

Dear Teacher,

We are writing to you with an invitation to contribute to the development of the European Parliament's [Virtual Role Play Game](#). The game will be available in all 27 EU Member States and will be published in all 24 official EU languages. You can see a short video introduction to the game [here](#). It will be published by the European Parliament and produced by [Serious Games Interactive](#) and our organisation, [the Democracy in Europe Organisation](#) (DEO). It is an ambitious project, and we have a unique opportunity to involve both teachers and pupils in the development of the teaching material to ensure its relevance and playability.

In this context, we are looking for engaged teachers and students who, in the coming months, would be interested in providing input for a new game scenario which focuses on how the EU can help influencers avoid spreading disinformation on social media.

This project has significant democratic value, as it will provide thousands of young Europeans with a better understanding of how the EU works. Through the game, students will learn about the importance of being critical of the information spread on social media and understand how the EU is working to combat disinformation. By participating in the game, they will not only acquire knowledge but also develop the skills necessary to actively participate in democratic life.

Specifically, we would like to:

1. Invite you and two of your colleagues to participate in a virtual meeting lasting about 30 minutes, where we will discuss the game's topic and dynamics. A written description of the game will be sent to you in advance.
2. Invite eight of your students (aged 16-30) to a virtual meeting about the game's topic, language, dynamics, and visual style. The meeting will consist of a focus group interview and a survey, lasting approximately 2 hours. We expect that a teacher will be present during the meeting.

As we will be collecting various types of data, we will send consent forms before the virtual meetings. The data will be anonymized and actively used in the development of the game. An important goal of the game is to ensure that students with disabilities are given the opportunity to contribute to the development process. Therefore, we encourage you to include at least one student with a disability (e.g., visual impairment, hearing loss, or reduced mobility) in your group.

We see this as a unique opportunity to shape a project that will influence the civic education of young people across Europe. After the development phase, we will send certificates acknowledging the students' contributions to the process.

If you are interested in participating, please send an email to amanda@deo.dk. We look forward to hearing from you and hope that you will be excited to participate in the project.

Kind regards,
Amanda Hersbøll
Senior Project Manager

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