BATMEN

Newsletter **02/2023**

THE CONTEXT

We are living in an era where simple facts are not as simple as they seem to be at the beginning. So called post-fact era is at its beginning and nobody really knows what it will look like in the future. Fake news and disinformation are becoming mainstream and have impact on the future societies and electoral turnouts. Their main strength is the ability to adapt to the perception of online users. It's feeding the basic stereotypes and prejudices of online users. Societies are turning back from the mainstream politics and media and they are becoming less critical to the context that they are reading.

This trend was seen in the results from the Media Literacy Index 2019 and with comparison to the year 2017.
CEE countries regress most with the Czech Republic, Slovakia and Poland marked the biggest deterioration. They were followed by Latvia, Lithuania, Croatia, Hungary and Romania and Austria, Malta, and Serbia. The lack of critical and contextual thinking in the post-truth era also caused the gap and distrust between citizens.

THE AIM

The main aim of the project proposal is to debunk social bubbles that are emerging in the online sphere that are dividing our future generation. Our proposal is based on our former research project that develops a set of questions to uncover who is vulnerable to become affected by their own social bubbles created in the online sphere.
Our attention is also to develop and design an interactive web application that will help young people to check on their level of "bubble vulnerability" and to help them to understand the negative impact on them in real life.

BATMEN NUTSHELL

Project deliverables	Overview
IO1 Bubble Debunk Boost Guide	The guide that will be demonstrating what are the barriers and threats of social bubbles and online behaviour of young people, and how to overcome them with the participation of questionnaire that will be distributed to young influencers. This activity overall aims at identifying and comparing the situation of young people, the barriers that they face and do not allow them to become more independent from their social bubbles. The Guide will also summarise the provisions in each of the participating countries in the field, as well as the challenges each country has to face.
IO2 Virtual web application "are you in a social bubble?:	BPI will with the help of excited research data/ and questionnaires related to them design an online web application that will show potential participants - users of this concrete application the state of their "social bubbles profile". This deliverable we see as a crucial part of the project and also as an innovative component that will have the potential to target young people and will have the potential to receive permanent data on this theme which helps partners organization, target group - young leaders in the area of fight against negative manifestations of the online environment.
IO3 Learning platform for young leaders on how to debunk bubbles:	One of the project's basic outputs will be the production of an online learning platform integrated into the web site of the project on how to debunk bubbles and which will offer examples of good practices and strategies, including their will to promote stories of successful young leaders and their initiatives. Telling stories is one of the most powerful means that leaders have to influence, teach, and inspire. What makes storytelling so effective for learning? To begin with, storytelling forges connections among people, and between people and ideas.

TRANSNATIONAL MEETINGS

TRANSNATIONAL MEETING 03

13-14 December, Riga, Latvia

During the third transnational meeting hosted by Creative Minds in Riga BPI presented the pilot version of the mobile application. The project partners discussed the plan for communication and dissemination activities that were connected with the launch of the mobile application in spring 2023.


BATMEN in Riga

BUBBLE DEBUNK MOBILE APPLICATION

WHAT IS IT?

Mobile application is created not only to target potential younger generation and help them explore their curiosity, but also to show them their own vulnerability in the online environment. We see the project output as the most crucial part of the whole project, and also as an innovative component that will have the potential to target young people and will have the potential to receive permanent data on this theme which helps partners organisation, target group - young leaders in the area of fight against negative manifestations of the online environment.
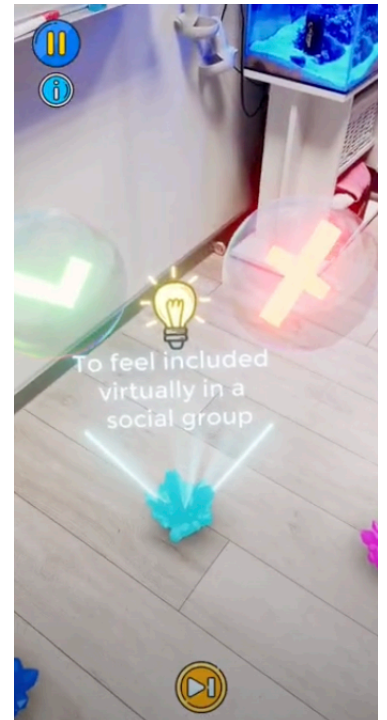
BUBBLE DEBUNK TRAINING METHODOLOGY

- Theoretical and practical training modules
- Practical self-learning through tips and hints
- Other e-learning activities and assessment

INVID

Click on Title

Target Group: organizations, companies and general users

The InVID innovation action develops a knowledge verification platform to detect emerging stories and assess the reliability of newsworthy video files and content spread via social media.

GOOGLE FACT-CHECK EXPLORER

Click on Title

Target Group: General audience

This tool allows you to easily browse and search for fact checks. For example, you can search for a politician's statement, or for a topic. You can also restrict results to a specific publisher.

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EZER GYEREK EGYESÜLET

Click on Title

Target Group: youth, educational workers in Hungary

Ezergyerek creates offline lessons for children and to the youth about several topics, including the disinformation and the fight against fake news.

FAKEY

Click on Title

Target Group: for children (9-11 years old)

This game aims to teach media literacy and study how people interact with misinformation.

BATMEN
Debunk Fake Reality From Engagement

BRATISLAVA POLICY INSTITUTE
Bratislava, 2023