Meet the Partners

DIAS DIAS PUBLISHING HOUSE LTD

IN2

PORTA PLAY

SDU University of Southern Denmark

SOUND&VISION

SUD OUEST

Alliance de la presse d'information générale

WAN IFRA World Association of News Publishers

Co-funded by the European Union

Stakeholders & Target Groups

🎙 Journalists/Editors

⏩ News media publishers

🎥 Journalistic training professionals

🎓 Researchers

📋 Policy makers

👥 General public

🎮 Other creative industry professionals (esp. from the culture sector, games)

👥 Young adults (18-35)
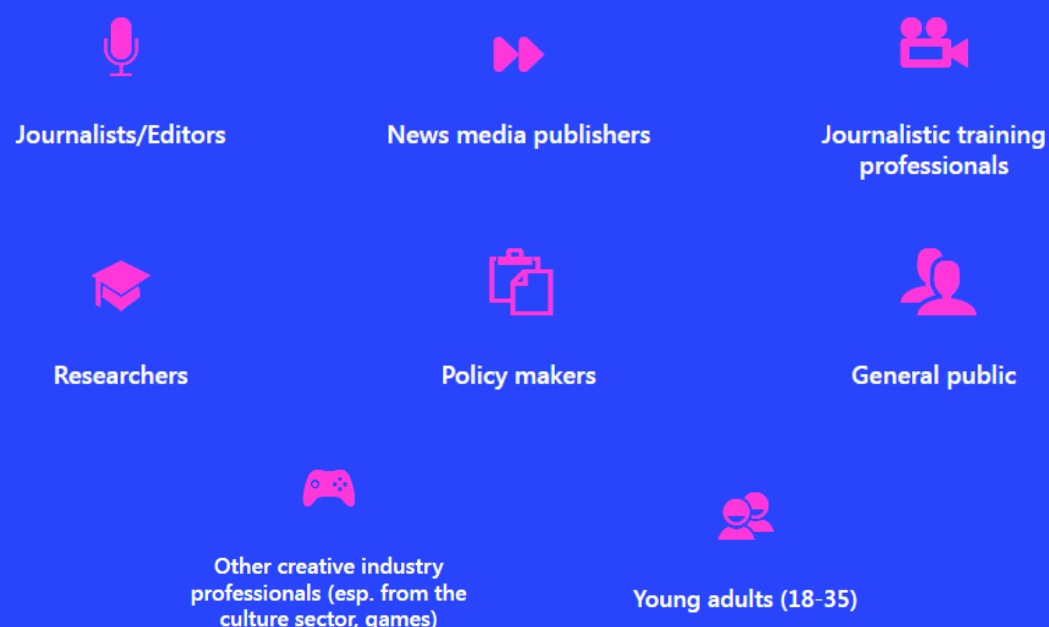
Follow us

🌐 www.newsarcade.eu

🐦 twitter.com/NewsArcadeEU

in www.linkedin.com/company/newsarcade/

Co-funded by the European Union

NewsArcade: Seriously Play the News!

NEWS

NEWSARCADE

Mission and Objectives

NewsArcade aims to tackle the challenge of media companies by **bringing together journalism and news consumption closely by means of gamification**. By creating the necessary tools and a new format for gamified news, that can tell a comprehensive 360 degrees news story the project will aim to **improve citizens' skills in news literacy, build critical thinking skills and thus strengthen the position of media outlets**. The project leverages creativity and gamification in order to create a **powerful engagement tool that can tackle disinformation** by allowing the public to acquire the necessary skills for spotting fake news and better understanding how stories can be manipulated willingly or unwillingly.

Objectives:

- Design and develop a new interactive news format based on game design
- Experiment, pilot and evaluate the format with media stakeholders
- Investigate the cross-scale upscaling of the format
- Communicate and disseminate the project results to stakeholders
- Assess the market potential and ensure-long term sustainability

We gamify journalism to engage next generation news audiences

Media companies are facing a fundamental challenge: the questioning of their legitimacy. What they need is to reaffirm their usefulness within democratic societies, by strengthening the bond with their audience and even creating new connections with parts of the population that have become distant.

Our Results

NewsArcade Authoring Tool and Format

A web-based Content Management System which allows journalists and editors to re-purpose existing content into interactive flows, that can be experienced in gamified news stories. Can be embedded in media outlets' websites.

Postgraduate online course

For journalists and editors to get informed about news crafting as a new editorial methodology.

White Paper

Describing the findings and modeled practices of the NewsArcade methodology.

Business Plan

For introducing the innovation of NewsArcade to the market.