

# RUMOR VS REALITY

PROCESS BOOK

*DALONG Hu*

LMC 4813 | Spring 2022



# OBJECTIVE

- CREATE AND DESIGN A DIGITAL ARTIFACT TO HELP GEORGIA VOTERS LEARN HOW TO IDENTIFY DISINFORMATION. SOME POTENTIAL DIGITAL ARTIFACTS ARE GAMES, INTERACTIVE VISUALIZATIONS, AN ONLINE MEDIA LITERACY PROGRAM, TWITTER BOTS OR OTHER PLAYFUL INTERVENTIONS.

# DESIGN CONSIDERATIONS

- CURRENT METHODS OF COMBATING AGAINST INFORMATION OFTEN REQUIRE TARGET AUDIENCES TO ACTIVELY SEARCH FOR INFORMATION, SUCH AS WEBSITES THAT INFORM READERS ON WAYS MISINFORMATION SPREADS.
- IS THERE A WAY TO EDUCATE AUDIENCES ON MISINFORMATION WHILE REDUCING THE EFFORT ON THEIR END?

The screenshot shows the official website of the Cybersecurity & Infrastructure Security Agency (CISA). The header features the CISA logo and navigation links for CYBERSECURITY, INFRASTRUCTURE SECURITY, EMERGENCY COMMUNICATIONS, NATIONAL RISK MANAGEMENT, ABOUT CISA, and MEDIA. Below the header, a breadcrumb trail indicates the page's location: National Risk Management > Election Security > Rumor Control. The main content area is titled "ELECTION SECURITY RUMOR VS. REALITY" and was last updated on November 2, 2021. It discusses the impact of mis- and disinformation on elections and provides resources to debunk common myths. A sidebar on the left lists resources under "Election Security": Crossfeed, Election Risk Profile Tool, Election Security Library, MDM Resource Library, Mis-, Dis-, Malinformation, Resilience Series Graphic Novels, and Rumor Control. At the bottom, three icons represent different election phases: Post-Election (bar chart), Pre-Election (checklist), and Election Day (voting box).

**CYBERSECURITY & INFRASTRUCTURE SECURITY AGENCY**

cisa.gov/uscert  
Report Cyber Issue  
Subscribe to Alerts

CYBERSECURITY INFRASTRUCTURE SECURITY EMERGENCY COMMUNICATIONS NATIONAL RISK MANAGEMENT ABOUT CISA MEDIA

National Risk Management > Election Security > Rumor Control

ELECTION SECURITY RUMOR VS. REALITY

Last Updated: November 2, 2021

Mis- and disinformation can undermine public confidence in the electoral process, as well as in our democracy. Elections are administered by state and local officials who implement numerous safeguards to protect the security of your vote pursuant to various state and federal laws and processes. This resource is designed to debunk common misinformation and disinformation narratives and themes that relate broadly to the security of election infrastructure and related processes. It is not intended to address jurisdiction-specific claims. Instead, this resource addresses election security rumors by describing common and generally applicable protective processes, security measures, and legal requirements designed to protect against or detect large-scale security issues related to election infrastructure and processes.

You can learn more about mis- and disinformation from CISA's Mis-, Dis-, Malinformation (MDM) team. Click an icon below to go directly to that section.

Rumor Control

Post-Election

Pre-Election

Election Day

# KEY TAKEAWAYS FROM INITIAL RESEARCH AND MEETING WITH POOJA

- WITH OUR MENTOR POOJA WE DISCUSSED EXISTING PRACTICES THAT COMBAT MISINFORMATION, AND WAS GIVEN GUIDANCE TO LOOK AT HOW MANY DIFFERENT GOVERNMENTS DEALT WITH MISINFORMATION.
- WE LEARNED ABOUT PREVIOUS CASES OF MISINFORMATION FROM THE CDT REPORT, SUCH AS SHARPIEGATE AND ROBOCALLS.
- FROM THE READING JON ROOZENBEEK AND SANDER VAN DER LINDEN, WE LEARNED ABOUT A MISINFORMATION CARD GAME THAT PRE-EMPTIVELY GUARDS AGAINST MISINFORMATION.

# INITIAL IDEAS



VIDEO GAME | INTERACTIVE COMIC | WEBSITE

WE HAD 25+ IDEAS FROM BRAINSTORMING BUT THESE WERE THE ONES WE LIKED THE BEST

I'LL SPARE THE DETAILS SINCE THAT'S PRETTY MUCH AS DETAILED AS IT GOT

# CRITIQUE 1

- GET MORE SPECIFIC AND DETAILED WITH THE IMPLEMENTATION!!!
- THE GAME WAS THE MOST FLUSHED OUT, WITH POTENTIAL PERSONAS AND MISINFORMATION STRATEGIES TO TOUCH ON ESTABLISHED.
- THINK ABOUT THE TARGET AUDIENCE OF YOUNG VOTERS

# MORE SPECIFIC RESEARCH...



Since the game was our most flushed out idea and I was the most familiar with games in our group, I researched similar games and their strengths and weaknesses, focusing especially on Papers Please and Needy Streamer Overload.

## CRITIQUE 2

- AVOID THE EDUCATIONAL GAME CURSE
- ESTABLISH AND FOCUS ON TARGET AUDIENCE  
OF YOUNG VOTERS

# STORY GENERATION

- WE TRIED DIFFERENT METHODS OF STORY GENERATION. FIRST WE TRIED THINKING OF STORIES BASED ON THE EVENTS DOCUMENTED IN THE CDT REPORT.
- I WAS THE ONLY ONE WITH SCREENWRITING EXPERIENCE IN OUR GROUP, BUT WAS INSTEAD HELD BACK BY THAT BECAUSE IT WAS HARD TO ‘FIT’ A STORY INTO AN EXISTING EVENT. LEE LEE WAS THE ONE WHO HAD LESS RESERVATIONS AND SPOKE OUT ANY IDEA, EVEN IF THEY WEREN’T PERFECT.
- I TRIED TO USE THE FAMOUS BLAKE SNYDER BEAT SHEET, BUT LEE LEE AND LOU WEREN’T FAMILIAR WITH IT. FURTHERMORE, IT IS USED TO CREATE FULL MOVIE-LENGTH SCREENPLAYS, SOMETHING BEYOND THE RANGE OF OUR PROJECT.

## BLAKE SNYDER BEAT SHEET

- |                   |                            |
|-------------------|----------------------------|
| 1. OPENING IMAGE  | 9. MIDPOINT                |
| 2. THEME STATED   | 10. BAD GUYS CLOSE IN      |
| 3. SET-UP         | 11. ALL IS LOST            |
| 4. CATALYST       | 12. DARK NIGHT OF THE SOUL |
| 5. DEBATE         | 13. BREAK INTO THREE       |
| 6. BREAK INTO TWO | 14. FINALE                 |
| 7. B STORY        | 15. FINAL IMAGE            |
| 8. FUN AND GAMES  |                            |

# STORY FEEDBACK FROM PROFESSOR NASSIM

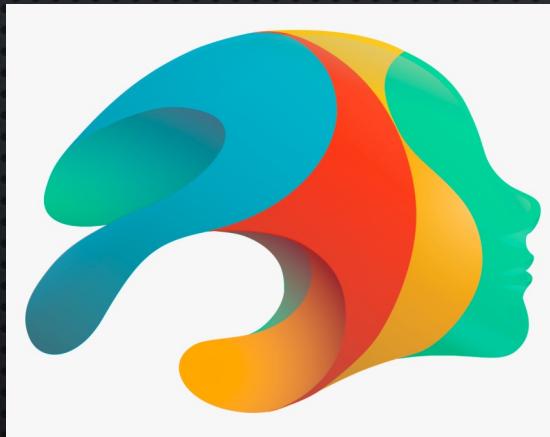
- WE WERE TOLD TO MAKE THE STORY MORE BELIEVABLE AND INTERESTING, AND FOCUS LESS ON THE EDUCATIONAL ASPECT. WE SHOULD DEVELOP THE CHARACTERS, PERHAPS EVEN ADD A LOVE INTEREST, AND MAKE TWO DIFFERENT JOURNEYS A PLAYER CAN ENJOY.

If Lee Lee was the one who kept on giving ideas at the beginning of story writing, I was the one that blazed through the rough story myself. Eventually I stopped being so perfectionistic about our story and started to spearhead the initial story draft, with the idea that we could improve it down the line.

# CHARACTER DESIGN

- I FELT I ALREADY FOCUSED ENOUGH ON THE STORY BY CREATING MOST OF THE ROUGH DRAFT, SO I WANTED TO BE RESPONSIBLE FOR THE CHARACTER ART WHILE LOU AND LEE LEE FLUSHED OUT THE STORY DIALOGUE AND IMPLEMENTED IT IN FIGMA.
- I WON'T DOCUMENT THE FIGMA IMPLEMENTATION SINCE I ONLY DID DISCUSSIONS AND IDEA GIVING, USING MY EXPERIENCE IN VISUAL NOVEL STYLE GAMES.

## Tools Used



# CHARACTER DESIGN



Lou was the one who pushed for differing expressions to make the gameplay less static. Making 5 for each wasn't too hard and inspired me on how to create different variations of mob characters easily.





Mob Character Variations:  
5 expressions  
x 2 arm poses  
x 2 sexes  
x 2 skin colours  
x 2 hair colours  
**= 80**

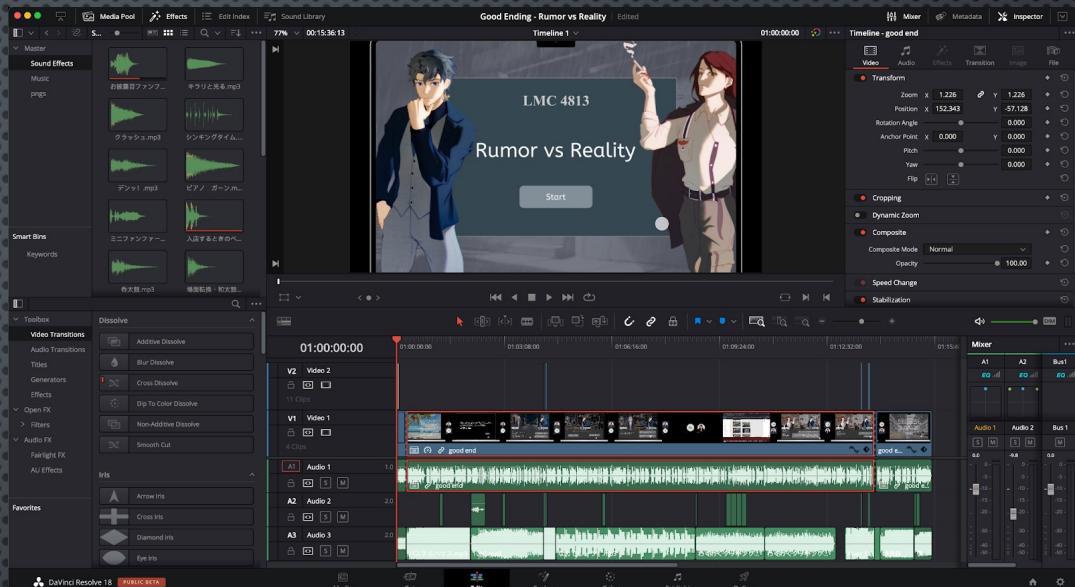
Accomplished by applying computer programming concepts to Photoshop Layer organization.

# DEMO VIDEO EDITING



- DONE WITH DA VINCI RESOLVE WITH SOUNDS FROM DOVA SYNDROME
- I NEVER USED DA VINCI RESOLVE BEFORE (NOR DID I HAVE ANY SUBSTANTIAL VIDEO EDITING EXPERIENCE), SO I USED THIS AS A CHANCE TO LEARN THE SKILL
- AS FOR THE MUSIC, I LIKE TO WATCH VTUBERS SO I USED THE JAPANESE SITE WHERE THEY GOT ALL THEIR BACKGROUND MUSIC FROM. IT FITS THE VISUAL NOVEL STYLE WELL!
- CLICK TO WATCH BELOW!

[Good End](#)



[Bad End](#)

# REFLECTIONS

- I AM PROUD OF HOW THE FINAL PRODUCT TURNED OUT, HOWEVER THERE ARE SOME PARTS TO IMPROVE ON, EVEN IF IT IS JUST A PROTOTYPE.
- THE STORY INVOLVES A MAN WHO GOES TO ANOTHER COUNTRY TO SOLVE THEIR PROBLEMS, WHICH WE DIDN'T NOTICE UNTIL IT WAS POINTED OUT TO US. WE ONLY CAME UP WITH THAT SETTING AS A WAY FOR FLYNN TO BE CLUELESS AND HAVE TO ASK QUESTIONS SO THE AUDIENCE COULD GET EXPOSITION EASILY, WITHOUT REALIZING THE IMPLICATIONS.
- THE STORY IS ALSO VERY STEREOTYPICAL. THIS PROBABLY CAME TO BE BECAUSE WE WERE TOO TIRED OF STORY CREATION TO THINK A FEW STEPS DEEPER.
- THE FACIAL EXPRESSIONS OF THE CHARACTERS ARE TOO SUBTLE TO NOTICE. THIS WAS MY FIRST TIME CREATING EXPRESSIONS FOR VISUAL NOVEL CHARACTERS, AND I DIDN'T REALIZE HOW MUCH I NEEDED TO EXAGGERATE SO THE AUDIENCE CAN HAVE A CLEAR READ.