

Deliverable 4.1.

Hate Out! Game with User Manual



Document control sheet

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1. Game Overview

Hate Out! Game is a role-playing online game that will help players understand better HATE SPEECH ONLINE. The Game showcases realistic hate speech scenarios using simple graphics.

The player assumes the ROLE of a community builder in the form of robot who witnesses various incidents of hate speech online, which involve members of he/she/their small, simulated community as victims, targeted by the hate speech online monster, and is required to react according to his/her/their beliefs. According to the player's reactions in each scenario the bonds of the community progressively might get stronger or the community might become divided and incited with hostility. Reactions that allow hate speech to thrive will make the hate speech monster to grow and the community builder to start deteriorate, while reactions that promote respect and freedom of speech will have the opposite result.

Hate-out! Game has been developed as part of the LEAD-Online: Learn, Engage, Act: Digital Tools to Prevent and Counter Hate Speech Online - CERV-2021-EQUAL- 101049379 project, which is funded under the "CERV" programme of the European Commission and addresses the need to strengthen critical thinking and digital & media literacy skills in young people. The game is available in 7 European countries and their respective languages (Austria, Bulgaria, Cyprus, Croatia, Italy, Greece, Romania).

2. Target systems / Game Requirements

The game is accessible online through the WWW on www.lead-online.eu.

It is designed for desktop browsers and it might work on high-end mobile and tablet devices. It might not work on devices that are not powerful and don't have enough memory. The web browser must be up to date in order to support the following technologies: WebGL 2 capable, HTML 5 standards-compliant, 64-bit and WebAssembly.

The game is best viewed on a desktop browser with screen resolutions 1920x1080 pixels.

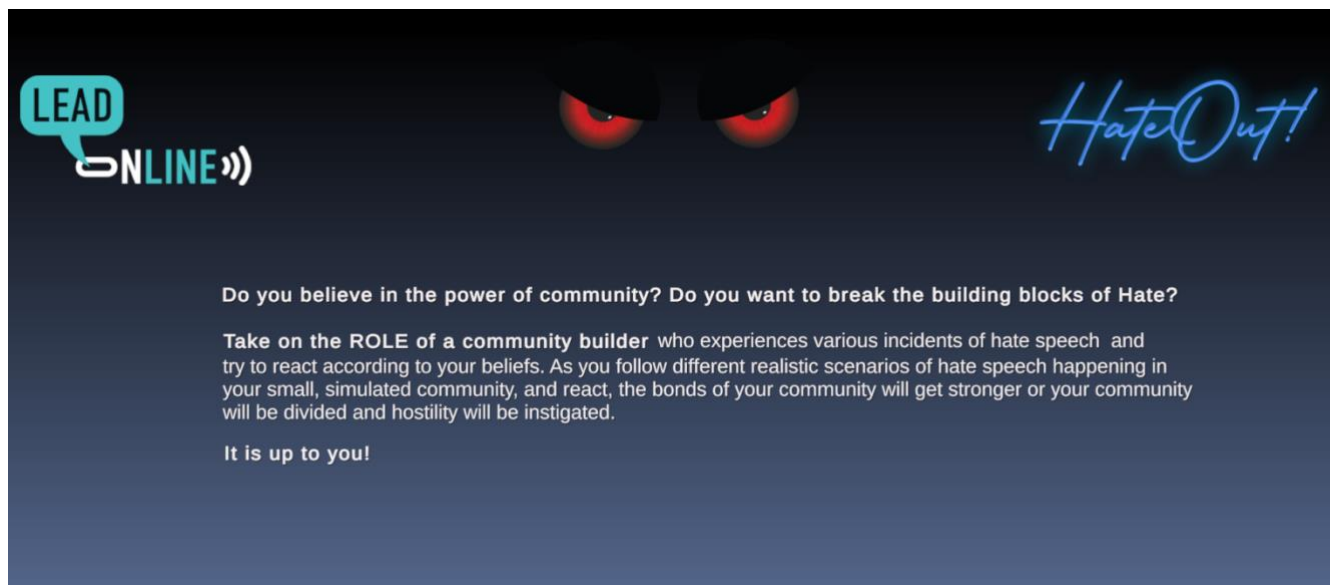
The URLs for the respective language are:

- English: <https://www.lead-online.eu/game/en/>
- Bulgarian: <https://www.lead-online.eu/game/bu/>
- Greek: <https://www.lead-online.eu/game/gr/>
- Croatian: <https://www.lead-online.eu/game/hr/>
- Romanian: <https://www.lead-online.eu/game/ro/>
- Italian: <https://www.lead-online.eu/game/it/>
- German: <https://www.lead-online.eu/game/de/>

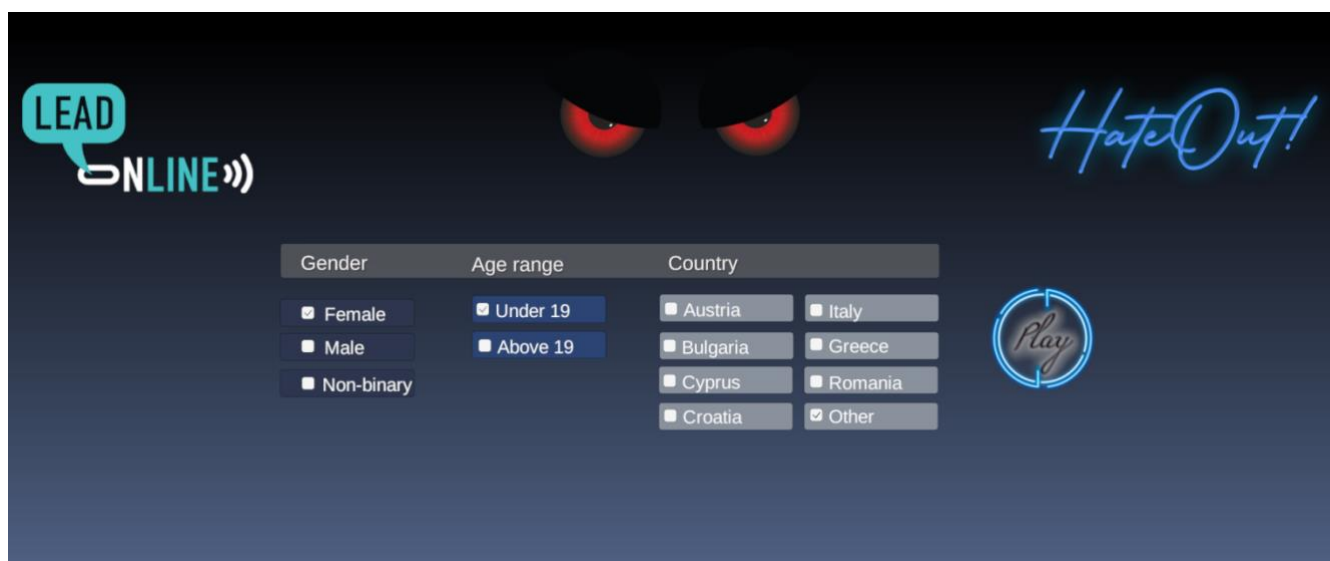
3. Game Flow Summary

Players will have to read and accept the disclaimer in order to start the game.

In the next screen, they will see a short video of the community that they are trying to build and right after that they have to read the story of the game.



Once they finish reading the story, players will automatically go to another screen where they have to select their gender, age and country to start playing the game.



This is the main section of the game, the community! Each character is a potential victim in a hate speech scenario. There are a total of nine (9) characters or group of characters representing nine (9) hate speech scenarios. The player can play the scenarios by clicking on the character in any order they want.



Within each scenario the player who will have assumed the role of the community builder by default, in the form of a robot, within each scenario will be confronted with a hate-speech or hate-speech related instance and will have to choose his/her/their action.



Usually each script has two screens to describe the incidents of hate speech. At the bottom of the screen there are buttons (left or/and right) to navigate back and forth to next screen.



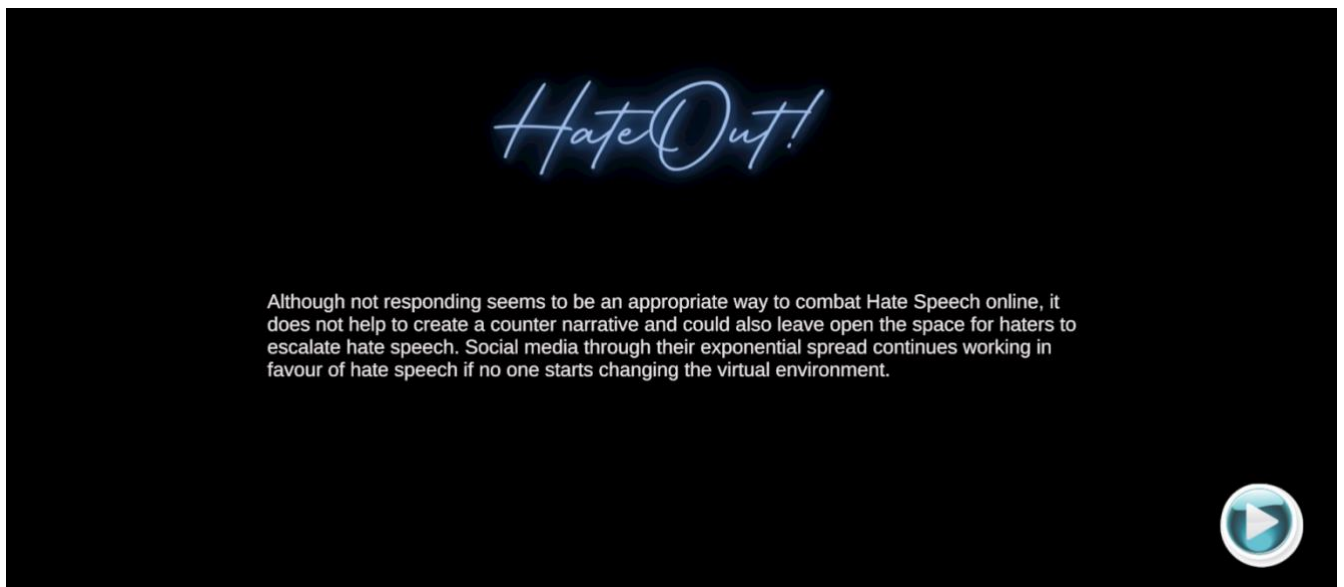
After reading the story, the payer will go to a screen where he/she/they have to choose, how to react from five available options. Once he/she/they choose, he/she/they cannot go back .

This is a situation you could easily come across in social platforms. How would you react?



-  Post a comment "It seems to me that you are the real problem here!", and in doing so unconsciously fuel the Hate Speech escalation.
-  Remain inactive and ignore the post
-  Post "I would never expect by a politician such a violent and racist comment. In democracy, I have the right to feel protected despite the way I celebrate my team's victories" and report the post to the platform, sharing information on FIFA's initiatives against Hate Speech in football.
-  Post a comment "Talking to someone in our community like that is unacceptable. We cannot ignore it pretending nothing happened!" and denounce the Hate Speech incident.
-  Post "people should not be insulted for their joyful - although sometimes exaggerated - support to their football team" and report the post to the platform, underlying that the comment is even more harmful because it comes from a politician.

The player will then see the outcome of his/her/their response on the people involved in the incident, on their avatar and on the hate speech monster, while feedback that will help him/her/them better understand the repercussions of his/her/their actions will be provided. By clicking the next button on the right bottom the player is transferred back to the community.



The player cannot click on a scenario that he/she/they have already played.

The reaction in each scenario has multiple effects. It affects the bonds between each character/community member and the community builder, the bonds between all community members, the size and the aggressiveness of the hate speech monster and the physical condition of the community builder avatar. Therefore, after playing each scenario the line connecting the character/community member with the community builder might be strengthened or broken, the hate speech monster might get stronger and more threatening or smaller and weakened, and the

community builder avatar might get boosted or might start to deteriorate. After a series of responses which allow hate speech to thrive the line connecting the community members with each other might be strengthened or broken as well.



The game ends when the player has played all the scenarios. At the end players will be able to see how strong or weak their community has become and will have an overall feedback on their strategy for combating hate speech online.



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Disclaimer

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