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## LARP MATERIAL

The following materials should be printed and used during the live-action role-playing game "Trolls For Us". In the "Trolls For Us - Larp Guide," there are instructions on when the different materials should be used.

1. Character sheets (participants)
2. NPC
  - a. CEO Green
  - b. Middle Manager Moss
  - c. CEO Sunflower
  - d. Extra NPC
3. Group information (participants)
  - a. The Party Planning Committee
  - b. The Office Gossips
  - c. Fantasy Mossball (football) friends
  - d. The Double Checkers
  - e. The Health Nuts
  - f. The Old Grumps
4. Name tags
5. CRAAP test
6. Traffic Light method

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PLAYERS NAME: \_\_\_\_\_

# YOUR CHARACTER

**CHARACTER NAME**

**JOB TITLE**

**AGE**

**GROUP**

**"GOOD" QUALITIES** 

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**"BAD" QUALITIES** 

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**WHAT DO YOU THINK ABOUT YOUR  
JOB AND THE COMPANY?**

  
  


# Pedagogue Characters

## *Troll For Us & Magic Forest Inc*

*NPC stands for Non Playable Character and comes from the world of videogames. It can for example be the kind farmer you meet on your way to the castle, or the alien on the planet you've landed on that has a secret sidequest for you. Essentially it is a character that the players can't choose to play. An NPC is part of the story, but they are not the main character or the hero. They are there to guide the story and the players along.*

This document content:

- Characters if you are **two** pedagogues
- Characters if you are **three** pedagogues
- **Extra** characters

Character distribution if you are **two** pedagogues:

Pedagogue 1: NPC 1 - CEO Mountain in part 1 and CEO Sunflower in part 2.

Pedagogue 2: NPC 2 - Middle manager Moss in both part 1 and part 2.

Character distribution if you are **three or more** pedagogues:

Pedagogue 1: NPC 1 - CEO Mountain in part 1 and CEO Sunflower in part 2.

Pedagogue 2: NPC 2 - Middle manager Moss in both part 1 and part 2.

Pedagogue 3: Extra 1 in part 1 and Middle Manager Starlight in part 2

Pedagogue 4: Extra 2

Distribute them among yourselves as you wish. Important to note is that the person playing **Middle Manager Moss** will play Moss in both parts.

# PART 1 - Trolls For US

## NPC 1

### Name: CEO Green

You LOVE this company and you thrive on human misery. You have a lot of ideas and grand plans for how *Troll For Us* can grow. You are passionate about all employees helping the company expand and you like lifting peoples ideas.

CEO Green can best be described as a sleazy salesperson from the 80's. The kind of boss who starts every meeting with a bright white smile and a twinkle in your eyes, but nobody is ever quite sure what your intentions are. But you know: making money, money and more money!

At the last board meeting The Board told you that they are considering firing a few of your employees since the company can't afford to keep everyone. You have to break this to the office at the morning meeting. And during the day you might need some secret help from a selected group of players to report to you about their colleagues' performances.

*Reminder: Trolls have different criteria for what makes a good employee. Just because someone might be "lazy" or "slow" that doesn't mean they should be fired.*

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and to talk to them about things that have to do with the LARP and use their character names.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what they can do.
- Be a super strong leader with cheesy words of "wisdom" and encouragement for any situation!  
*For example:* "Whoever said money can't buy happiness never swam in piles of gold", "keep up the good work, maybe someday you'll be as successful as me", "humans need us, without us they would be way too happy" etc.
- Make Middle Manager Moss do everything for you. Get coffee, pull out you chair, make sure your presentation is ready and so on. Have fun with playing on having a high status while they have a low status.
- Remind the employees that The Board has mentioned that they might have to fire a few people due to cutbacks... Depending on the group this can be used as a threat or as encouragement to work harder.
- Be a disturbance for the players secret agendas. Hover over the gossip-group if they whisper. Ask if people are doing their work if you catch them talking about other things. Be the watchful eye, someone they have to look out for.

# PART 1 - Trolls For US

## NPC 2

### Name: Middle Manager Moss

You have worked with trolling humans for a while and you have recently been promoted to this management position. But you're not sure you like your job or the things you do at *Trolls For us*. Something feels off. You miss the good old days when you replaced human babies with trolls or simply ate their goats. What's with all these computers, apps and stuff?

Moss is a nervous but helpful middle manager and you don't want to step on anyone's toes. You say "yes" whenever CEO Green asks you to do something and would never complain to their face if they ask too much... Instead you make the other employees do it for you. After all, haven't you earned some rest and less work now that you're a manager?

*Reminder: Be mentally prepared for the possibility that you might be dismissed from your Middle Manager position or even get fired from the company at the end of Part 1. If the players don't make this happen somehow, you might have to find a reason to quit on your own. This doesn't have to happen until the very end of Part 1 though.*

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and to talk to them about things that have to do with the LARP and use their character names.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what they can do.
- Be nervous and low status to create a funny dynamic with the CEO.
- Remind the players of their group agenda by putting interest in their specialties. Example: Ask the Fantasy Mossball group about an upcoming game. Or; what's the latest in gossip-land, you sure know who to ask.
- Remind the employees that The Board has mentioned that they might have to fire a few people due to cutbacks... Depending on the group this can be used as a threat or as encouragement to work harder.
- Be a disturbance for the players secret agendas. Try to listen in on the gossip-group if they whisper. Ask what people are doing if you catch them talking about other things. Be the watchful eye, someone they have to look out for.

## PART 2 - Magic Forest Inc

### NPC 1

#### Name: CEO Sunflower

You LOVE your job and messing with trolls. You have a lot of ideas and grand plans for how *Magic forest Inc* can grow. You are passionate about all employees growing within the company and lifting peoples ideas. You have a positive attitude towards everyone, and are keen that everything is perfect even if it's just a facade. A big smile, high pitch voices and an available look are a perfect way to show that you have everything under control even in chaos. Because you DO, no one needs to panic! *YOU HAVE EVERYTHING UNDER CONTROL!*

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and to talk to them about things that have to do with the LARP and use their character names.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what they can do.
- Be the super pumped leader with cheesy words of “wisdom” and “encouragement” for any situation!  
*For example:* “Smiling all day keeps the doctor away”, “Shared work is twice as fun”, “We’re all a big family here”etc.
- Be a disturbance for the players secret agendas. Hover over the gossip-group if they whisper. Ask if people are doing their work if you caught them talking about other things. Be the eye, someone they have to look up for.

## PART 2 - Magic Forest Inc

### NPC 2

#### Name: Moss

NPC 2 will be playing the same character in this part of the larp, but this time you are not part of the office. Depending on how the last part ended and how you lost your job you can choose if you want to:

1. Be at the Magic Forest Inc office because you need a new job and you want to convince the Fey to stop messing up eve  
Or
2. Be at the Magic Forest Inc because you have a strong suspicion that creating misinformation might not be something for you.

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and ask them questions in-character.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what to do.
- Be a troll amongst feys. Create culture clashes by just keeping playing your character as before.
- Be an object for the players to argue against and convert.

# EXTRA CHARACTERS

Extra characters for the add-ons or if you need to be more than two or three pedagogues.

## PART 2 - Magic Forest Inc

### NPC 3

#### Name: Middle manager Starlight

You have worked with messing with trolls AND humans for a thousand years. You miss the good old days when you tricked people into dancing themselves to death or helped humans see through trolls' deceptions. What's with computers and actively helping humans out these days? Can't we have some fun instead?

Starlight is a trickster, a smooth talker that seems to get everything that you want - projects, a raise, a bigger desk - regardless if you've deserved it or not. Other people at the office have always been jealous of your way to talk yourself to success. Like how you landed this Middle Manager position for example. But you don't care. You are calm and don't take things too seriously.

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and ask them questions in-character.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what to do.
- Be the office kiss ass to create a funny dynamic with the CEO.
- Remind the players of their group agenda by putting interest in their specialties. Example: Ask the Fantasy Mossball team about an upcoming game. Or; what's the latest in gossip-land, you sure know who to ask.



## Extra 1

### Name: Dust/Dripple (The intern visit)

You are a young, curious student and a seeker of information. You have been granted a one-day internship at *Trolls For Us* and *Magic Forest Inc* respectively. You are helpful and non-judgmental. You honestly just want to understand and learn about the work that is done at the company.

In Part 1 "*Troll for us*" you're a fey student.

In Part 2 "*Magic forest Inc*" you're a troll student.

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and ask them questions in-character.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what to do.
- Help the students to play their characters by asking questions in-character about the work that is done or what they're doing between working hours. What is the atmosphere here?
- Be open minded but also someone for the players to bounce ideas against or be suspicious of.

#### **Example on things to ask the trolls/fey about:**

- How long have you worked at the company?
- What does a normal day look like for you/your team?
- What do you think about the CEO?
- Ask them to explain why disinformation is good (trolls) or bad (fey)

## Extra 2

### Name: Inspector Stream (The Inspector)

You are an inspector, here on a mission to see if the office measures up with the requirements of the laws of this world. If they don't, well.. you have to put everyone on probation or maybe even shut it down, because that is how the law works. You are extremely meticulous, exact and neat. Hard to convince or fool.

In Part 1 you play a troll.

In Part 2 you play a fey.

*Extra: Stream can be portrayed in any way that suits the setting. If it has been a wild round with active players the Inspector can be very strict and boring, more in the background. For example snoop around and wait for the players to come to you to ask who you are and what you are doing. But if the players need someone more energetic, you can bring a more assertive energy and take up more space. For example you can announce yourself when you enter the LARP to the office and make it clear that if you find anything that doesn't measure up, there'll be dire consequences.*

#### **Your function in the larp:**

- To help the participants get into character and stay in-character by staying in-character yourself and ask them questions in-character.
- Be there as a support for the participants to remember what they are meant to do in the larp. Walk around and help them find instructions or come up with ideas for what to do.
- Ask questions, be the antagonist and the threat. You can for example talk about how you could use the working area if you choose to close the office.

#### **Example on things to look for:**

- Check the environment. Is it spotless? Safe? Symmetrical? Enough chairs and so on..
- Are the workers serious enough, are they good? Happy? Pleased with their salary? Maybe greedy? Lazy?
- Does the CEO and Middle manager behave? Are they keeping a close eye on their employees?

# Group information

*You can use 4-6 of these groups depending on how many players there are. There should be 2-6 players in each group, as evenly distributed as possible.*

*Between the Troll For Us office and the Magic Forest Inc office you can mix the groups or you can stay with the same.*

**Print out** these information sheets and hand them out when you get to

# Group 1 - The Party Planning Committee

## General description

You are a group of colleagues that wants to boost morale at the office. You all agree that it is important for you to know each other in the office and have fun together. Tomorrow you are planning to host a party where everyone is invited, and you take every chance in between work to discuss your ideas for this. It is important that you maintain your good reputation as brilliant planners and that your party is the talk of the office for weeks after the event.

### How your group feel about your jobs

It varies from day to day how committed you are to your job. You all have good and bad days, but whenever you get the chance to plan parties, build teamwork and have fun you always take that opportunity and make the best of it.

### How you feel about the CEO and Middle Manager

You don't think anything special about them. If they do their job, you do yours.

### How you feel about humans

Humans are sometimes interesting and sometimes weird. You are grateful for having a job that impacts the lives of the humans (for better or worse), because you think it is fascinating to see their reactions to what you and the rest of the office create.

## Your main task in the LARP is...

- To work on your official office mission with instructions from the manager.

## Your side quests are...

- To decide if it should be a surprise party or not (you have different opinions about that).
- To gather information about what your colleagues like at a party (cake, balloons, food, games, a DJ etc).
- To create invitation cards in secret.
- To plan and discuss games, decoration, themes etc while working.
- To make an interest check and see how you can change the opinions of those who don't want a party.

## Questions to discuss before the larp begins:

- How do you have different opinions in the group of what makes a good party?
- Who of you wants it to be a surprise party and who of you doesn't?
- What kind of other relationships do you have among you (who are best friends, cousins, secret in love, jealous etc)?
- Do you have any secrets? If yes; what exactly? (You can have secrets individually or as a group). The secrets can be something that is revealed during the larp or something that is just fun for you to know.

# Group 2 - The Office Gossips

## General description

If you have the chance to add some drama to your daily life, you do. At once. At least if you yourself are not the center of it. If you hear a rumor, your group is the first ones to whisper it to the nearest person. You don't take much notice if what you hear is true or not, as long as you get to deliver a good story, you're happy. Gossip is your only way to survive a tedious workday. You create, spread and maximize all kinds of gossip the office provides.

### How your group feel about your jobs

You all like your job and need the salary to afford your lifestyle. That's why the manager can't find out that you are the source behind all of the gossip!

### How you feel about the CEO and Middle Manager

You need your job and understand that the managers are in charge of that. But some of you might also like to maybe someday be managers yourselves. Which ones?

### How you feel about humans

Humans are experts at gossip, they do it all the time and you are fascinated how they come up with everything. You love having a job where you get to create things you know they'll read and believe.

## Your main task in the LARP is...

- To work on your official office mission with instructions from the manager.

## Your side quests are...

- To distribute the pre designed gossip rumors that will be put out during the larp.
- To try to find out as many interesting stories and secrets from your colleagues as possible. Spice it up (if needed) and spread them!
- To spread rumors without the management noticing that you're the ones doing it.
- Talk amongst yourselves about the rumors as you're doing your official work.

## Questions to discuss before the larp begins:

- How do you plan on making gossip and rumors fun for **all** the players in the larp? **(Important that the gossip isn't about off-game attributes such as appearance, age or ethnicity etc)** Try to come up with things that can give the other groups fun things to play with. Example: rumors about who might be up for a promotion, love interests, or "I heard they don't *really* like mossball (a fantasy sport). Watching matches is just an easy way to skip work." **Remember:** the rumors don't have to be true in fiction. Rumors are often not!
- How does your character think ethically about rumors and gossip? Do you sometimes hesitate from spreading a rumor?
- What kind of other relationships do you have among you (who are best friends, cousins, secret in love, jealous etc)?

## Group 3 - Fantasy Mossball (football) friends

### General description

You have all worked at the office different amounts of time, but you all have one thing in common: you are all crazy about the sport *Creature Kick Fantasy Mossball (CKFM)*. You all love your team and never miss a single match in the series. Not even if it happens during office hours...

You work at the office to raise money to see games, buy merchandise and support your team. You all also really enjoy putting together your own dream teams.

### How your group feel about your jobs

You don't like to work but you like to hang out with your friends and you need this job to afford going on games. You can't lose it.

### How you feel about the CEO and Middle Manager

You are all a bit skeptical of how much you need to work. And the management seems to need a break. Maybe watch some mossball instead...

### How you feel about humans

They are a boring creature and they have weird sports that are not even close to being as cool as mossball.

### Your main task in the LARP is...

- To work on your official office mission with instructions from the manager.

### Your side quests are

- To find a way to watch the game coming up without getting noticed.
- To find out if the managers are interested in mossball as well? There is a big, important match coming up at the end of the week. Maybe you can convince one of the managers to let you watch the games during working hours? Or to watch it with you?
- To convert as many people as possible at the office to join your interest. In a perfect world everyone talks about Fantasy Mossball.

### Questions to discuss before the larp begins

- Come up with a name of the fictional mossball team you support.
- Come up with names for your favorite players. (If you want you can use the names of athletes in our world to make up new ones. For example: Crystal Redo (Cristiano Ronaldo), LexMor (Alex Morgan), Lion Mess (Lionel Messi), Wenard (Wendie Renard) etc).
- What kind of creatures is your favorite player? Troll, fey, fairy, centaur, halfling etc.
- What kind of other relationships do you have among you (who are best friends, cousins, secret in love, jealous etc)?
- Do you have any secrets? If yes; what exactly (you can have secrets individually or as a group)? The secrets can be something that is revealed during the larp or something that is just fun for you to know.

# Group 4 - The Double Checkers

## General description

You love to work and to get things done. As quick and right as possible. And it needs to be correct. If you feel unsure you both double and triple check. You always need reassurance that your work is good enough. And you are also the first ones to respond with both positive and critical feedback to your colleagues' work. And if something weird or suspicious is going on at the office you are always the first to let the management know, just to make sure that nothing goes wrong.

### How your group feel about your jobs

You don't know who you are outside work. What is the purpose of life if not to work?

But sometimes at night you dream about having days off, but you haven't told anyone about that...

### How feel about the CEO and Middle Manager

You would do anything to please the CEO and impress them with your good work ethics. The Middle Manager is very new and you're not sure they are the right person for the job. But you would obviously never say that to their face!

### How you feel about humans

You work to affect humans. They are your customers, the core of your mission and the most important creature for your work. It doesn't matter how you feel about them - work is work. Humans are just a bunch of anonymous faces that you need to influence.

### Your main task is...

- To work on your official office mission with instructions from the manager.

### Your side quests are...

- Keep your eyes and ears open. If someone is not focusing on their task, you like to gently and kindly encourage them to do their job. It is your responsibility.
- Remind your colleagues of how important the job your company is doing is and to get it done.
- Create a name list of colleagues and note every **good** thing they do. It is important to show the manager how hard you all work.
- Try to ask the managers if there's another management position opening soon. And speak highly of those who you think deserves that job (maybe that's yourself).

## Questions to discuss before the larp begins

- How would your character react to injustice?
- Do you have different opinions in the group of your colleagues? If so; what and why?
- Are you happy and proud over the hard work and the tasks you do?
- What kind of other relationships do you have among you (who are best friends, cousins, secret in love, jealous etc)?
- Do you have any secrets? If yes; what exactly (you can have secrets individually or as a group)? The secrets can be something that is revealed during the larp or something that is just fun for you to know.

# Group 5 - The Health Nuts

## General description

There is nothing so important as one's health, even for immortal beings as yourselves! No matter what your personal views on humans might be, you've all been influenced by their obsession with health. You've realized that keeping your own and your coworkers' mental and physical health on track is the thing everyone in your group was born to do. Now and then you try to get the office on their feet to move, stretch or simply take a few deep breaths. And if you notice a coworker is feeling low or overwhelmed at least one of you will immediately offer some tips on how smiling is the best medicine or tell them a fun fact about kale or other vegetables.

### How your group feel about your jobs

You like your job and it's important to you to get work done - it's a real confidence boost! But it's also important to find a healthy balance between sitting at your desks and moving around.

### How you feel about the CEO and Middle Manager

They both do an ok job but could definitely make some more effort in creating a healthy work climate.

### How you feel about humans

Nothing special. They are kind of like you in some ways. Some take care of themselves and others don't.

## Your main task in the LARP is...

- To work on your official office mission with instructions from the manager.

### Your side quests are...

- To have at least one yoga or gymnastics "break" in the office and encourage as many coworkers as possible to join.
- To talk to the management about implementing mandatory daily (or hourly) workouts.
- To come up with ideas on how to improve the working environment in the office. Make a list, interview your colleagues and then present it to the CEO or/and Middle Manager.
- To act as a mediator if there is any dispute at the office. Maybe they can hold hands, breathe together and say positive things about each other.
- Hold small rituals to keep up the good energy in the office.

## Questions to discuss before the larp begins

- What "health tips" can you give each other and the rest of the office?  
For example: how many mud baths should you take every week, how to get the most warts, how to keep your wings clean (fey), where to go to get the smelliest feet (trolls) etc.
- What kind of rituals can you implement during the larp?
- What kind of other relationships do you have among you (who are best friends, cousins, secret in love, jealous etc)?
- Do you have any secrets? If yes; what exactly (you can have secrets individually or as a group)?  
The secrets can be something that is revealed during the larp or something that is just fun for you to know.



# Group 6 - The Old Grumps

## General description

This group has been working at this company for a *long, long time*. Longer than anyone else in the office - even the CEO. You know the way to the coffee machine in your sleep and you're at a point where the days are just a gray blur. You clock in, pretend to do some work, eat a sandwich from the same place as always, pretend to do some more work and then clock out the second that your shift ends.

A lot of your workday is spent muttering to each other about how your colleagues are either too eager or too lazy. It was so much better in the "good old days"...

### How your group feel about your jobs

This is a job like any other job. Everyone needs a job and this is the one you all have.

### How you feel about the CEO and Middle Manager

You have had a lot of different CEOs through your carriers. This one is nothing new, but you sure can find everything wrong with them. You know your place though and would never tell them to their face.

### How you feel about humans

If something you create actually makes a difference to the humans that is good, but mostly you just want the work done and go home.

## Your main task in the LARP is...

- To work on your office mission with instructions from the manager.

### Your side quests are...

- To "discreetly" complain about everything from the bad coffee and the amount of work to the management of the company.
- To start a secret campaign or list of signatures to take down the Middle Manager, who is definitely way too inexperienced to have a manager position (according to you).
- To make someone else do your job or steal someone else's idea and take credit for it.
- To persist in using your old methods instead of new technology and apps. Pen and paper has always worked for you, why would you change a system that works?
- Try to convince the others how much better it used to be. Maybe you can all go back to that?

## Questions to discuss before the larp begins

- How should you bring down the Middle Manager? You can all have different opinions about this.
- What was the best thing about "the good old days"? Use whatever you come up with in long anecdotes and discussions during working hours.
- What kind of other relationships do you have amongst you in the group (who are best friends, cousins, secret in love, jealous of someone etc.)?
- Do you have any secrets? If yes; what exactly (you can have secrets individually or as a group)? The secrets can be something that is revealed during the larp or something that is just fun for you to know.

**HELLO THERE!**

MY NAME IS



.....

Title: .....

**HELLO THERE!**

MY NAME IS



.....

Title: .....

**HELLO THERE!**

MY NAME IS



.....

Title: .....

**HELLO THERE!**

MY NAME IS



.....

Title: .....

**HELLO THERE!**

MY NAME IS



.....

Title: .....

**HELLO THERE!**

MY NAME IS



.....

Title: .....

## The CRAAP Test Worksheet

Use the following list to help you evaluate sources. Answer the questions as appropriate, and then rank each of the 5 parts from 1 to 10 (1 = unreliable, 10 = excellent). Add up the scores to give you an idea of whether you should use the resource (and whether your instructor would want you to!).

**Currency:** *the timeliness of the information*.....

- When was the information published or posted? \_\_\_\_\_
- Has the information been revised or updated? \_\_\_\_\_
- Is the information current or out-of-date for your topic? \_\_\_\_\_
- Are the links functional? \_\_\_\_\_

**Relevance:** *the importance of the information for your needs*.....

- Does the information relate to your topic or answer your question? \_\_\_\_\_
- Who is the intended audience? \_\_\_\_\_
- Is the information at an appropriate level? \_\_\_\_\_
- Have you looked at a variety of sources before choosing this one? \_\_\_\_\_
- Would you be comfortable using this source for a research paper? \_\_\_\_\_

**Authority:** *the source of the information*.....

- Who is the author/publisher/source/sponsor? \_\_\_\_\_
- Are the author's credentials or organizational affiliations given? \_\_\_\_\_
- What are the author's credentials/organizational affiliations if given? \_\_\_\_\_
- What are the author's qualifications to write on the topic? \_\_\_\_\_
- Is there contact information, such as a publisher or e-mail address? \_\_\_\_\_
- Does the URL reveal anything about the author or source? \_\_\_\_\_

**Accuracy:** *the reliability, truthfulness, and correctness of the content*.....

- Where does the information come from? \_\_\_\_\_
- Is the information supported by evidence? \_\_\_\_\_
- Has the information been reviewed or refereed? \_\_\_\_\_
- Can you verify any of the information in another source? \_\_\_\_\_
- Does the language or tone seem biased and free of emotion? \_\_\_\_\_
- Are there spelling, grammar, or other typographical errors? \_\_\_\_\_

**Purpose:** *the reason the information exists*.....

- What is the purpose of the information? \_\_\_\_\_
- Do the authors/sponsors make their intentions or purpose clear? \_\_\_\_\_
- Is the information fact? opinion? propaganda? \_\_\_\_\_
- Does the point of view appear objective and impartial? \_\_\_\_\_
- Are there political, ideological, cultural, religious, institutional, or personal biases? \_\_\_\_\_

45 - 50 Excellent | 40 - 44 Good  
35 - 39 Average | 30 - 34 Borderline Acceptable  
Below 30 - Unacceptable

**Total:**

## Traffic light fact-checker

In order to analyze a statement, it is useful to distinguish between what can be checked for truth and what cannot:

"Old people said they don't remember a winter as cold as this."

Cannot be verified, whereas this sentence can:

"On this day, the temperature in the city reached an all-time record low."

News, speeches of public figures, social media posts and all information that is disseminated can be checked by searching for facts and/or figures whose truthfulness can be objectively verified.

Look the speech of Mark Zuckerberg, CEO of Facebook at WASHINGTON, DC on 10 April 2018 and notice the colours that are used to highlight the text.

- **Green** are statements that can be fact checked and backed-up with official sources of information;
- **Red** are statements that cannot be fact checked;
- **Yellow** are statements that lie in between the Red and Green.

Mark Zuckerberg:

Facebook is an idealistic and optimistic company. For most of our existence, we focused on all the good that connecting people can bring. As Facebook has grown, people everywhere have gotten a powerful new tool to stay connected to the people they love, make their voices heard, and build communities and businesses. Just recently, we've seen the #metoo movement and the March for Our Lives, organised, at least in part, on Facebook. After Hurricane Harvey, people raised more than \$20 million for relief. And more than 70 million small businesses now use Facebook to grow and create jobs.

Task:

Apply the Traffic light fact-checker to the social media content produced by trolls.

Source:

WRAL. (2014). Red light, green light, fact check:

A guide to how we make our calls. Retrieved from

<https://www.wral.com/red-light-green-light-fact-check/13391901/>