warriors" - Spreading awareness to as many people as possible about environmental problems
- Lithuania - Title "ANTI-PRO" - Raise awareness on propaganda-driven news on media and educate target groups on fake news topic and critical thinking.
- Hungary - Title "Safe Media Campaign" - Our main aim is to help people and the older generation to recognise fake news. During the campaign, with the help of young people, we would like to share games, games and educational material about fake news, which will of course focus on media influence.
- Poland - Title "Unveiling the Campaign" - Campaign dedicated to unmasking Fake News, Misinformation in the age of information society.

As regards the final campaigns, Spanish partner JOVESOLIDES and Greek partner IASIS prepared the template with the aim to have unified presentation and structure of all campaigns that will be launched since December 2023, both online and offline.

And finally, as the additional activity on the top of the in-person national trainings, the project organized EU meeting at online level on 18th of December 2023 with 35 participants (Reference Campaign Group) from 9 countries, together with 1 facilitator per country presented the national campaigns to their peers. This meeting enabled presentation of different ideas, approaches towards the campaign in order to reach the target group (people over 55+). It is foreseen that, if necessary, the group will meet another time to see how the campaign has been implemented, KPIs reached, if some modifications and changes are needed etc.

### **TESTIMONIALS:**

*"I really appreciated your initiative to involve young people in the field of international cooperation through workshops. It was very interesting to understand how international organisations work and, thanks to teamwork, we were able to create and develop a European campaign. Well done!" (anonymous participant from Italy)*

*"Playing Out of the Box helped me realize that with the right team and a bit of guidance creating a project that has a positive impact in our society is doable. I am excited to see our ideas come to life!" (Carla from Portugal, 28 years)*

*"5/5. Because we felt very integrated at all times by the team, and it was exciting to see our proposals in the video call as it made us feel part of this project. Additionally, the topic seemed interesting and important to us." (Aarón, Leila, Alba and Mireia from Valencia, Spain. 19 and 20 years)*

*"I had a blast learning how to create campaigns through this game. Totally picked up some new skills! And teaming up with others made it even more fun." (anonymous participant from Greece)*

*"We really enjoyed working as a team and being able to develop our campaign ideas in a playful way." (anonymous participant from Hungary)*

*"For me, this project helped me to develop new skills such as working in a team, sharing other students' ideas and improving my English" (Sofia from Oradea, Romania, 17 years)*

*"The networking opportunities were an unexpected bonus, allowing me to connect with other people in my age and share experiences." (anonymous participant from Poland)*

*"While I was aware of the dangers of disinformation before the game, creating a campaign solving the problem, allowed me to really understand how difficult thing it is to tackle" (anonymous participant from Finland)*

*"It was interesting and very informative activity, i enjoyed participating and creating campaign" (Emirlan from Lithuania)*



<b>HISTORY OF CHANGES</b>		
<b>VERSION</b>	<b>PUBLICATION DATE</b>	<b>CHANGE</b>
1.0	30/11/2023	First release
1.1	28/03/2024	Inserting description of deliverable and providing more detailed description of EDS