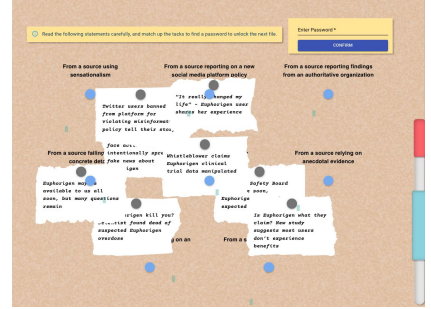# Loki's Loop

Escape rooms and other play-based activities for building resilience to misinformation

Loki's Loop is a project of the University of Washington Center for an Informed Public. Our first game – *The Euphorigen Investigation* – is an escape room. Escape rooms are live-action adventure games where teams of players work cooperatively to solve a series of puzzles. The immersive nature of the medium serves as an engaging way to interact with various deceptive tactics such as manipulated charts, bot accounts, and deepfakes. It's an experiential rather than skills-based approach for people to think more critically about the information they encounter online. This project was developed in collaboration with librarians who told us they needed new ways to help their communities navigate misinformation.

SIGN UP TO ACCESS:

- Online and in-person versions of our games
- Debrief guides to facilitate post-game discussions
- Resource kit with real life examples of the misinformation puzzles in the games

NEW GAMES COMING SOON!

Galaxy – Is a K-Pop company secretly exploiting one of the Planet5 band members?

Bo$$BabyKoin – Should you invest your savings in a new digital currency?

INTERESTED IN A LOCAL LANGUAGE VERSION OF EUPHORIGEN & OTHER GAMES?

We support localizations of **in-person versions** as a free service (online ver. require resources):

- We provide the templates and other tools
- You provide the translations and record the 30-second videos

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Puzzle PB Break

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INTERESTED IN CO-DESIGN?

We developed a co-design methodology for creating games **tailored** to specific cultures and interests:

Light weight:
→ Requires a team of 3-5 people working with us for 10 hours over 4 Zoom sessions
→ Generates new game based on modifications to puzzles in our puzzle bank

Intensive:
→ Involves project scoping and deeper collaboration. Typically 6 months or longer.

INTERESTED IN RESEARCH?

From localizations to new game development, we are interested in research collaborations that explore the co-design process, impact of games on (mis)information literacy, geographical comparisons, the role of libraries, and other topics. We're happy to share our methods and data collection protocols, and wish to partner with librarians and academics to better understand the potential of games to combat misinformation.

WHAT ABOUT CHILDREN?

We have a project with UW KidsTeam that is developing play-based activities for **children ages 7-11.** These games are the products of co-design between children, teens, librarians, and researchers.

- Lost in a Blocky Wonderland (a Minecraft game)
- Becoming a (Mis)influencer: Making Misinformation Video Content
- The Truth-bo(u)t AI and Misinformation

PARTNERS:

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