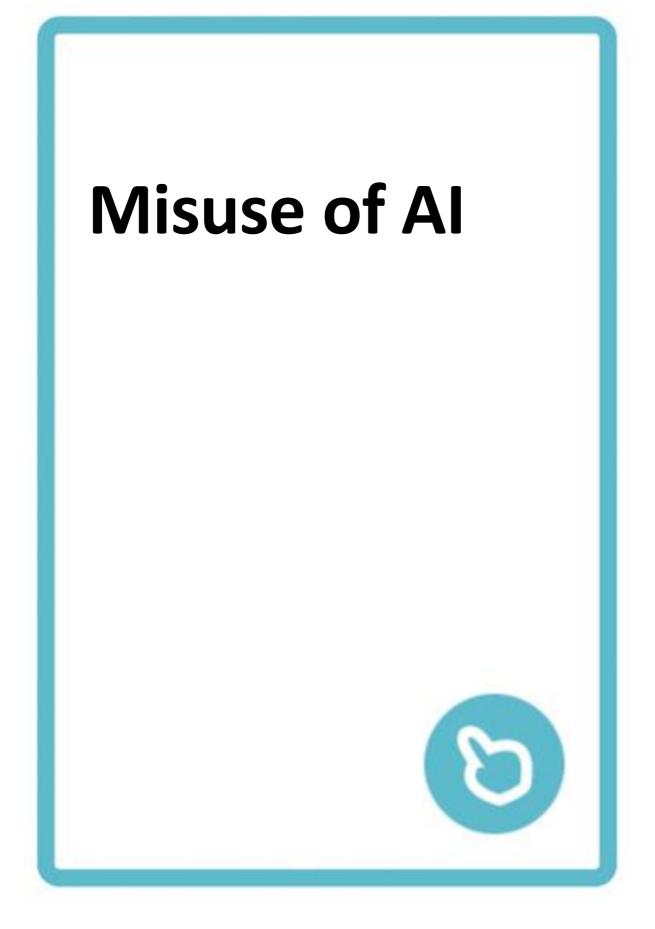
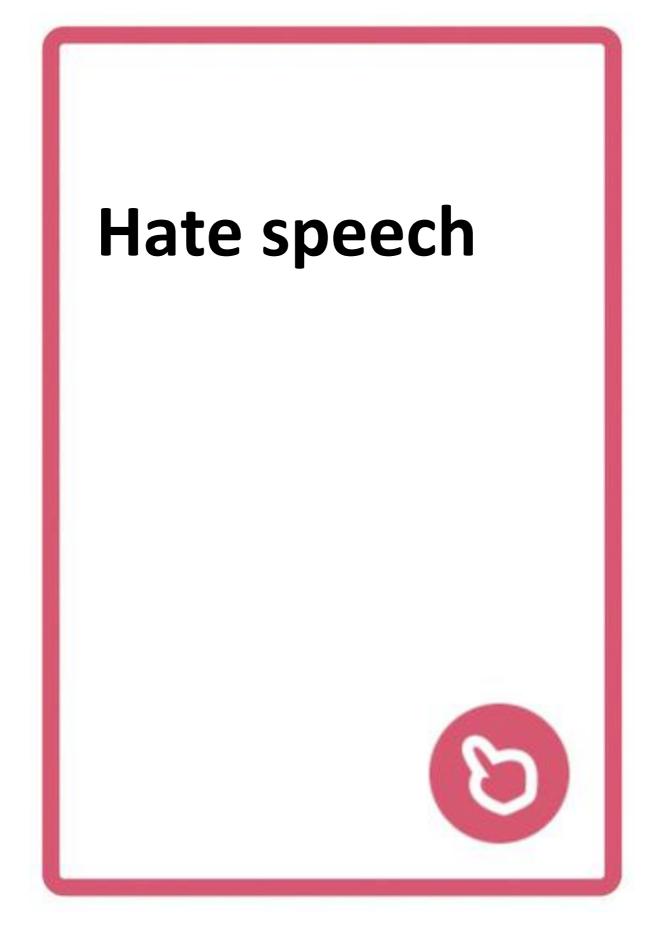


# Malinformation









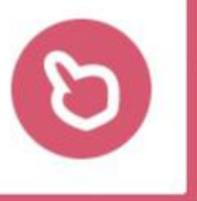
# Child grooming

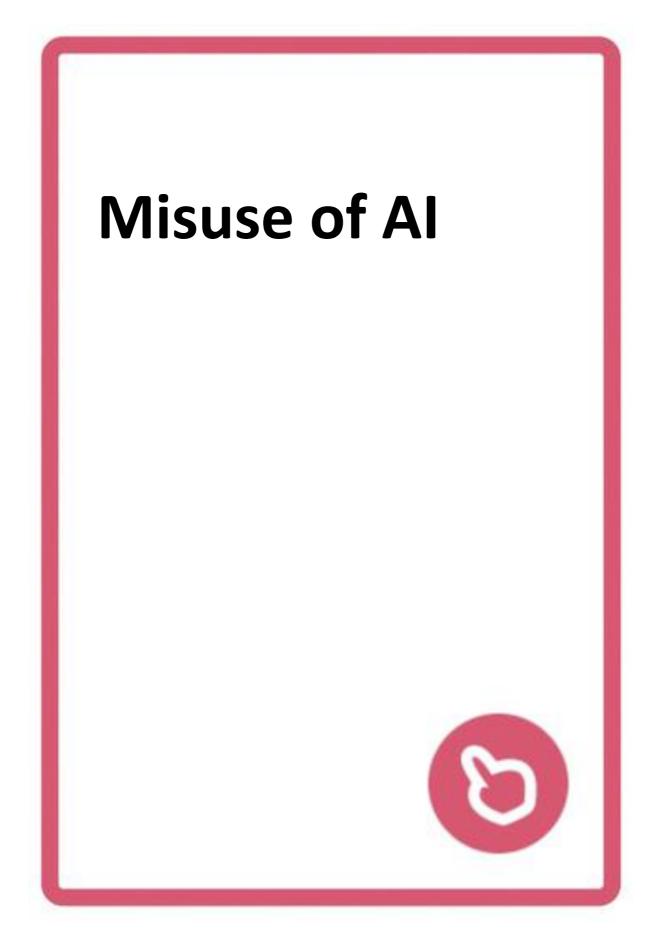


## Online harassment









This is a **false** or **misleading** information that someone spreads without malicious intent.

Information: false

Intention to cause harm: no



This is **false** or **partly false** information **intended to harm** others.

Information: false, partly false

Intention to cause harm: yes

The information is **based on a truth**, but intentionally used in a way **to harm others**.

Information: true

Intention to cause harm: yes



This is information that **spreads quickly**, and it is not yet clear whether it is true or false.

### Information: unknown

Intention to cause harm: unknown

This is the deliberate creation and dissemination of false, intentionally misleading, and realistic-looking texts, images, videos, and audio. Information: false

Intention to cause harm: yes

This is a **hurtful form of expression** on the Internet, which is intended to humiliate **certain groups of people** and their members.

Damage level: medium to high Intention to cause harm: yes This is a **targeted contact with minors** to gain their trust and to **sexually abuse** them.

Damage level: high

Intention to cause harm: yes



This is a **form of hurtful expression** on the Internet, in which a person is specifically insulted, threatened or persecuted.

Damage level: low to high Intention to cause harm: partially This is **the disclosure of private information** and photos to others **without the consent** of the person concerned.

Damage level: low to high

Intention to cause harm: partially



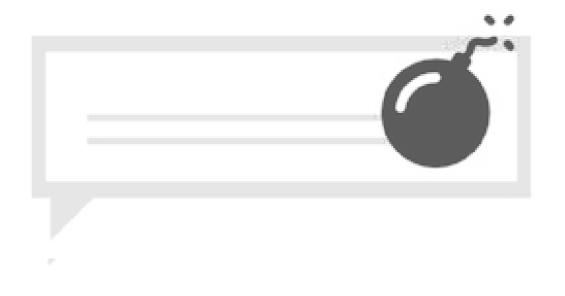
This is the **creation** of **degrading photos and videos** and **automated hate campaigns** against disadvantaged groups.

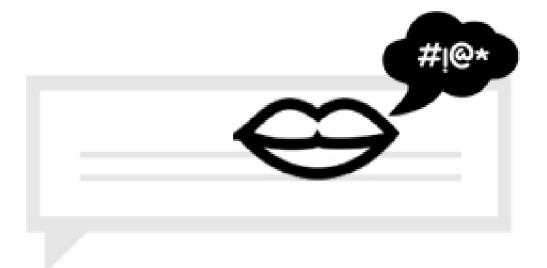
Damage level: medium to high

Intention to cause harm: partially



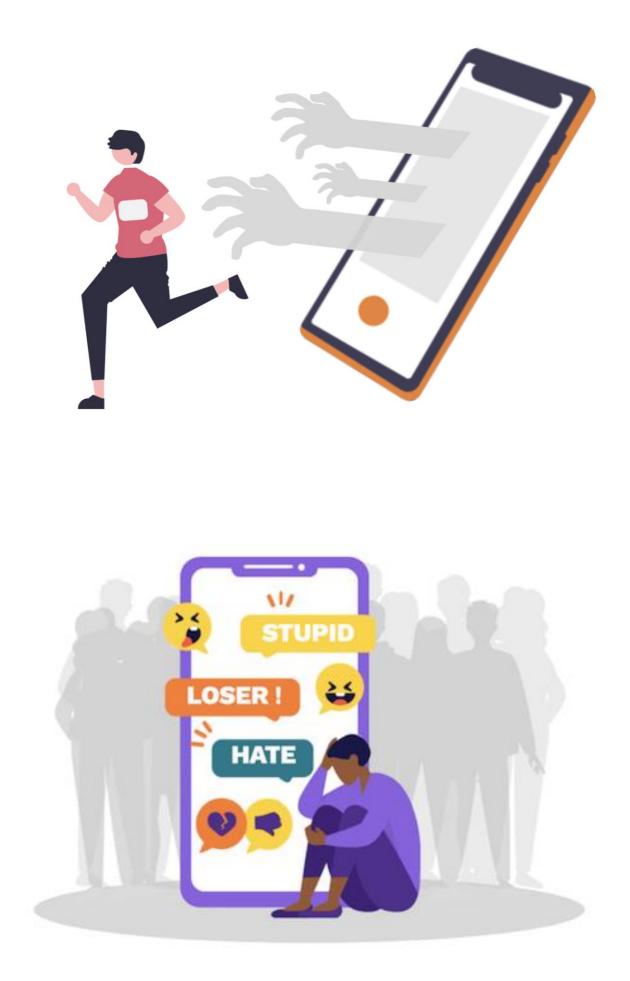


















 $(\mathbf{f})$ 

#### **TEAM BLUE**

Task:	Persuade the jury of the <b>beauty</b> and <b>superiority</b> of the color <b>BLUE</b>
Rules:	Prepare a <b>one minute pitch</b> . The jury can ask you one more question. You have <b>one more</b> <b>minute</b> to defend your color.



Team Red

#### **TEAM RED**

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Persuade the jury of the beauty and superiority of the color RED

Rules: Prepare a one minute pitch. The jury can ask you one more question. You have one more minute to defend your color.





#### THE JURY

Material: Markers + voting cards

- Task: Decide which team has the best arguments for their color.
- Rules: Listen to the arguments of team BLUE and RED. You can ask each team a follow up question.



6

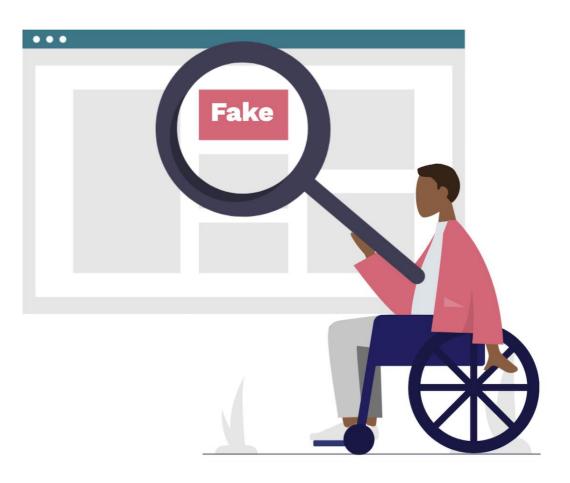
Observer

#### OBSERVER

Material:	Note cards + pencils	
Task:	Identify the arguments that appeal to <b>emotion.</b>	
Rules:	Do not interfere with the teams or the jury.	



## What are the **reasons** and **typical motives** behind **disinformation** in digital media?





Use these questions to generate **more ideas**. Consider disinformation in various digital media, such as **social media, private chats, digital games with chat functions**, **email**, and more.

#### **Reasons** | Questions

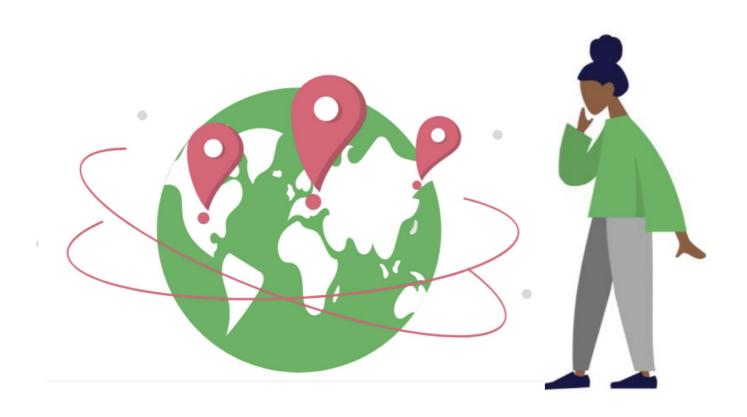
- Who is allowed to disseminate information in digital media? How transparent is that?
- Who controls what is written and published?
- How quickly can disinformation spread?
- What responsibilities do users have?

#### **Typical motives | Questions**

- Who benefits the most from disinformation?
- How do these people benefit from disinformation?



## What are harmful consequences of disinformation for individuals and society?





Use these questions to generate more ideas. Consider disinformation in various digital media, such as social media, private chats, digital games with chat functions, email, and more.

#### **Consequences for individuals | Questions**

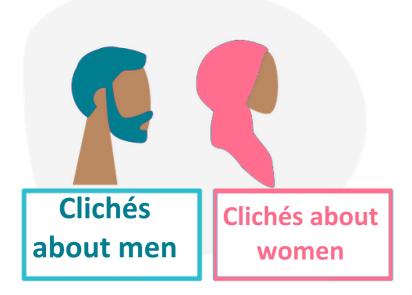
- What emotions can disinformation trigger?
- Can disinformation negatively influence thoughts, opinions, and actions?
- What happens to our trust in information?

#### **Consequences for society | Ask yourself, ...**

- What impact can disinformation have on public opinion, politics, and our social life?
- What impact does disinformation have on the public's trust in media and democratic institutions and processes?
- What can be the consequences when trust is lost?



# What are the **reasons** and **typical motives** for **online gender-based violence?**









Use these questions to generate more ideas. Consider the societal backgrounds and the digital media that are misused for OGBV (online gender-based violence), such as social media, private chats, digital games with chat functions, email, and more.

#### **Reasons** | Questions

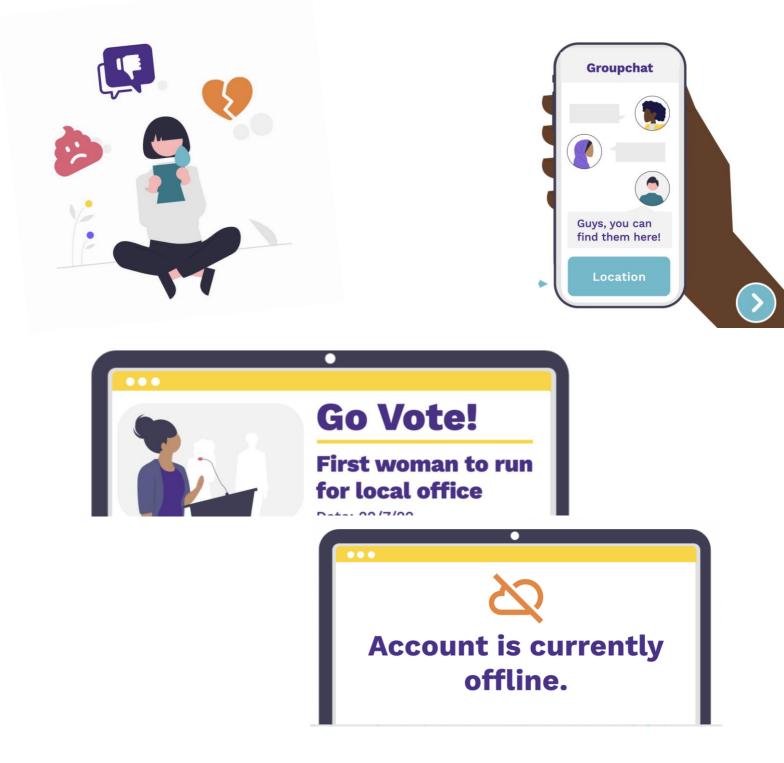
- What gender roles and stereotypes exist in society?
- Is responsibility and power equally distributed between genders public and private life?
- Do media (e.g., movies, video games) normalise violence against certain genders?
- How easily can digital media be misused for OGBV?

#### **Typical motives | Questions**

- Why does someone engage in OGBV?
- What might this person or people want to achieve with it?



## What are **harmful** consequences of OGBV for individuals and society?





Use these questions to generate more ideas. Consider disinformation in various digital media, such as social media, private chats, digital games with chat functions, email, and more.

#### **Consequences for individuals | Questions**

- How does OGBV affect the mental well-being and selfesteem of the person affected?
- How does OGBV impact social relationships, friendships, and (social) networks?
- To what extent can OGBV limit the educational or professional opportunities of those affected?
- To what extend can OGBV lead to real-world violence?

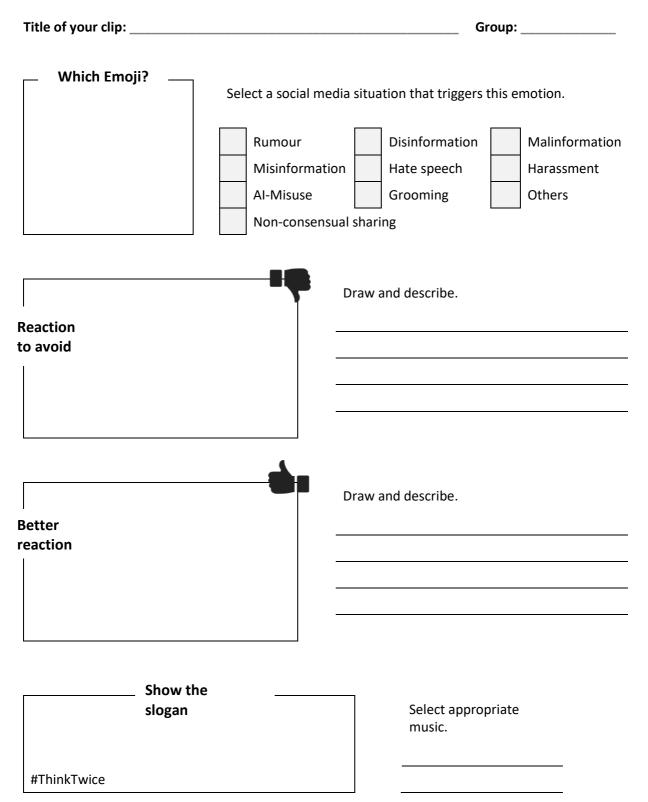
#### **Consequences for society | Questions**

- How does OGBV reinforce inequality between men and women in society?
- How does OGBV impact freedom of expression and the participation of certain groups in public discourse, especially online?
- How does OGBV affect trust in digital platforms and overall online safety?



#### Prepare your #ThinkTwice Videoclip\*

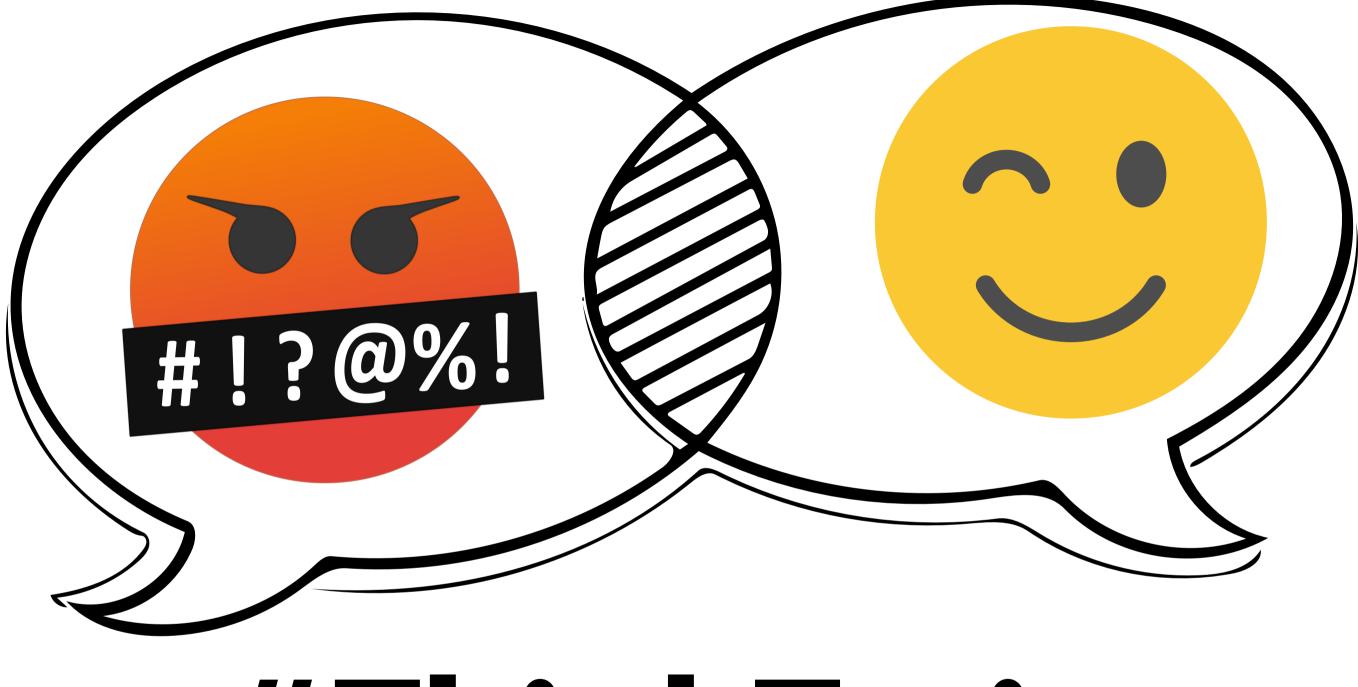
\*Video length ca. 15 seconds





### **Template #ThinkTwice video clip**

#	Group members	USB	Videos
#1			
#2			
#3			
#4			
#5			
#6			



# #ThinkTwice

