

4TH CHINA-CEEC CURATORS' FORUM OF LIBRARIES UNION
BUDAPEST, HUNGARY



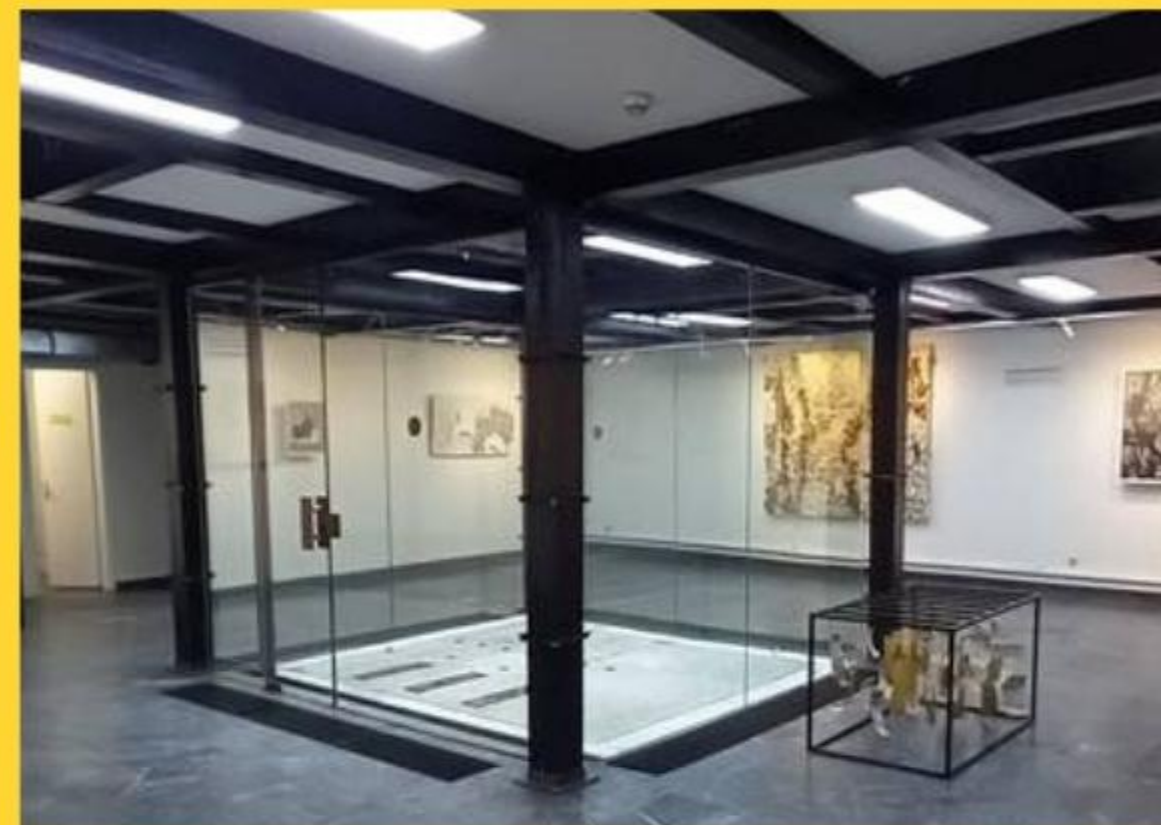
**GAME
OF
FACTS**

**LIBRARIES
DRIVING
NEWS
LITERACY**

Jasmina Ninkov
NLS Acting Director
nbs@nb.rs

Marjan Marinković
BCL Assistant Director
marjan@bgb.rs

www.bgb.rs



introducing
**BELGRADE
CITY LIBRARY**

www.bgb.rs



- The largest public library in Serbia. It is a parent library for a network of **13 municipal libraries** and their branches.
- Its collection consist of almost **2.000.000 items**, kept in **66 facilities** with a total area of 13.000 square meters. BCL has more than **150,000 users**.
- The Library has **220 employees**.





**"THE LIBRARY – CULTURAL HEART
OF BELGRADE"**

&

"THE LIBRARY – A PLACE FOR ALL"

Reflect our desire to be a vital part of the city's cultural and social life, open to all types of services and activities, to meet every need of its citizens.

BELGRADE CITY LIBRARY MOTTOS

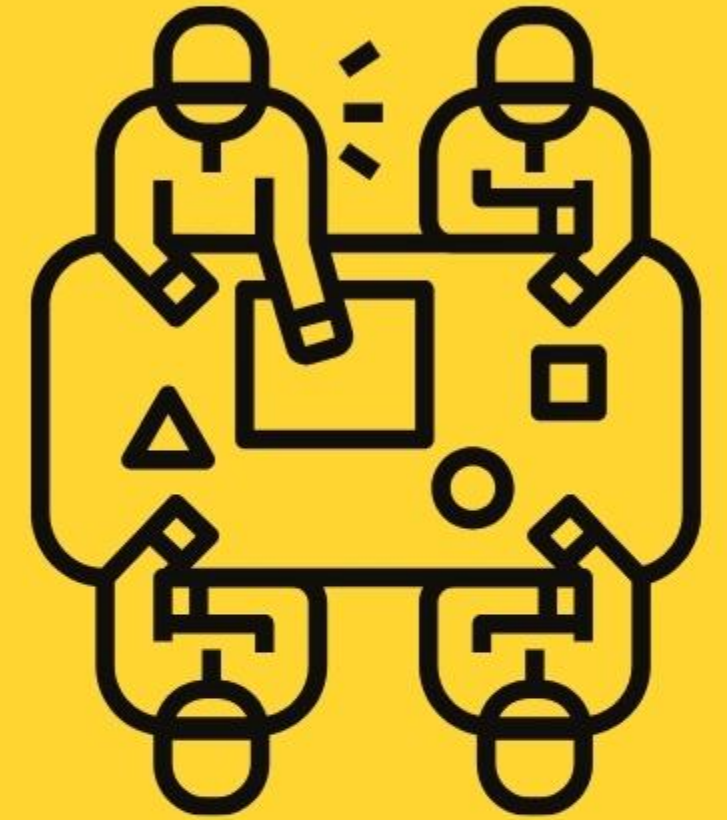


POST-TRUTH SOCIETY

In a world where the role of media has been so strong that the term '**mediacracy**' has frequently been used to describe it, the need for news literate citizens is apparent.

Two international projects dedicated to the development of citizens' news literacy and critical thinking:

- 1. ESSENTIAL**
- 2. NEED**



Both are implemented with the support of the EU within the Erasmus+ Programme.

ESSENTIAL PROJECT

TITLE: ENHANCING KEY CIVIC COMPETENCES FOR THE POST-TRUTH ERA:
NEWS LITERACY AND CRITICAL THINKING

DURATION: OCTOBER 2020 - SEPTEMBER 2022

INTERSECTORAL PARTNERSHIP BETWEEN:



**BELGRADE
CITY LIBRARY**
(SERBIA)

Coordinator



**NATIONAL
LIBRARY OF
LATVIA**



LATVIJAS
NACIONĀLĀ
BIBLIOTĒKA



**HACETTEPE
UNIVERSITY**
(TURKEY)



**UNIVERSITY
FOR ADULT
EDUCATION
ŽALEC**
(SLOVENIA)



INTERNATIONAL PROJECT

MAIN PROJECT RESULTS

(INTELLECTUAL OUTPUTS)

1

**NEWS
LITERACY
STUDY
REPORT**

2

**NEWS
LITERACY
TRAINING
COURSE
CURRICULUM**

3

**ONLINE
COURSE
ON NEWS
LITERACY**

4

**PROJECT
WEBSITE**

<https://newslitproject.net>

THESE OUTPUTS ARE VALUABLE OPEN EDUCATIONAL RESOURCES THAT LIBRARIES ARE FREE TO USE IN THEIR WORK.

PROJECT ESSENTIAL



NEWS LITERACY ONLINE TRAINING COURSE

PROJECT DISSEMINATION



**ACCREDITED
NEWS
LITERACY
TRAINING
PROGRAM**



**BUILDING A
NETWORK OF
NEWS
LITERACY
ADVOCATES**



**ONLINE AND
FACE-TO-FACE
EDUCATION**



- ECIL 2021 (online),
- IFLA MetLib Conference 2022 (Oslo),
- IFLA WLIC (Rotterdam, 2023, poster presentation),
- National EPALE Conference (Belgrade, 2022).

The project was presented at prestigious international and national conferences.

2022 - The Ministry of Education and Science (Serbia) declared the project **an example of good practice in adult education.**

2025 - Received **European Innovative Teaching Award**



FROM LOCAL TO GLOBAL: OUR PROJECT'S STORY

NEED PROJECT

TITLE: NEWS LITERACY ON BOARD



DURATION: OCTOBER 2023 – OCTOBER 2025 (TWO YEARS)

INTERSECTORAL PARTNERSHIP BETWEEN:



NIKANOR LTD
(BULGARIA)

Coordinator



**BELGRADE CITY
LIBRARY**
(SERBIA)



**HACETTEPE
UNIVERSITY**
(TURKEY)



**UNIVERSITY
FOR ADULT
EDUCATION
ŽALEC**
(SLOVENIA)



INTERNATIONAL PROJECT

MAIN PROJECT RESULTS

(INTELLECTUAL OUTPUTS)

1

**A GAME-BASED
ASSESSMENT
TOOL**

2

**AN
EDUCATIONAL
BOARD GAME**

3

**AN ONLINE
PLATFORM THAT
AGGREGATES
RESOURCES ON
NEWS LITERACY
AND CRITICAL
THINKING**

4

**PROJECT
WEBSITE**

<https://newsliteracy.info/>

THESE OUTPUTS ARE VALUABLE OPEN EDUCATIONAL RESOURCES THAT LIBRARIES
ARE FREE TO USE IN THEIR WORK.

PROJECT NEED



GAME-BASED ASSESSMENT TOOL

The NEED project has led to the creation of a **board game** designed **as an assessment tool** to evaluate learners' knowledge and skill levels in news literacy and critical thinking.

Elements in the Game



THE BOARD CONSISTS OF A RECTANGLE CONTAINING 34 FIELDS
AND PLAYERS MOVE AROUND IT CLOCKWISE.

21 fields,
7 for each area of knowledge:
blue, yellow and green



**4 CHALLENGE
FIELDS**



**3 CHOOSE
AREA FIELDS**



**2 LUCKY
FIELDS**



**2 DOUBLE
DICE FIELDS**



**2 LOADING
FIELDS**

GAME-BASED ASSESSMENT TOOL

THREE DECKS OF CARDS

A deck of cards for each area of knowledge, with 50 questions per deck

AREAS OF KNOWLEDGE

1. UNDERSTANDING THE NEWS LANDSCAPE
2. FINDING RELIABLE INFORMATION
3. VERIFYING NEWS

The correct answer is marked on the front side of the card.



CHALLENGE CARDS DECK

The correct answer is marked on the front side of the card.

Next to the question, on the back, there is a color that refers to one of the three areas of knowledge.



AREAS OF KNOWLEDGE

1. UNDERSTANDING THE NEWS LANDSCAPE
2. FINDING RELIABLE INFORMATION
3. VERIFYING NEWS

LUCKY CARDS DECK

When you draw a card with a specific field marked, you move to that field and follow the instructions for your next move based on that field.





GAME-BASED ASSESSMENT TOOL



AN EDUCATIONAL BOARD GAME

While the first game helps identify participants' learning needs, the second game **offers educational content tailored to those needs.**

This game uses QR codes printed on the question cards, which connect players to an online platform containing related educational content.

FIELDS WITH ASSIGNED POINT VALUES



DOUBLE POINTS FIELDS



Stops one of the players
(of their choice) from
playing in the next round.

Doubles the player's points
in the next round.



x2

STOP



HORSESHOE



Elements in the Game

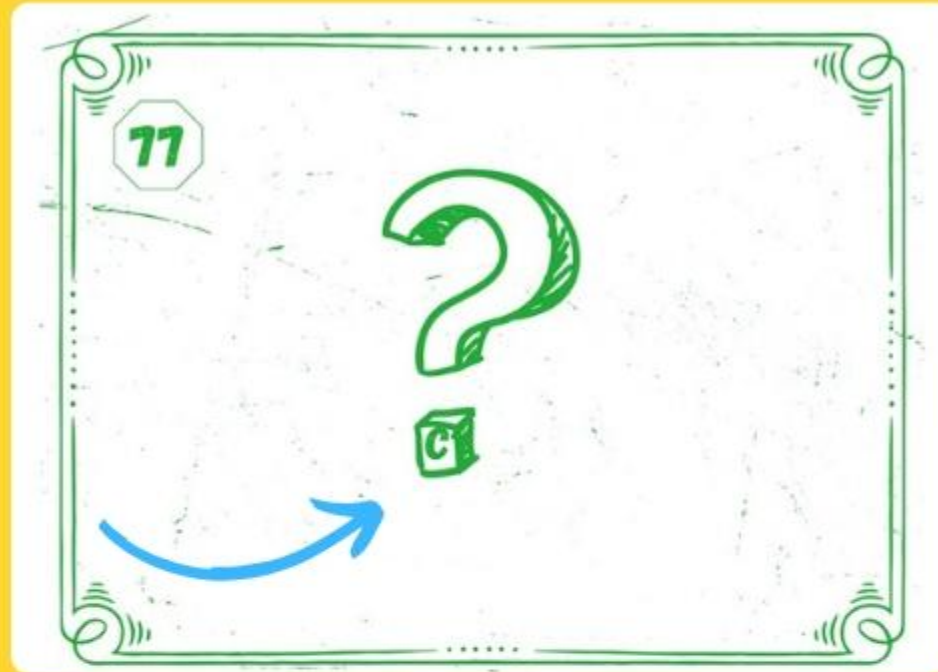
ROUND SHAPED BOARD GAME OFFERS A DYNAMIC
EXPERIENCE FOR 2-4 PLAYERS OR TWO TEAMS



EDUCATIONAL BOARD GAME

QUESTION CARDS

RESPONSE CARDS



11
Which of these clues can help detect a deepfake?

A) Realistic facial expressions
B) Natural blinking
C) Smooth skin and inconsistent head movements
D) High-quality video resolution

Erasmus+

Deepfake

Deepfakes are new forms of audiovisual manipulation that allow the creation of realistic simulations of a person's face, voice or actions (Gregory, 2020). In other words, the involvement of artificial intelligence technologies in manipulations on images and videos is called deepfake. Deepfake is basically based on a machine learning technique called Generative Adversarial Network (GAN). GAN trains itself using a set of algorithms to recognize an image. In this way, it becomes able to produce fake images by learning the real features (Metz, 2017; Schwartz, 2018; Gregory, 2020).

It has the potential to cause serious harm to people by making it seem like they did something they didn't say or do. For example, it may use a person's face to create non-consensual sexual images and videos. In addition, the potential for deepfake to be used for disinformation is also a concern (Gregory, 2020).

Here are the details that should be especially looked at whether it is a deepfake or not (Gregory, 2020):

- Noticeable disorders of the forehead/hairline or a constant facial movement
- Lack of detail in teeth
- Extremely smooth skin
- Absence of blinking motion
- Momentary movements, gestures and mimics are not observed in the speaker
- Inconsistencies in when a person turns or moves their head

Although it is not always easy to detect a deepfake, it can be understood whether it is a deepfake by using certain clues and using visual/video verification methods (similarity, reverse image search) (see "Image Verification" and "Video Verification") (Gregory, 2020; Marconi & Daldup, 2018).



NEED OER Portal

This is an open access portal that contains a selection of open educational resources (OER) to promote news literacy skills. The portal's content is multilingual, including the languages of the project countries (Bulgarian, English, Serbian, Slovenian and Turkish).

You can use "radio buttons" below to filter educational resources.

Main Topic

- ☐ Understanding the News Landscape
- ☐ Recognizing News and Finding Reliable Information
- ☒ Verifying News

Sub-Topic

- ☐ Information pollution and its reasons
- ☐ The psychology of misinformation
- ☐ New media and new journalism practices
- ☐ Recognizing news
- ☐ Information sources
- ☐ Search strategies
- ☐ Algorithms
- ☐ Verification
- ☐ Fact-checking platforms

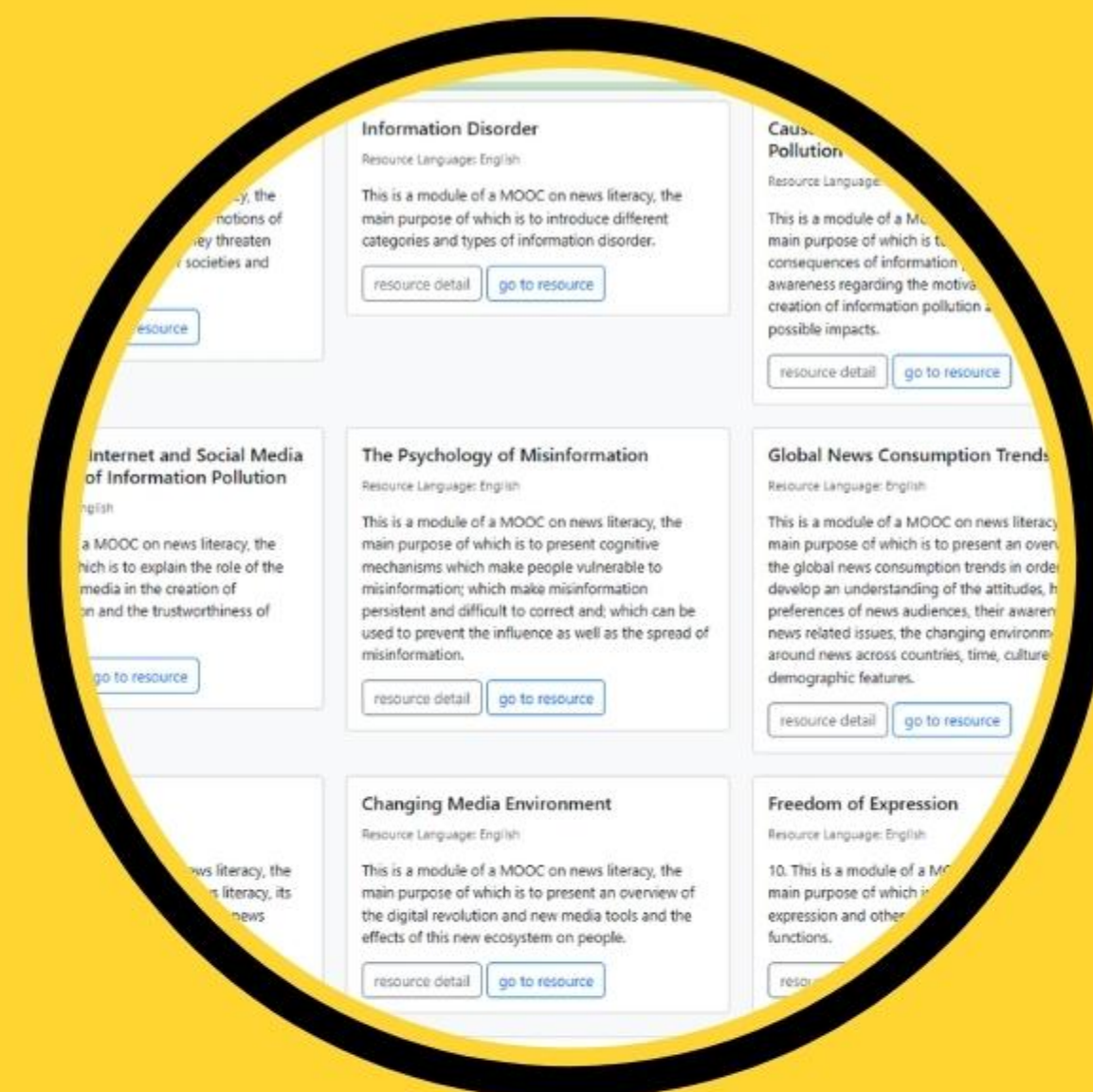
Resource Type

- ☐ Text
- ☐ Audio & Video
- ☐ Interactive resource

Resource Language

- ☐ Bulgarian
- ☒ English
- ☐ Serbian
- ☐ Slovenian
- ☐ Turkish

[Clear Filter\(s\)](#)



- 138 OPEN, HIGH-QUALITY EDUCATIONAL RESOURCES
- 5 LANGUAGES
- FILTERING OPTIONS BY DIFFERENT CRITERIA

LEARNING PLATFORM

PROJECT ESSENTIAL



PROJECT NEED



DĚKUJI. OBRIGADO
ASANTE. Shukran
Salamat
Toda Madahe
TAKI
THANK YOU
GRACIAS
ARIGATO
TAKA
DANKU
DANKU
DANKU

Marjan Marinković

BCL Assistant Director

marjan@bgb.rs

Phone: +381 11 20 24 026

e-mail: marjan@bgb.rs