

Title: Workshop: Misinformation: Cognitive Processing and Interventions

Instructor: Ullrich Ecker

Abstract:

In this workshop, I will provide an overview of misinformation research and theory, touching on cognitive, social, and epistemological factors. I will demonstrate a newly developed social-media simulation for use in psychological research, the (Mis)Information Game (<https://themisinformationgame.github.io/>). I will introduce the FLICC framework for the classification of misleading argumentation strategies often used in conspiracy theories and disinformation campaigns (<https://skepticalscience.com/history-FLICC-5-techniques-science-denial.html>). I will present different avenues for intervention from reactive debunking to pre-emptive prebunking and inoculation approaches, including gamified interventions such as the Cranky Uncle game (<https://crankyuncle.com/>). I will also discuss the dissemination of scientific findings to broader audiences via publicly available handbooks such as the Debunking Handbook 2020 (<https://skepticalscience.com/docs/DebunkingHandbook2020.pdf>).

Assignment: Active participation

Credits: 2 workshop days