[Harmony Square](https://www.harmonysquare.game/en)

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

**Harmony Square** is a free online, browser-based serious game developed by Cambridge, DROG, and supported by U.S. State Department and DHS. Players act as a "Chief Disinformation Officer" aiming to destabilize a peaceful virtual town, using tactics like trolling, emotional manipulation, polarization, conspiracy-building, and amplification via bots [Inoculation Science](https://inoculation.science/inoculation-games/harmony-square/?utm_source=chatgpt.com)[Games for Change](https://www.gamesforchange.org/blog_posts/harmony-square-exposing-disinformation-tactics-and-techniques/?utm_source=chatgpt.com)[Tilt](https://www.tiltstudio.co/solutions/cases/harmony-square-a-misinformation-game/?utm_source=chatgpt.com).

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

The game builds resilience to manipulation across diverse cultural contexts. It’s available in multiple languages—including English, French, Dutch, Arabic, Vietnamese, and more—making it accessible to global youth and promoting culturally inclusive discussions around disinformation [unitedwithukraine.games](https://unitedwithukraine.games/2024/12/27/harmony-square-game/?utm_source=chatgpt.com)[Inoculation Science](https://inoculation.science/inoculation-games/harmony-square/?utm_source=chatgpt.com).

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

*Harmony Square* suits 10–15 minute workshops or assemblies. Its interactive narrative makes it perfect for prompting group reflections on digital manipulation techniques. Playthroughs can be followed by breakout discussions or role-playing exercises to reinforce learning [Games for Change](https://www.gamesforchange.org/blog_posts/harmony-square-exposing-disinformation-tactics-and-techniques/?utm_source=chatgpt.com)[Inoculation Science](https://inoculation.science/inoculation-games/harmony-square/?utm_source=chatgpt.com).

**4. Ethical Considerations**

The game encourages players to simulate dangerous behavior (spreading hate or misinformation). Educators must ensure proper framing and debriefing. Moreover, game effectiveness varies culturally and long-term impact is still under study [Cambridge University Press & Assessment](https://www.cambridge.org/core/books/psychology-of-misinformation/reflecting-on-our-own-program-of-research/715549CBF6C0220E491F6E00F72B1EAA?utm_source=chatgpt.com)[Misinformation Review](https://misinforeview.hks.harvard.edu/article/breaking-harmony-square-a-game-that-inoculates-against-political-misinformation/?utm_source=chatgpt.com).

**5. Additional Notes**

* Browser-based, free access: [harmonysquare.game](https://www.harmonysquare.game/) [sdmlab.psychol.cam.ac.uk+9Inoculation Science+9Misinformation Review+9](https://inoculation.science/inoculation-games/harmony-square/?utm_source=chatgpt.com).
* Research shows it increases confidence in spotting manipulation techniques and reduces intent to share misleading content [pmc.ncbi.nlm.nih.gov+10Misinformation Review+10Tilt+10](https://misinforeview.hks.harvard.edu/article/breaking-harmony-square-a-game-that-inoculates-against-political-misinformation/?utm_source=chatgpt.com).

Supported by prestigious partners, including Cambridge and U.S. agencies, with scientific backing on inoculation theory. -