

ESCAPE ROOM (BY OCLC)

Time slots on 9 April:

- During Lunch: 13:00 – 14:15
- During Workshops: 15:55 - 17:05



RECOGNIZE MISINFORMATION, CRACK THE CODE!

Free yourself from misinformation! Take part in a fun and challenging escape room game that your library can use to make your community more resilient against misinformation.

During this interactive session, you will work together in small groups to unravel the mystery. You do this by solving several puzzles that try to lead you astray with misinformation such as deepfake images and messages from social media bots.

The escape room offers an educational way to make people think more critically about the information they encounter online. The aim is to encourage people to talk about disinformation in society and thus contribute to wider social engagement.

The game is part of [Loki's Loop](#), a project by researchers at the University of Washington Information School and supported by OCLC.

Presenters:

Chris Coward (Senior Principal Research Scientist, Affiliate Associate Professor, University of Washington Information School, Visiting Scholar, University of Copenhagen (2023-2024))
&

Renée van den Bosch (Territory Marketing Lead, OCLC)

Pre-registration is required for participation.

Details for pre-registration will be sent together with the workshop registrations to all registered participants.