

## **Designing a Training Game to Fight Misinformation on Social Media**

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Project OMEN (Operational Mastery of the information Environment) is a training game designed to educate players on how to best fight social media misinformation and disinformation on Twitter. This game uses a train-as-you-fight framework where players are faced with a realistic scenario based on real events. The data used in the game is “semi-synthetic” but the volume, speed, and content of the tweets are similar to what they would encounter if they were on the job. The players of the game advance through several gaming levels over the course of their training, first learning the basics of social media analytics and how to apply the BEND framework, then building to more complicated skills like detecting information maneuvers and learning how best to combat them and minimize their impact.