

FAKE NEWS FIGHTBACK HACKATHON



CONTEXT

The **Fake News Fightback Hackathon** is part of an European funded project called **FAKE PROJECT**, which aims to **fight against fake news, manipulation, and disinformation** by creating **digital tools**. The project also aims to develop the **digital skills of trainers** and enable them to help young people detect fake news and have a **conscious and critical use of social media**.

THE PARTNERS

These rules apply to the conduct of the online event called The Fake News Fightback Hackathon organized by the following partners:



EUROCIRCLE (FRANCE)



CODEMOTION (ITALY)



LESTU (LITHUANIA)



METROPOLISNET(GERMANY)



Centro Italiano Opere Femminili Salesiane
Formazione Professionale

CIOFS (ITALY)



RINOVA (UK)

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of the European Union

WHAT IS A HACKATHON?

A hackathon is an event during which participants from various backgrounds work intensively on a given theme. They participate in the reflection on common projects with the objective to produce an innovative solution or a prototype in record time. This hackathon will take place during 8 weeks in the project FAKE.

★ CHALLENGE ! ★

For this challenge, you will have to be **ingenious, creative and original!** Indeed, using the Digital Coding Tool, you have to develop a **digital project...but *what kind of project?*** One that will help your friends, your family, your entourage to **learn how to detect and fight fake news.** This project can take the form of an **interactive game, a visual novel, or other type of digital content.** What's important? It's to make users aware of **the fight against fake news!**

Each partner will nominate a **winning project** for their country, which will receive a prize that will be announced at a local event.

But that's not all...At a **final online conference** with all participants from all project partner countries, we will **award the best project** from all the projects that have already won at the local level. You will then receive **another prize if you win!**



Motivated? Let's get started!



EXAMPLES OF PROJECTS

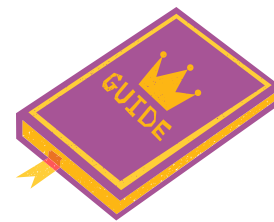
- A **quiz or trivia game** that tests users' knowledge of fake news detection techniques.
- An **interactive story** or **visual novel** that teaches users about the dangers of fake news and how to identify it.
- A **tool that helps users verify the accuracy** and **authenticity** of information they encounter online.

EXAMPLES OF THEMES FOR THE PROJECT:

- Fact-checking and source verification
- Identifying biased or manipulative content
- Combating conspiracy theories or political propaganda
- Promoting critical thinking and media literacy



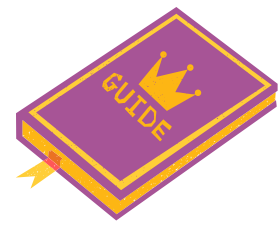
BASIC RULES



The hackathon will take place from day **13/03/2023** at **9AM** to day **01/05/2023** at **7PM** in the following ways :

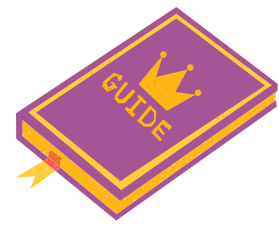
- All participants must be between **14 and 25 years old**. The team will have to connect to the Playground visual coding tool **<https://fakeproject.eu/tool/>**.
- Teams must be composed of **only two people**.
- The teams formed must have **a name defined by its members**.
- Participants will have to **create a user profile** within the **Discord platform** according to the latter's terms and conditions of use.
- Each Partner will provide **their teams an email address** to send the **project link**.
- All participants commit **to respect the different phases** of the hackathon and **the instructions given by the facilitators**.
- The Projects must be sent by email to the contact person of each Partner of the initiative by the final date of **01/05/2023**, at **6pm**.
- Each Partner will nominate a contact person to whom each team will have to send the link of their project by the closing date and time of the regulation itself

BASIC RULES



- The project **cannot be modified after delivery**.
- Each project will **be carried out** in the **language of the participating country**.
- All participants commit **to participate, online**, in the **final event of the hackathon** (except for health, family, and job-related reasons).
- All participants agree to respect **the rules of politeness essential to the good functioning** of the hackathon: **politeness, mutual aid, benevolence**.
- It is strictly forbidden to use **violent, racist, homophobic, sexist, etc. vocabulary and behaviors**, even if fake news is related to it.
- All forms of harassment are **strictly forbidden and condemned**.
- It is **strictly forbidden** to voluntarily spread fake news.
- All projects must be developed using **the Playground visual coding tool** <https://fakeproject.eu/tool/>.
- Projects should be designed to **educate young people** about **detecting and combating fake news**.

BASIC RULES



Projects will be **evaluated on the basis** (by way of example and not limited to) of the **following criteria**:

- Creativity, Originality and Innovation of the Project;
- Technical Validity;
- Relevance to the Theme of the Contest.

TIMELINE

01/03/2023 – Subscribe to the Discord platform.

06/03/2023 – Form a team with another participant and come up with a team name.

13/03/2023 until **01/05/2023** – Participate in the hackathon and communicate with other participants and facilitators on the Discord platform.

01/05/2023 – Submit your completed project.



Codemotion undertakes to maintain and manage the Playground visual coding tool <https://fakeproject.eu/tool/>, using the best experience available to ensure its efficiency.

The Partners and/or the Provider may not be held liable in any way for any damages including (by way of example but not limited to) indirect, consequential, special or incidental damages, nor for any damages and/or anomalies that may occur and which to their technical control, such as (by way of example) malfunctions in the management of telematic networks or malfunctions due to defects in the means indispensable for accessing the Playground visual coding tool <https://fakeproject.eu/tool/> or to improper use of the same.

Furthermore, any liability of the Partners and/or the Provider is excluded for the interruption of their services resulting from causes of force majeure including, by way of example only, sabotage, fires, floods, earthquakes, strikes, the defective functioning of the Playground visual coding tool <https://fakeproject.eu/tool/> resulting from the incorrect functioning of telephone lines, electricity and global and/or national networks due to breakdowns, overloads or interruptions not attributable to the Partners and /or the Provider.

The Partners and/or the Provider shall not be held responsible for the non-receipt or incomplete receipt of the electronic registration, for whatever reason. The Partners and/or the Provider therefore cannot be held responsible for the non-receipt or illegible receipt of information relating to the registration of a Participant. In this regard, Participants are reminded that the Internet may be subject to technical difficulties which may cause slowdowns or make any connection impossible. The Partners and/or the Provider cannot be held responsible for any problem encountered in accessing the site and/or the online registration process caused by the failure of the internet network, maintenance work or malfunctioning of the Context servers. Each Participant is solely responsible for their own access to the Internet.

Participants undertake to participate in the online Context at their own risk. During the de Context period, Participants are required to take all appropriate measures to safeguard their data and/or software stored in their IT equipment against any attack (e.g. by installing antivirus and firewall). The Partners and/or the Provider will not be held responsible, among other things, for any contamination by any computer virus or for the intrusion of third parties into the Participant's computer equipment.

The Partners and/or the Provider will not be held responsible for any damage caused to the Participants, to their IT equipment and to the recorded data as well as for any consequence on their personal or professional activity.

Participants acknowledge and accept that some phases of the Context will also take place through platforms, apps and sites external to Codemotion (hereinafter also "Third-party Solutions"), over which the Company has no control, according to the terms and conditions of each Solution third. Therefore, the Partners and/or the Provider cannot under any circumstances be held responsible for any damages, prejudices or consequences deriving from the use by the Participants of said platforms, apps and external sites.

CONCLUSIONS

The Fake News Fightback Hackathon is an exciting opportunity for participants to use their coding skills and creativity to make a difference in the fight against fake news and misinformation. By developing digital projects that educate and engage young people, participants can help promote media literacy and critical thinking, and make the internet a safer and more trustworthy place for everyone.

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