

# Simulation game *The World on the Abyss*

A brief description

<b>Number of participants</b>	15 – 30 (max.)
<b>Age</b>	13 and above
<b>Time required</b>	4 hours for simulation and evaluation
<b>Materials</b>	The game can be downloaded for free: <a href="https://www.amadeu-antonio-stiftung.de/publikationen/die-welt-am-abgrund-planspiel-zu-antisemitischen-verschwörungstheorien/">https://www.amadeu-antonio-stiftung.de/publikationen/die-welt-am-abgrund-planspiel-zu-antisemitischen-verschwörungstheorien/</a> (German only)
<b>Costs</b>	<p>The game is documented in such a way that it can also be played without external coaching. Copying costs may arise if the game is carried out independently.</p> <p>In the case of external game support, travel costs and fees will be charged. Material and game forms will be provided.</p> <p>Coaching by one person is sufficient if the participants can work very well independently. If the groups need support with research assignments and presentation tasks, at least 2 coaches should be present.</p>
<b>Equipment</b>	<ul style="list-style-type: none"> <li>• 1 room for all participants, 6 tables</li> <li>• 1 projector or smartboard</li> <li>• 1 computer room or 8 - 10 computers with access to the Internet</li> <li>• 1-2 additional rooms are ideal for group meetings.</li> <li>• Moderation and handicraft material, flipchart paper (to illustrate the group and theory presentation)</li> <li>• Ideally, it would be possible to print out images that have been researched on the Internet.</li> <li>• Ideally, it would be possible to have covers for name badges, table displays, a gong.</li> </ul>
<b>Preparations done by coaches</b>	<p>Preparing game forms, compiling game material</p> <p>As a preparation of the content for the coaches, we recommend the Brochure "No World Order - How anti-Semitic conspiracy ideologies explain the world".</p> <p><a href="http://www.belltower.news/files/verschwörungen-internet.pdf">http://www.belltower.news/files/verschwörungen-internet.pdf</a></p> <p>(German only)</p>
<b>Preparation of participants by coaches</b>	Preparation for media literacy and conspiracy theories is desirable, but not required.

<b>Contact</b>	Amadeu Antonio Stiftung Project <i>No World Order – Handeln gegen Verschwörungsideologien</i> Novalisstr. 12, 10115 Berlin Germany E-Mail: <a href="mailto:conspiracy@amadeu-antonio-stiftung.de">conspiracy@amadeu-antonio-stiftung.de</a> Phone: ++49 - (0) 30-240 886 23
----------------	--

### **Brief description**

The game deals with the search for truth in uncertain times. In 2031, seven mysterious sinkholes cause a global catastrophe with many casualties. People are afraid and looking for answers. In the name of science, in believing in higher beings, or as true representatives of the "people", various movements and states develop (conspiracy) theories about the cause of the catastrophe. They compete with each other and develop policy demands.

The templates for the theories are based on conspiracy theories existing today. During their search for truth, the groups discover the ease and pleasure of this process and playfully apply the mechanisms of conspiracy theories - searching for alleged culprits, questioning the credibility of sources and theories, forming alliances to save the world and the "good" from "evil". The final decision of a world government shows that conspiratorial thinking also has consequences.

### **Main goals**

1. Enjoyment of playing and positive group experience (possibility for new group dynamics).
2. Open discussion about the term "truth".
3. Open discussion about tolerance and limits of tolerance with regard to different ideological explanations.
4. Media literacy and critical thinking.
5. Dealing with causes, functions, structure, and consequences of conspiracy theories.
6. Recognition of the relationship between conspiracy theories and antisemitism.

The game is focused on how the participants relate to the topics and tasks in their everyday lives and what previous knowledge they contribute. The content evaluation addresses what the participants have made a theme of. Accordingly, the contents depend upon whether the groups want to philosophize about truth claims, try to differentiate between science and pseudoscience, discuss so-called fake news, or dive deeper into conspiracy theories.

If the participants have already dealt with conspiracy theories and know how they function, theory crafting will be more creative. Furthermore, participants are able to classify certain Internet search results as conspiracy theories. In this case, the simulation game enables a playful, experience-oriented approach to the mechanisms of conspiracy theories and a critical examination of their consequences and the relation to antisemitism.

The simulation game *The World on the Abyss* is, however, also useful when conspiracy theories have not been dealt with beforehand. Experience has shown that the method can then be used well to playfully introduce an examination of media-critical thinking and a reflection on one's own use of media.