VOICE-EU

Valuing Opportunities for Inclusive Civic Engagement in Europe

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REPORT - Tackling Misinformation WORKSHOP

The "Tackling Misinformation" workshop was held on Friday, June 27, 2025, from 16:00 to 20:00, at Akadimos KDVM, located at Edessis 17 Street in Veroia, Greece. The main objective of the project activity was to raise awareness about digital misinformation both in theory and practically. What is it, where can be found and of course how we can combat it. Another goal of the workshop was to promote the development of critical thinking skills, contributing to active citizenship and democratic participation.

The workshop commenced at 16:00 with a registration period and welcome session, during which participants completed a pre-workshop survey to assess their initial knowledge levels. This preliminary evaluation would later serve as a baseline to measure the workshop's effectiveness.

The workshop began with a theoretical session that provided participants with a comprehensive overview of misinformation, its various forms, and its impact on society. Through engaging presentations, participants were introduced to the fundamental concepts of fake news, its mechanisms, and the importance of developing critical evaluation skills in today's digital landscape. Participants were also introduced to important tools to recognize fake news or images that have been edited.

Following the theoretical foundation, the workshop transitioned into an interactive, hands-on activity designed to reinforce learning through practical application. Participants were organized into teams, and each team received a "Tackling Misinformation Kit." The kit contained a transparent envelope filled with various news images, combining both factual and false information. This gamification activity required teams to sort these materials into two categories, using color-coded envelopes: green for factual news and red for fake news.

The most engaging part of the workshop emerged during the second phase of the activity, where participants analyzed the contents of the red envelope (fake news) in greater detail. Through oral discussions, teams worked collaboratively to classify the

1

fake news into three distinct categories: misinformation, disinformation, and humor. This interactive approach sparked lively debates and encouraged participants to share diverse perspectives, creating an environment focused to deep learning and critical thinking.

To maintain an informal and comfortable atmosphere that encouraged open dialogue, a snacks corner was set up offering pizza, chips, sodas, and other refreshments. This casual setting helped facilitate natural conversations and networking among participants during short breaks, contributing to a more relaxed and productive learning environment.

The workshop's structure proved particularly effective as it allowed organizers to bridge the gap between theoretical knowledge and practical application. The team discussions and questions that emerged during the classification activity provided valuable opportunities to reinforce and expand upon the concepts presented in the theoretical session. Participants demonstrated increasing confidence in their ability to identify and analyze different types of false information as the workshop progressed.

RESULTS ACHIEVED

The workshop successfully met its educational objectives by:

- ✓ Enhancing participants' ability to critically evaluate digital content
- ✓ Fostering collaborative learning through team-based activities
- ✓ Developing practical skills in identifying and categorizing misinformation
- ✓ Creating an engaging and interactive learning environment
- ✓ Promoting open dialogue and the exchange of ideas

The "Tackling Misinformation" workshop in Veroia proved to be a successful educational initiative that effectively combined theoretical learning with practical application. The combination of structured activities, team-based learning, and informal discussion created an optimal environment for developing critical thinking skills and raising awareness about misinformation. The enthusiastic participation and meaningful discussions that emerged throughout the workshop demonstrated the relevance and importance of addressing digital literacy in today's information-rich environment.

The success of this workshop format, particularly the gamification elements and the interactive team activities, provides a strong foundation for future educational initiatives addressing digital literacy and critical thinking skills. The experience gained from this workshop will be valuable in developing and refining future programs aimed at combating misinformation and promoting informed digital citizenship.