

Title: List of games in content analysis appendix for “The role of narrative in misinformation games”

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Date: September 26<sup>th</sup>, 2024

Note: The material contained herein is supplementary to the article named in the title and published in the Harvard Kennedy School (HKS) Misinformation Review.

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## Appendix A: List of games in content analysis

In our content analysis of existing misinformation education games, we identified the following 11 games as being narrative driven, and drew the conclusions presented in the Evidence section from the plots and narrative devices used in these games.

**Table 1.** List of narrative-driven misinformation games identified in content analysis.

Name	Type	Platform	Plot Summary
The Republica Times	Choice-based simulation	Browser	The player serves as the editor-in-chief of the state-controlled <i>Republica Times</i> and faces a dilemma as their family is held hostage by the government. The player must choose between following government directives or supporting a rebellion.
Breaking Harmony Square	Choice-based simulation	Browser	Players assume the role of chief disinformation officer, tasked with subverting the tranquil community's democratic values by employing the five steps of the election misinformation playbook.
Adventures of Literatus	Point-and-click adventure	Mobile	Prince Literatus is trying to rescue the beloved princess of his country, Veritas, from a villain named Manipulus. He must chase Manipulus through a web of conspiracies and fake news created to make the villain a profit.
BBC iReporter	Choice-based simulation	Browser	The player is a journalist in the BBC newsroom working to determine the validity of sources and information for the articles they must publish every day. Players have to make decisions under pressure as they get feedback from their news editor and colleagues.
Cat Park	Choice-based simulation	Browser	The player is manipulated into creating a conspiracy against a cat park that the city is building. It is revealed that this conspiracy was orchestrated by a billionaire to buy the park land cheaply. The player must try to undo their actions to mitigate the situation.

Julia: A Science Journey	Visual novel	PC	The story begins in 2020 as Julia, a typical teenager, is struck by the COVID-19 pandemic. She must correctly navigate information from her friends, family, and the internet.
Headliner	Choice-based simulation	PC	The player character is the headliner of a newspaper publication in Galixia. They must balance their wife's illness, their daughter's college tuition, and getting a promotion while running news stories that affect the events of their town.
Headliner: NoviNews	Choice-based simulation	PC	The player character works for the <i>NoviNews</i> newspaper and faces moral and ethical dilemmas as they decide which news articles to publish. Their choices impact the political landscape, public sentiment, and the fate of various characters in the game.
Floor 13: Deep State	Point-and-click visual novel	PC	The player is director general of an executive agency that conceals a secret police force. Answering only to the prime minister, the director general can use smear tactics, disinformation, and a variety of underhanded methods to keep the government popular with the people.
The Euphorigen Investigation	Digital escape room	Browser	Players are asked to investigate a supplement called Euphorigen and whether it is actually safe for consumption. After falling into a misinformation rabbit hole, the player shares a deepfake video with a large influencer that states the supplement is unsafe and this information spreads. However, the supplement is actually safe and effective, and the player then has to try and remedy the misinformation that they spread.
Escape the Fake	Augmented reality escape room	Mobile + browser	Users are contacted by a quantum reality hacker who guides them through a web of trivia questions, augmented reality puzzles, and clues to unmask what is "fake" and ultimately save us all from a dystopian future. Players must find clues and dismantle common misinformation tactics.