

# FAKE NEWS

## 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).

## 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.

TEAM VISTIC

# #TRUTHQUEST

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

## TRUTH OR FAKE ?

