[Bad News - Play the fake news game!](https://www.getbadnews.com/en/intro)

**1. Description of Objectives and Key Features**

**Bad News** is a browser-based game developed by DROG in collaboration with the University of Cambridge. The player assumes the role of a fake news tycoon trying to build an online following using six manipulative tactics: polarization, emotional manipulation, conspiracy theories, trolling, discrediting sources, and impersonation [m.facebook.com+9sdmlab.psychol.cam.ac.uk+9Misinformation Review+9](https://www.sdmlab.psychol.cam.ac.uk/research/bad-news-game?utm_source=chatgpt.com). The goal is to teach players, through direct exposure to these tactics, how misinformation operates and how to resist it using "prebunking" or inoculation theory [arxiv.org+15Misinformation Review+15sdmlab.psychol.cam.ac.uk+15](https://misinforeview.hks.harvard.edu/article/global-vaccination-badnews/?utm_source=chatgpt.com).

**2. Potential Impact on Inclusivity & Diversity**

Playing *Bad News* enhances critical thinking and media literacy across different demographic groups. Studies show that even one session significantly increases individuals' ability to spot disinformation and decreases susceptibility to misleading narratives across education, age, and political backgrounds [Inoculation Science+15University of Cambridge+15Nature+15](https://www.cam.ac.uk/stories/goviral?utm_source=chatgpt.com).

**3. Practical Integration into Youth Organization Workflows**

This game is ideal for workshops or classroom sessions on digital literacy. Youth can play individually or in small groups, followed by guided discussions on identifying and countering fake news. Its short duration (around 5–10 minutes) makes it easy to include in training sessions with minimal technical requirements [University of Cambridge](https://www.cam.ac.uk/stories/goviral?utm_source=chatgpt.com)[en.wikipedia.org](https://en.wikipedia.org/wiki/Bad_News_%28video_game%29?utm_source=chatgpt.com).

**4. Ethical Considerations**

Because the game simulates unethical behavior (creating fake news), facilitators must clearly contextualize it as an educational tool—not an endorsement. Maintaining reflective debriefs is essential to help participants process what they experienced critically.

**5. Additional Notes**

* Open access browser game: [getbadnews.com](https://www.getbadnews.com/en) [m.facebook.com+8en.wikipedia.org+8Bad News v2+8](https://en.wikipedia.org/wiki/Bad_News_%28video_game%29?utm_source=chatgpt.com).
* Based on inoculation theory; empirically shown to provide long-term resistance to misinformation.
* Supported by extensive public research and multiple language versions for global reach