

# #TRUTHQUEST

## Community based FAKE news Verification

### The Problem

- Misinformation spreads **six times** faster than truth (Science, 2018).
- Existing tools (Meta, X, TikTok) are **slow, inconsistent, and not trusted**.
- Students rarely verify content unless it's personally relevant — fact-checking feels like "work."

### Initial Design

- Initial idea:** Online crowd wisdom platform with weighted credibility (location + expertise).
- Challenge:** Low user motivation and participation.
- Pivot:** Shifted to a smaller, co-located experience , test collaboration in real time.

TRUTH OR FAKE ?

### How it works ?

Two players face off on separate screens, deciding if a headline is real or fake.

Player 1 chooses the question for Player 2.

👤 The audience votes live on a third screen influencing the players' confidence.  
💡 After each round, the correct answer and explanation appear.  
🏆 Scores update instantly, prompting reflection and discussion.

with Player 1

with Player 2

with Audience



### Why is it related to Social + Mobile Computing

- Awareness
- Collaboration
- Place & Space : A public, co-located setup turns casual spaces into interactive learning zones.
- Location Framework: Spatial (three screens), Temporal (fast rounds), Social (group interaction), Technological (connected displays).

TruthQuest prototype — a hybrid of crowd wisdom and social play.

### What our Prototype aims to understand ?

- Whether **community-based verification** actually improves or biases accuracy.
- If playful, **co-located collaboration** increases motivation to detect fake news.
- How **feedback and discussion** build trust and media literacy.

TEAM VISTIC