



BOARD  
GAME

## Foreword

The WediActivists board game is an educational tool available to each person wishing to work with young people on the issue of hate speech and discrimination, to develop their **cyber citizenship**.

This tool was imagined and designed by an informal group of 4 Belgian young people through the No Hate Speech Movement, campaign launched by the Council of Europe to promote **Human rights respect online**.

Its developers met in April 2013 at the Youth Citizens Agora organized by the Bureau International Jeunesse in Brussels. This agora called Wedia - contraction of "We are the media" - focused on the fight against social injustices through new media and was simultaneous to the NHSM launching. WediActivists is a continuity : as we are the media, "Be the change you want to see in this world" (Gandhi).

The game lasts about **2 hours** (introduction and debriefing included) and is especially made for youth (from 12 years old). Through **4 cards categories**, participants will develop their general culture, express their creativity, respond to scenarios and discuss on several topics.

There are between 4 and 20 players in this game, which induces as a competitive aspect as a real teamwork.

## Goals

- Raise youth awareness to hate speech, to the right to freedom of expression and its limits, to the weight of words and their impacts.
- Stimulate their critical mind and help them in the analysis, reflection and response to various forms of discriminations visible every day on the Internet.
- Conduct young people to express solidarity and empathy in front of discriminatory situations that do not concern them directly.
- Encourage them to behave responsibly by promoting human rights respect on the Internet.
- Develop their civic engagement online and offline.

## Aim of the game

Warning! Warning! Your computer is infected! Answer as many questions to download your antivirus. Once you fill the download bar and get the password, your computer is saved!

## Material

- 1 plate
- 1 dice
- 120 cards
- 32 download units bearing the pawn's symbols
- 12 challenge envelopes
- 4 hearts
- 4 pawns with stand
- 2 manuals (Facilitator's guide + Game rules)



## Plate

It is divided into colored squares (orange, red, green, blue) corresponding to the 4 cards categories. There are also on it : the symbol squares, the base for the download bar, slots for cards and a legend.

## Cards

They are divided into 4 categories (30 each).

- Multiple choice question : expand your general knowledge related to online hate speech.
- Creativity : use your imagination. Create slogans, logos and messages based on themes from various international days (eg the European Action Day for Human Rights).
- Role Play : scenarios are given, let's see how you react.
- Case study : deeper reflection on screenshots from websites.

## Download units

One download unit is won when the team is able to conduct reflection or complete the proposed test. Each unit must be placed in the bar for this purpose, corresponding to antivirus collective download.

Those units are wearing the teams' symbols (allows to see which ones contribute the most to the bar progression).

## Dice

The game is played with a dice which indicates how many squares to move. This dice's sides are 1, 2, 3 and 4, a "pause" symbol (the team misses a turn) and a "question mark" (the team chooses to move from 1, 2, 3 or 4 squares).



## Highlights

- April 2014 : Prototype presentation at the NHSM Seminar organized at the Fédération Wallonie-Bruxelles Parliament (Brussels, Belgium)
- September 2014 : Presentation at the International NHSM Forum (Gabala, Azerbaijan)
- October 2014 : Presentation at the Bookmarks trainee organized by the Bureau International Jeunesse and the Council of Europe (Namur, Belgium)
- November 2014 : Presentation at the Seminar organized by the Council of Europe, parallel to the Human Rights World Forum (Marrakech, Morocco)
- January 2015 : Animation during a youth exchange related to human rights (Tirana, Albanie)
- January-march 2015 : Animation during trainees organized by the Belgian campaign committee (Brussels, Charleroi, Liège, Mons, Namur...)

## Broadcast perspectives

- Animations in Belgium with young people (schools, youth centers, awareness days...) and adults (teachers, facilitators, parents)
- Partnerships with French counterparts (Algeria, Andorra, France, Luxembourg, Morocco, Quebec, Switzerland, Tunisia ...)
- Translation (negotiations begun in Lithuania and the Netherlands)



Oct.2014, Belgium - Introduction during Bookmarks trainee (BIJ/CoE)  
Participants from Andorra, Belgium, Canada, France, Luxembourg, Switzerland

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