



Truth Quest: Decode, Verify, Decide!



Main topic & European value

- ◆ **Core topics:** Media literacy and disinformation: strengthening democratic resilience through critical thinking and informed decision-making.
- ◆ **European values:** Democracy, critical thinking, digital citizenship and freedom of expression.



Educational objectives

- ✓ Explain how misinformation, disinformation and manipulation influence individuals and democratic societies.
- ✓ Identify reliable and unreliable sources of information using fact-checking and verification techniques.
- ✓ Analyse how algorithms, social media and artificial intelligence shape the information people consume.
- ✓ Apply critical thinking skills to evaluate online content before sharing or acting upon it.
- ✓ Make responsible decisions that promote informed citizenship, democratic participation and respectful online communication.



Scenario overview

The player becomes a **Digital Investigation Officer** working for the **European Centre for Digital Integrity**, an organisation supporting citizens and institutions in responding to risks linked to artificial intelligence and digital misinformation.

AI systems generate content that can inform or mislead. Some contain factual errors, hidden bias or deepfakes that influence public opinion.

The player investigates suspicious AI-generated material, verifies evidence and assesses its ethical and social impact. Limited time and resources require

careful decisions that balance accuracy, freedom of expression, transparency and public safety.

Every choice affects trust, democratic participation and citizens' ability to use AI critically and responsibly.



Core mechanics & tasks

- ◆ **Digital investigations:** Investigate AI-generated content to identify inaccuracies and manipulation.
- ◆ **Evidence analysis:** Analyse AI hallucinations, bias, manipulated media and source credibility.
- ◆ **Branching dialogue choices:** Conversations influence trust and responsible AI use.
- ◆ **AI verification tools:** The player uses reverse image search, metadata analysis, deepfake detection, AI output verification and source comparison to assess digital content.
- ◆ **Trust management:** Decisions affect trust in AI, media and institutions.
- ◆ **Time-sensitive investigations:** Prioritise AI-related incidents with the greatest social impact.
- ◆ **AI literacy challenges:** Mini-games develop skills in recognising hallucinations, bias, deepfakes and ethical issues.
- ◆ **Multiple endings:**
 - ✓ **Truth Prevails:** Citizens critically evaluate AI-generated content and use AI responsibly.
 - ✓ **Digital Resilience:** Cooperation between citizens, educators and institutions strengthens resilience against AI-driven manipulation.
 - ✓ **Algorithmic Divide:** Overreliance on AI increases bias, misinformation and social polarisation.
 - ✓ **Lost in the Noise:** Trust in information collapses as manipulated AI content spreads unchecked.



Player role

The player is a **Digital Investigation Officer** at the **European Centre for Digital Integrity**, responsible for investigating AI-generated content, verifying digital evidence and supporting informed decision-making. Using AI tools and critical thinking, the player identifies manipulation and promotes responsible AI use.



NPC profiles

Name	Role in the story & function in the gameplay	Personality traits
Anna Novak	Senior fact-checker and mentor who teaches verification techniques.	Analytical, patient, objective
Leo Martins	Popular influencer who occasionally spreads misleading AI-generated content.	Charismatic, impulsive, ambitious
Maria Rossi	Investigative journalist supporting evidence-based reporting.	Curious, determined, ethical
Dr. Sofia Hansen	AI ethics researcher specialising in deepfakes and algorithmic bias.	Intelligent, calm, innovative
Elena Petrova	Citizen representing everyday challenges of AI-generated misinformation.	Curious, trusting, thoughtful
Victor Kane	News platform manager balancing audience engagement with responsible reporting.	Persuasive, opportunistic, confident



Dialogue options, choices & consequences

Dialogue or dilemma	Available options (2-3)	Short-term & long-term consequences
An AI chatbot generates a school project with fabricated references.	○ Explain verification. ○ Accept the project. ○ Ban the AI tools.	Verification promotes responsible AI use; blind trust limits learning.



An AI recruitment system is accused of unfairly rejecting qualified candidates.	○ Audit the AI system. ○ Keep using the system. ○ Replace AI with manual recruitment.	AI audits improve fairness; ignoring bias reduces trust.
A charity uses AI-generated images without informing the public.	○ Add an AI disclosure. ○ Keep the campaign. ○ Remove AI-generated materials.	Transparency builds trust; undisclosed AI content raises ethical concerns.
Students begin sharing conspiracy theories online.	○ Organise a workshop. ○ Provide fact-checking resources. ○ Correct individual posts only.	Education builds critical thinking; isolated corrections have limited impact.
A journalist publishes inaccurate information that quickly spreads online.	○ Request a correction. ○ Remove the article. ○ Ignore the mistake.	Transparent corrections build trust; ignoring errors spreads misinformation.
Breaking news spreads before reliable sources confirm the facts.	○ Wait for verification. ○ Explain that verification is ongoing. ○ Publish immediately.	Verified reporting builds credibility; rushing spreads misinformation.



Summary, debriefing & reflection questions

- ◆ How did your decisions influence information reliability?
- ◆ Which verification techniques were most effective?
- ◆ How do AI and algorithms influence information?
- ◆ What ethical responsibilities come with AI-generated content?
- ◆ What would you do differently next time?



References & additional resources

- ✦ European Commission. (2022). *European Declaration on Digital Rights and Principles for the Digital Decade*. <https://digital-strategy.ec.europa.eu/en/library/european-declaration-digital-rights-and-principles>
- ✦ European Commission. (2021). *Digital Education Action Plan (2021–2027)*. <https://education.ec.europa.eu/focus-topics/digital-education/action-plan>
- ✦ European Digital Media Observatory (EDMO). <https://edmo.eu>
- ✦ Strengthened Code of Practice on Disinformation. <https://digital-strategy.ec.europa.eu/en/policies/code-practice-disinformation>
- ✦ Better Internet for Kids (BIK+). <https://digital-strategy.ec.europa.eu/en/policies/better-internet-kids>
- ✦ UNESCO. *Media and Information Literacy Curriculum for Educators and Learners*. <https://www.unesco.org/en/media-information-literacy>
- ✦ EUvsDisinfo. <https://euvsdisinfo.eu>



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