



Funded by the  
Erasmus+ Programme  
of the European Union



# TROLLS FOR US

AN EDU-LARP GUIDE



inerciadigital  
Boost your digital skills

Studie  
främjandet

MONOMYTHS  
— Joyful learning experiences —

LajvVerkstaden

vhs Hessischer  
Volkshochschulverband

# INTRODUCTION

We live in the world where the internet is a big part of most peoples lives, wether we actively engage in it through work, education and social media, or not. The internet can be a fantastic tool and is full of diverse social media where people can find anything - community, hobbies, entertainment and information.

Unfortunately it is also filled with disinformation.

Unavoidably our social media feeds are flourishing with fake news, political propaganda, manipulated and sponsored content, deep fakes and blatant lies disguised as opinions.

As a consumer of social media, tv and different news channels it has become a requirement to have media literacy skills in order to tell what we can and cannot trust. And that is really hard sometimes!

The DIS-Play Project aims to pedagogically equip youth-workers and teachers with methods and tools for increasing media literacy skills with their students to make them aware of how disinformation works, why it is dangerous and who benefits from it. These skills will include identifying the different types of disinformation and the intentions behind it, reacting to social media disinformation and reporting it with regards to it being one's democratic responsibility and civic duty.

In this guide you will find all the tools you need to organize the EDU-LARP\* "Trolls For Us". LARPing is a form of collaborative storytelling where the participants get the opportunity to actively learn and gain skills through an engaging, motivated and less demanding pedagogical method.

FOR MORE INFORMATION ABOUT THE PROJECT AND  
THE OTHER TOOLS WE'VE DEVELOPED VISIT  
[WWW.PROJECTDISPLAY.EU](http://WWW.PROJECTDISPLAY.EU)

**GOOD LUCK!**

\*Educational Live Action Role Play



# INDEX

GLOSSARY OF TERMS .....	PAGE 1
LOGISTICAL INFORMRTION .....	PAGE 2
STRUCTURE AND EXPECTATION .....	PAGE 3
THE FOUR INGREDIENTS .....	PAGE 4
SETTINGS OF THE LARP .....	PAGE 5-6
EXERCISE 1 .....	PAGE 7
GROUP INFORMATION AND TASKS .....	PAGE 8
EXERCISE 2 AND 3 .....	PAGE 9
LAST THINGS BEFORE LARP START .....	PAGE 10
LARP PART 1 - TROLL FOR US .....	PAGE 11
DEBRIEF OF PART 1 .....	PAGE 12
PREPARATIONS PART 2 .....	PAGE 13
LARP PART 2 - MAGIC FOREST INC .....	PAGE 14 -15
AFTER THE LARP - DEBRIEF .....	PAGE 16
NON-COMMERCIAL USE DISCLAIMER .....	PAGE 17



## GLOSSARY OF TERMS

### LARP

LARP, or Live Action Role-Playing, is a form of interactive storytelling where participants physically act out their characters in a fictional setting without audience, script or rehearsal.

### EDU-LARP

An Edu-LARP, or Educational Live Action Role Play, is a form of collaborative roleplaying where the participants get the opportunity to actively learn and gain skills through a more fun, engaging and less demanding setting. The word means

### GAME LEADER

The person who is leading the LARP. The Game leader is responsible for keeping track of the time, organizing the preparation and the LARP. They often play an NPC during the LARP.

### NPC

An NPC (Non-Player Character) is a character controlled by the Game leader, serving roles to enhance the overall storyline and interactions within the game.

### OFF-GAME , IN-GAME

OFF-game refers to moments or areas that are outside of the LARP, where you are yourself and not your character.

# LOGISTICAL INFORMATION

## LOCATION

One classroom or office room with enough seats for the participants

Optional: A OFF-game room for preparation, exercises and breaks

## PARTICIPANTS

5-30 people

Age: 12-27

## TIME

5h and 15 minutes  
(including a break)

The activity can be shortened or extended based on preference

## PREPARATIONS

Prepare everything for the viewing of the Power Point presentations.

### WHAT YOU WILL NEED

- Pens and papers
- Downloaded Presentations
- Device to show Power Point on
- Simple costume for trolls at the office such as hatts, glasses, tails, green clothes, etc
- Simple costume for feys at the office such as ears, scarfs, wings, colorful clothes, etc
- Print out:
  - "Print out materials - Trolls for us"
  - "CRAAP-test - Magic Forest Inc"
  - "Fact checker - Magic Forest Inc"

Optional:

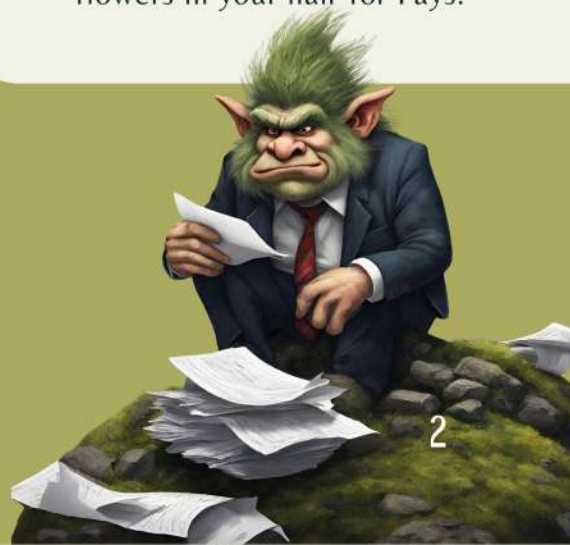
- Tablets or computers
- A printer

## COSTUME

The larp can be played with minimal costume but it is helpful for the participants with something to help get into character and to separate player and character.

You can for example use scarfs, name tags or other things you can easily get your hands on.

If you want to be a bit more ambitious you can use shirts or jackets to create an office feeling. This can be combined with, for example, tails for Trolls or flowers in your hair for Fays.





## HOW THE DAY WILL BE STRUCTURED

The LARP is divided into two parts. We will start off with preparations for Part 1 “Trolls for us”. During these preparations you will learn more about the world we’ll be playing in, create characters, get our groups and missions, put on some costumes and do some exercises. We will go over the rules of the LARP.

During Part 1 we will all play our characters to the best of our abilities and the NPCs will guide you through the story and help you find things to do. More information about Part 1 will come later in the preparations as well as during the LARP itself.

After Part 1 we will change out of character and talk shortly about our experience, write down our thoughts and what we have learned in Part 1.

Before starting Part 2 there will be a break.  
(either a lunch break if that fits your schedule or a 20-30 min break for coffee, something to eat, bathroom needs etc).

After the break we will prepare and run Part 2 - “Magical Forest Inc”. Once again we will create new characters and prepare for the new setting with some exercises, light costumes and presentations.

During the Part 2 we will follow the same rules as in Part 1 and we will be using some of the materials created in “Trolls For Us”.

After Part 2 we will have a debriefing where we talk about what happened, what we have learned and do some different debriefings both together and individually.

## WHAT IS EXPECTED OF THE PARTICIPANTS?

- Participate in the LARP at your comfort level - you can go full out or mostly observe and follow along.
- Play your character in your own way, to the best of your ability.
- Join in on missions and problem solving that are given out during the LARP.
- Follow the rules and show respect to the other participants, the Game Leader and yourself.
- Ask a Game Leader if you need help!

# THE FOUR INGREDIENTS

## 1. A WORLD

During the LARP we will all use our imagination to pretend to be somewhere else, another world. To start everyone must all agree on where and when the LARP takes place. As long as we're all agreed on where we are and what the opportunities and limitations of that world are - anything goes. For example - it would be strange for someone to talk about computers and laser beams in a year 1200-setting, or talk about the bad harvest and how it'll affect your 12 children on a space mission.

## 3. A SCENARIO

To make the LARP exciting we need something to happen. The Game Leaders (or NPC:s - Non Playable Characters) will give out assignments and missions before and during the LARP and it will be up to everyone to find solutions for them for the duration of the LARP. Since the LARP is improvised everyone gets to decide what their character does within the framework of the world and their assigned mission.

If you try lots of different solutions and reactions to problems and events within the game, you will make more things happen and create a more interesting story.

## 2. CHARACTERS

When you LARP you get the chance to be someone other than yourself. If the LARP is set in the year of 1200 you could for example play a farmer who always loses things and who worries about feeding their family. Or if we are in space you could be the expert on monsters from another galaxy or a spaceship engineer.

We use the character as an alibi to be able to do, know or say things we would not normally do. In a LARP you can hypothetically play anything - a cowardly folk hero, a brave child, a clumsy scientist or a clever thief.

Anything is possible, and we will work as a team to help each other take on the roles in a fun and encouraging way.

## 4. RULES

We need rules for the LARP to work. They are there to give everyone the best conditions to have a fun and safe experience where everyone can participate on the level that they are comfortable with. But it also provides the opportunity to take a step out of our comfort zone together.

We will have a short reminder of the rules at the end of the intro before we start the larp.



# SETTING FOR TROLLS FOR US

## Our World

It is no coincidence that humans call people being nasty on the internet for Trolls. Because that is exactly what they are, at least in this world.

Trolls have lived among humans for a long time. Throughout the centuries they have constantly found new ways of messing with humankind. The latest step in their progress is the creation of the cooperation Troll For Us - a company with the sole purpose to spread disinformation and make humans miserable.

As a reaction to this the fey have started their own company - Magic Forest Inc. Not necessarily out of love for humans but because they think humans are too stupid to see through the Trolls mischievous work. The Feys work tirelessly on counteracting the Trolls propaganda.

In the middle of this we have the humans. Who happily and naively spread Troll disinformation, completely unaware that they are trapped in an constant battle between these magical creatures.

## OUR SCENARIO

Part 1 will take place at the Trolls For Us office where the employees will have a normal day at work, producing different kinds of disinformation that they will use to create human misery. Their boss CEO Green helps them in their creative process.

Part 2 will take place at Magic Forest Inc office where the employees have been called in for emergency work. The Feys need to separate truth from disinformation and counter act the Trolls evil plans.

## Our Characters

This LARP is divided into two parts. In Part 1 the participants will play Trolls working at "Trolls for us". They are driven by their goal to create human misery. The Game leaders will play CEO Green and the middle manager Moss.

In Part 2 the participants will play Feys working at "Magic Forest Inc" to help humans see that the Trolls are spreading disinformation. They are driven by their goal to find the hidden disinformation and take money away from Trolls into more parties and joy in life. The Game Leaders will play CEO Sunflower and the Troll Moss.

## OUR RULES

The rules helps the LARP creates a collectively interesting story and creates a safe place.

- You can not win. It's all about creating enjoyable relationships between characters and building an engaging story. The focus is on collectively telling an interesting story and solving missions together.
- Throughout the LARP, participants remain in character, using character names and discussing LARP-related matters.
- Respectful interaction is crucial; no stealing or violence is allowed.
- The mission is to contribute to a fun and interesting experience for all participants.



## IT'S NOT A COMPETITION

One common practice in LARP and other forms of role playing is the concept of "Play To Lose". This may involve a player deliberately taking risks or acting in a way that could lead to negative consequences for their character, but which also contributes to the tension, drama, and development of the story for the group as a whole. For example: choosing to believing a lie someone else tells them, playing a clumsy character, or losing something very important like a letter or a treasure. It is all about prioritizing the story and the overall experience over achieving personal success.

By embracing the "Play To Lose" mentality, participants can create more dynamic and engaging narratives, where success and failure become a natural part of the story and contribute to a richer and more memorable experience for everyone involved. It also encourages a focus on collaboration, exploration, and experimenting with different actions and decisions without fear of loss.

## BRAVE SPACE

During the LARP we are going to play around with some controversial subjects. Therefore we need to agree that the things said in character, that we need to pretend to stand by in order for the LARP to work, is OK to explore during the game. And that it does not reflect back on the players personal opinion once the LARP ends. When the LARP is over we are no longer playing the characters.

We don't make rude jokes or mean comments in the same spirit when we are out of character. For some players this can feel very personal and uncomfortable, so it is very important to respect this rule.

NOW LET'S GET STARTED  
WITH AN EXERCISE....



## EXERCISE 1 “LET’S...!”

Time: ca 10 min

Divide all participants into pairs. One of them will start suggesting an activity. For example “let’s go fishing!” The other person has to say “Yes!” to the suggestion, and then they pretend to do that activity together. After a couple of seconds the other person will come up with a new suggestion that the first person has to say “Yes” to, and so on. This will go back and forth until you end the exercise. Everyone will do this at the same time so it can get a bit loud but that is totally okay.

More examples:

Let’s go for a walk! “Yes!”

Let’s play lions! “Yes!”

Let’s sneak up on that table! “Yes!”

Let’s take a rest...”Yes!”

Let’s fix this broken bike. “Yes!”

The point of the exercise:

To let go and say “yes!” to your fellow participants. Be willing to try because there is no wrong way. To start being creative, playful and silly.

## CHARACTER CREATION

Time: ca 15 min

We will now create our character for Part 1. Characters for Part 2 will be create later following the same structure.

Hand out the “Character Sheets” and divide the participants into 6 groups. Hand out one of the “Group Information” sheets to every group and let them read through it. After that everyone will create their own character

## INSPIRATION

Names: Rock, Mudd, Oak, Blemish, Lava, Mush, Gobble, Greedy, Tufft

Ridiculous work titles: Head of Major Insults, Insanity Designer, Money Manager, Liar Expert, In-Human Relations Coordinator, Chaos Designer

“Good” qualities: creating convincing photos, insulting humans, earning gold, listening,

“Bad qualities”: forgetful, bad with new technology, liar, interrupting others, always falls asleep in meetings

When choosing your age remember that Trolls and Fey are immortal and might have lived for thousands of years.





## WORK WITH GROUP INFORMATION AND TASKS

Time: ca 10 min

Trolls have each other's backs. You are meant to be nasty towards humans but that doesn't mean you have a toxic work environment.

In pairs of three decide what group in the office you are. Divide into this groups and let the participants read and use the Group information as a starting point

Group 1 - The Party Planning Committee

Group 2 - The Office Gossips

Group 3 - Fantasi-mossboll (fotboll) vännerna

Group 4 - The Double Checker

Group 5 - The Health Nuts

Group 6 - The Old Grumps

Let all the groups make a small presentation of themselves. What color their group has and a short description of their characters.

## PRESENT YOUR CHARACTER

Time: ca 5-10 min

Let the participants, one by one, introduce their characters to each other. The most important thing is that you tell the group your characters name.

Here you will also introduce the NPCs - CEO Green and Middle Manager Moss. Remember to tell the participants that CEO Green will have some "unlikable" characteristics but that it is important for the employees to show their boss a lot of respect. CEO Green thinks they are the best boss in the world because the employees treat them as such.





## EXERCISE 2 “EMBODY YOUR CHARACTER”

Time: ca 5 min

Start by standing in a circle. Invite everyone to close their eyes and take a deep breath. Read out the following instructions slowly and pause after every question, giving the participants a moment to explore:

“You will now start to create your characters physical body. Imagine that the characters features and physical attributes are slowly replacing your own and try to manifest them with your own body. It’s okay to move around and try different things. Starting with your feet. How is your character standing? Is it a wider or narrower stance? More on their heels or toes? Are their knees straight or bent? Are they leaning on one leg? Do they keep their back straight or bent? Is the body tired or alert? Heavy or light? Relaxed or tense? Do they make big or small gestures with their hands and arms? Do they have any ticks or mannerisms such as touching their hair, picking on their cuticles or clearing their throat a lot? Moving on to the face and head. Does your character hold their head high or look down or somewhere in the middle? Is your character frowning, smiling, neutral? Keep this body language as you open your eyes and we move on to the next exercise”

## EXERCISE 3 “WALK AS IF...”

Time: ca 5 min

Now, keeping and remembering the body language of the characters it’s time to start moving around as them. In a moment the participants will start to walk around hither and thither in the room. They can not speak or make any noises, and they are not allowed to touch anyone else. While they walk around in silence you will call out different prompts that they will try to demonstrate with their body language while still walking. For example “walk as if you really have to pee”. The participants then try and show that with how they walk.

Walk as if...

- You really need to pee
- You just got some good news
- You have a presentation and you forgot
- You are trying to hide how tired you are
- You think someone is following you
- You found a treasure
- You have a secret
- You found out some juicy gossip
- You are trying to solve a very complicated problem
- (...add you own suggestions)



## CREATE THE TROLLS CHANT

Time: ca 5 min

Create your office chant. When you need to hype yourself, what do you chant?

With a chant we mean something similar to a sport chant with sounds or words, with a call and response or to shout out your motto.

For example:

“Who are we?” “Trolls” “What do we want?” “Misery”

“Trolls! Trolls! Trolls”

“No pain, no riches!”

## LAST REMINDERS

### THE SCENARIO

We all work at the company Trolls For Us and will together play out a day at the office where we create disinformation to make money off the humans misery and stupidity. Everyone has tasks to do, rumors to gossip about and coffee breaks to take. The boss CEO Green and Middle Manager Moss will expect results at the end of the “work day”.

Remember... it doesn't have to go well or according to plan for your characters for the LARP to be a good story!

### THE RULES

- Creating relationships between characters and build an engaging story.
- Throughout the LARP, remain in character and use character names. The LARP will start with counting down from 5-0 and will end when one of the Game Leaders says “This is the end of our game”.
- Include each other and be respectful. No force is allowed.
- The mission is to contribute to a fun and interesting experience for all.

## HOW TO RUN THE LARP

The following part is meant as instructions on how to run the LARP. Read this beforehand and use it as a guide for what to do. You can have the script with you as a support while running the LARP, but do not read it out loud to your participants.

Within brackets you will see which NPC is responsible for introducing new things in the larp and an estimate of how long it will take.

# PART 1 - TROLL FOR US

Time: ca 1 h

## START SCENE - MORNING MEETING (CA 10 MIN)

Aim:

- Set the scene.
- Get the participants to know what to do next

Morning meeting at the Trolls For Us office. After some quick small talk about everyone's weekend or the weather Middle Manager Moss holds a presentation on today's tasks and goals. CEO Green is late and comes in in the middle of the presentation, rudely interrupting. Moss is too afraid to say something about the lateness and instead welcomes Green and continues with the presentation.

After the presentation Green and Moss gets into a bit off a disagreement when Moss tries to imply that there might be ways to earn money without hurting the humans. Green strongly disagrees and pushes on the importance of producing a lot of things today so that the company can grow.

End the briefing with an office chant.

## ASSIGN TASKS (CA 5 MIN)

Let every group choose a method to work with, a target audience and purpose.

## TIPS ON HOW TO LEAD THE GAME

- Engage with the participants' ideas, work and role playing. Moss can start slowly questioning the morals behind what they are doing, while Green just talks about making money, how to grow and what a good boss they are.
- Suggest methods if they don't know what to do.
- Explore what it means to be a mean Troll. Are there ways to target even more people or maximize the damage and profit?
- Show what people are working on (with permission) to everyone to help inspire them.
- CEO Green can take a phone call from "The Board" and speak loudly about how they are going to do some cuts in staff, give themselves more money, getting rid of all breaks for employees etc.
- Each group has other things to do if they're need a break from the in-game work. Find ways to remind them of that.

## CREATIVE CHAOS (CA 30-40 MIN)

Everyone is working on their assignments, gossiping, pretending to work, doing their group tasks and playing with their own ideas. Some might be more focused on their tasks, some might focus more on the role playing aspects of the game. Both should be encouraged. The room might get loud and chaotic and that is great! Allow for a playful and silly time.

Moss and Green never agrees on what the best way forward for the company is, but since Green is the CEO and has more power, Moss' suggestions and questions keeps being shut down. Try to get the participants to take your side.

## MOSS IS OUT (ca 5 min)

CEO Green talks about the misery the humans will suffer as a good thing since it brings more profits to the Trolls.

NPC Moss tries to question the moral and points put that all trolls are pretty rich already and that they don't really need more money. Hopefully the participants will revolt against Moss at the end and demand that Moss is fired. If this doesn't happen, CEO Green will get tired of Moss' questions and low work moral and fire Moss in front of everyone. In either scenario Moss storms off and leaves the Trolls For Us office.

End Part 1.





## DEBRIEF OF PART 1

Time: ca 15 min + break

Collect all created materials from Part 1 in one space. They will be used during Part 2.

### CHANGE OF COSTUME (CA 5 MIN)

### CIRCLE CHAT (10 MIN)

Sit down in a circle and check in with everyone on how they are doing. Go around the circle and let everyone tell the group...

- Something they though was fun
- Something they though was difficult
- Something they thought was unexpected

TAKE A BREAK!

## CHARACTER CREATION

Time: ca 15 min

You as the game leader decides if you want the participants to stay in the same groups as in Part 1, or if you want them to switch and have a new group of three. We will now create our second characters for Part 2.

Hand out the “Character Sheets” and the participants into 6 groups. Hand out one of the “Group Information” sheets to every group and let them read through it. After that everyone will create their own character

## INSPIRATION

Fey names: Peddle, Honey, Dove, Shimmer, Birdo, Silver, Dew

Ridiculous work titles: Head of Personal Problems, Fake News Corrector, Mood Manager, Expertise Expert, Human Ridiculusness Coordinator, Truth Tool Designer

“Good” qualities: being suspicious of information, , encurraging coworkers, listening, making sure everyone gets to say something,

“Bad qualities”: forgetful, bad with new technology, messy, interrupting others, always falls asleep in meetings, likes trolls

When choosing your age remember that Trolls and Fey are immortal and might have lived for thousands of years.



## PRESENT YOUR CHARACTER

Time: ca 5-10 min

Let the participants introduce their characters to each other, for example by going in turns in a circle. Most important is that you tell your characters name. Remember to introduce NPCs: CEO Sunflower and Middle Manager Moss here.

## GROUP INFORMATION AND TASKS

Time: ca 10 min

You as the game leader decides if you want the participants to stay in the same groups as in Part 1, or if you want them to switch and have a new group of three.

Let all the groups make a small presentation of themselves.

## THE FEY CHANT

Time: ca 10 min

Create your office chant. When you need to hype yourself, what do you chant?

For example: "Save the humans" \*clap clap\* or "Stop a Troll, money roll"



## BEFORE WE START PART2

Time: ca 5 min

### SCENARIO

CEO Sunflower has called in the best fey in the world to solve a crisis at the Magical Forest Inc office. The humans have become more miserable than ever and the fey need human happiness to live. Together you need to find and disprove disinformation around the world and stop the human world from falling into total disarray and sadness. And time is running out...

### RULES

Same as in Part 1. Do a reminder if needed.





## PART 2 - MAGIC FOREST INC

Time: ca 1 h 10 min

### EMERGENCY MEETING (CA 10 MIN)

Aim:

- Set the scene of the Fey office
- Give out tasks to the participants

Emergency meeting at Magic Forest Inc. CEO Sunflower has called a meeting for the most competent Fey's in the world. We have a crisis! Disinformation is infecting the human world more than ever before and so many people are suffering because of the conflicts, discrimination and bad self-esteem it creates and that means the fey will die! Sunflower shows the slideshow for the chosen theme and the tools the fey can use to find and disprove disinformation.

End the briefing with your office chant.

### ASSIGN TASKS (CA 5 MIN)

Let everyone choose from the material Moss has brought. They can choose material created in Part 1 or the premade material.

### LET'S GET TO WORK (CA 30-40 MIN)

Everyone is working through the chosen material to see if the information is fact or disinformation. They will have guides on CRAAP-Test and the Traffic Light method. When they are done with finding all the disinformation in one source, they put it up on the wall and take a new one.

### A TROLL JOINS THE TEAM (DURING "LET'S GET TO WORK")

Middle Manager Moss knocks on the door. Moss explains to the fey that they used to work at Troll For Us but that they could not to stay there, it felt morally wrong. But Moss is still a troll and doesn't like humans. The fey have to teach them how and why disinformation is so harmful. When Moss understands how bad disinformation is they shows the fey the material they stole before they left Troll For Us (the material created in Part 1).

### TIPS FOR HOW TO PLAY MOSS IN PART 2

- When the fey talk about the crisis Moss can clap their hands and cheer for the human misery. The participants will probably tell Moss that "No, it's a bad thing that the humans are misinformed". Moss can play ashamed and say that it will take some time to change mindset.
- Give the participants bad advice or tell them obvious lies or try to convince them that a piece of disinformation is definitely true.



## DISINFORMED HUMAN-ALERT

Whenever it fits the play, you can add a human-alert mission.

Tell the group that a new crisis has arrived. A group of humans in situations where it is clear that they have been misinformed. They need help immediately! Find proof that the information is false and write a statement to sent to the humans.

- Alternative 1: Create a special task-team for those who wants to solve these tasks.
- Alternativ 2: Get the room to stop what they are doing and come up with solutions on how to help these poor, dumb humans together.

## EXAMPLES OF HUMAN-ALERT CRISIS:

- A whole school think they should eat soup with a fork to get more protein
- A preschool has been informed that if they eat rocks they get strong
- A group of adults have heard that they should use duck-tape to cover their own mouth to get better, healthier sleep
- A company that sells detox products have told their costumers that they can put bleach into their detox tea to lose weight faster
- A government thinks that the Great Plague was caused by blue eyed babies
- Parents have been informed that their teenagers with tiny ears are more likely to fail their classes due to bad hearing

## GATHER EVERYONE (CA 10 MIN)

Gather everyone and have them show each other the disinformation they have found.

Show Moss the importance of the work the fey are doing.

## GOALS FOR THE ORGANIZATION (CA 5 MIN)

CEO Sunflower talks about how the poor humans have us to thank. Dream about the future of the company together. What was accomplished with our truth? What major changes can we make to the world with what we did today?

## CEO SUNFLOWERS INSPIRATIONAL SPEECH,

Example:

“Each day we go to work we fight a war. A war against trolling, the spreading of disinformation and the collapse of human society. Each day we can feel great pride for what we do. Every day we change lives by trying to make the world a more truthful place!”

END PART 2.



## After the LARP

Time: ca 45 min

### DEBRIEFING ROUND (CA 10 MIN)

Everyone sits in a circle. One at the time everyone gets to say something about the the LARP. It can be their favorite part, something they found difficult, something they will remember or something someone else did that was memorable. Everyone else listens without commenting.

### SILENT DEBRIEF (10 MIN)

Print the document “Silent debrief” on big papers and put them up on the walls or tables around the room and hand out pens. Let everyone go around and write down their reflections on the papers in their own pace without talking to each other.

### DISCUSSION (10-15 MIN)

Gather everyone for a joined discussion, or divide them into smaller groups.

Discuss the following questions.

- In your opinion - what is the most dangerous/harmful form of disinformation and why?
- Who do you think benefits from spreading disinformation?
- How will you try to stay aware of disinformation going forward?

### ENDING (5 MIN)

End by having the Game Leaders highlight things that you have noticed and been impressed by during the day.

THANK YOU FOR PLAYING THE LARP  
TROLLS FOR US



Funded by the  
Erasmus+ Programme  
of the European Union



## TROLLS FOR US AN EDU-LARP ABOUT DISINFORMATION

### Non-Commercial Use Disclaimer

This content is protected by copyright laws and is intended for non-commercial use only. Unauthorized commercial use, reproduction, or distribution is strictly prohibited without prior written consent from the copyright owner.

For inquiries, please contact:

Denis Riabov [denis.riabov@studieframjandet.se](mailto:denis.riabov@studieframjandet.se)

or LajvVerkstaden [info@lajvverkstaden.se](mailto:info@lajvverkstaden.se)