

Print & Play **PROTEARN YOUR DATA**

Preparation

Ensure that you have access to a high-quality printer and paper of the appropriate thickness to print the cards. We recommend you use A4 paper, cardstock, or photographic paper of 80gsm or more.

Print the Cards

Print the cards onto A4 paper, ensuring that you select the option to print at actual size, or no scaling. This guarantees that the cards will be printed at the correct dimensions. If your printer has the option to print double-sided, you can select this to print both the front and back of the cards onto a single page. If you do not use this option, you will need to print the face and back of the cards separately.

Cutting the Cards

Once your printed cards are dry, use a ruler and a cutter, or a guillotine to cut the cards out. Make sure to follow the cutting lines indicated within the PDF file and cut as accurately as possible to create cards of uniform size. If you prefer your cards to have rounded edges, you can then use a rounded corner cutter to give them a more professional finish.

Sleeving the Cards (Optional)

Once you have cut out your cards, you may place them into transparent protective sleeves of standard playing card size. If you have printed your card double-sided, place one card into a single sleeve. If you have printed the front and rear of your cards separately, you will need to match the front of each card with the corresponding card back before placing into the sleeve.

Game Board

The game board consists of two separate parts, one each on a page of A4 paper. You will need to use adhesive tape to join the two parts together in order to prevent them moving. This makes it easy to fold the board in half when storing it.

Game Instructions

You may print the instructions onto a sheet of A4 paper for use as reference when playing the game if you wish. However, we advise you read them in digital format to help protect the environment.

Versions

There are multiple versions of DATABI. Select the version you prefer, and then print the pages labelled as "Common". These contain components common to all versions. The remaining components are named after the version which they belong to.

INDEX

Instructions _____	2
Cards Seniors _____	8
Cards Young Adults ___	76 - 105
Cards General Adults_	76 - 113
Board _____	114
Solutions Sheets _____	116



Co-funded by
the European Union

Dali Data Literacy for
Citizenship Project Number:
2020-1-NO01-KA204-076492



dalicitizens.eu






@DaLi_Citizens

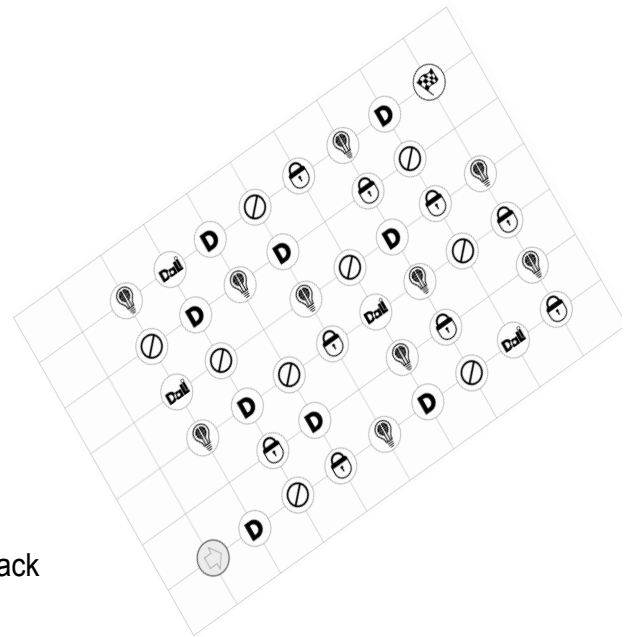
Protearn your data!

Introduction

Have you ever thought that we might be the data? Have you ever tried to understand the data you create and where and how you create that data? Have you ever thought that you could collect your own data about yourself? What if you collect that data and try to make it meaningful for you? You could learn a lot about yourself and about the world if you collected your own data. But, be aware: you should look after your data and protect it as much as you can. Play the game, collect data, be ethical, and protect and learn as much data as you can. *Protearn your data!*

Components

- 1 game board (A3)
-  72 data icon cards with text on back
-  24 bulb cards with no text on back
-  24 lock cards with no text on back
-  24 forbidden cards with no text on back
-  3 thief cards (with the DALI logo)
- 1 dice
- 1 token per player
- 1 Instruction document
- 1 solution sheet: Corresponds to data cards with lock / bulb / forbidden icons (to use at end of the game)





Objective of the Game:

By advancing through the board the player will be collecting data (cards with a letter D), and their aim will be to collect as much data as possible while learning from it, protecting it, and avoiding unethical data management. They can achieve this by covering their data cards with corresponding Lock, Bulb, or Forbidden icon cards.

Setup

- Set up the board game.
- Set up one game piece per player.
- Set up one deck of Data cards.
- Set up three decks of icon cards: one for each type of card (cards with the Bulb / Lock / Forbidden icons).

To play the game

- Players 2-4.
- All players receive 4 data cards at the start of the game.
- The player who drinks the most glasses of water during a day starts.
- Players start their turn by throwing the dice, but can only move when they get a number between 1 and 4. If the players roll the dice and they get the number 5 or 6 they have to wait for the next new turn.
- The round starts at the starting box (marked with an arrow). The player advances in the direction of their choosing, without being able to skip squares or blanks.
- When the player lands on an icon on the board, they draw a card from the corresponding deck. If it's a Data card, they place it next to the other Data cards. If it is not a Data card, then they keep it in their hands.
- At any point during the game, players can choose to cover one of their data cards with a Bulb, Lock or Forbidden card, based on the description of the data card. To understand these cards and what sort of data card they should be covering, please refer to the 'How to understand data cards?' section.
- 'Dali' cards are thief cards. These cards can be used to take a Lock or Forbidden card from another player. Data and Bulb cards cannot be stolen. The thief cards can be used at any point during the game. Once they have been used, they are placed back in their corresponding deck.
- Even if one deck runs out of cards, the game continues with the other cards

Optional rules

- Before throwing the dice, one of the players could choose to exchange their cards. In this case, both players skip their turn.

To end the Game

- The game is over whenever a player lands on the arrival box.
- At this point, all players check if their data cards have been covered correctly with the solution sheet. Any misplaced cards must be removed. Players should check the cards together and any wrong answer is an opportunity to discuss and learn. Then, all players count up their remaining matching pairs.
- **End of the game.** The winner is the player with the most matching pairs.

How to understand data cards?

Data cards have to be paired with Lock / Bulb / Forbidden cards based on the focus of the sentences written on the Data cards.

What is the focus of digital activities that are covered by a Lock card?



These sentences reflect actions carried out in digital environments and represent users registering on and using apps, along with other social media activity such as sharing and posting one's own content or interacting with others' content. When using apps and social media, we are creating data. Therefore, it is important to develop our activity while being aware of ethical and privacy issues, and that's why these actions should all be carried out with appropriate awareness. In the game, this is shown by pairing Data with a Lock card.

What is the focus of digital activities that are covered by a Bulb card?



These sentences reflect actions by users to understand the metadata of one's own activity in digital environments. So, in this case, the focus is on the action of looking for data about others' social media posts or platform services as well as our own data. Since we are all generating data, it is important that we also take advantage of our own data and learn from the metadata, so we can all learn about ourselves and the world around us. In the game, this is shown by pairing Data with a Bulb card.

What is the focus of digital activities that are covered by a Forbidden card?



These sentences represent actions which are not carried out with an ethical approach or represent a lack of awareness of data issues. These actions focus on unethical behaviours, or other activities which are not generally recommended, that users should never adopt or only adopt critically. In the game, this is shown by pairing data with Forbidden cards.

Protearn your data! is licenced under [CC BY 2.0](https://creativecommons.org/licenses/by/2.0/).

All images except * are from <https://pixabay.com/>



dalcitizens.eu

[@DaLi_Citizens](https://twitter.com/DaLi_Citizens)



Co-funded by
the European Union

Dali Data Literacy for Citizenship Project Number:

2020-1-NO01-KA204-076492

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

EXTRA MATERIAL

In case some examples are needed, use the following card:

EXTRA MATERIAL	
In case the terms seem unfamiliar, look at this short list of examples: you will probably see that you know lots of examples for each type of social media.	
Term	Examples that have been popular at some moment...
Microblogging site	Twitter...
Networks, social media	Facebook...
Image-based social media	Instagram...
Video Streaming platforms	Youtube, Tik-Tok...
Voice assistant	Siri, Alexa, ...
Big tech companies	Google, Microsoft, Apple, Meta, ...

ADAPTATIONS

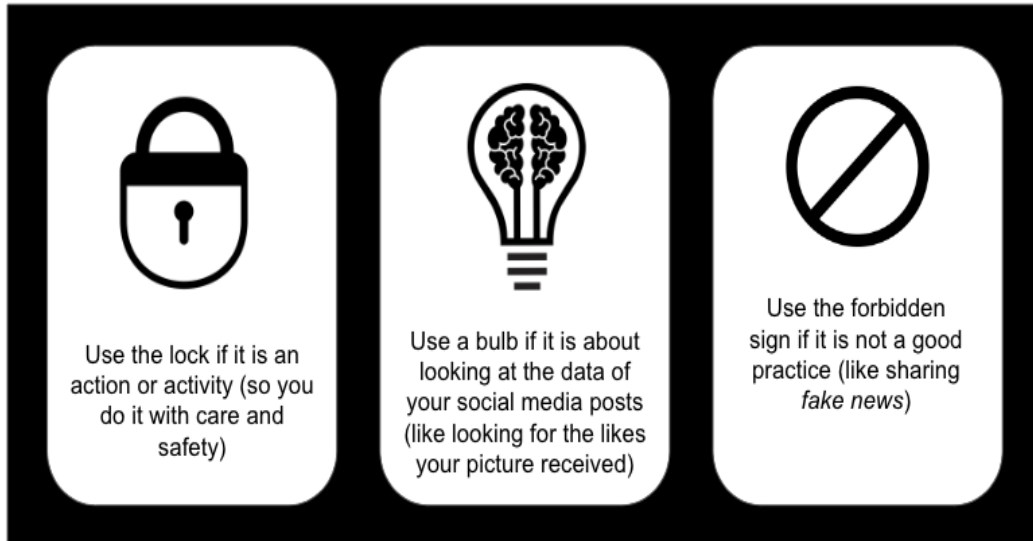
For young adults

There is a version of the game which includes cards of 55x85 cm.

For general adults

The version for general adults includes cards of 55x85 cm, and two extra materials:

- an extra bigger card that explains the meaning of each icon card



- Extra empty cards can be printed to create new data cards to pair with the three icon cards. This can be done as many times as needed to give a fresh and new experience to participants.

For workers

Educational games in a professional context are a great opportunity to develop new and existing skills: following the ESCO classification, Protearn your data can help developing transversal skills like thinking skills like dealing with problems, self-management skills like being protective, and social / communication skills like collaborating or following codes.



Use the lock if it is an action or activity (so you do it with care and safety)



Use a bulb if it is about looking at the data of your social media posts (like looking for the likes your picture received)



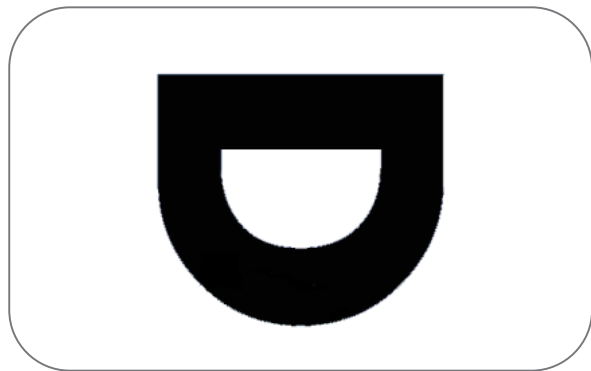
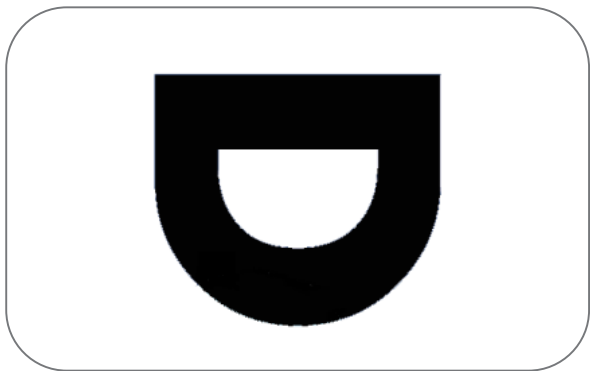
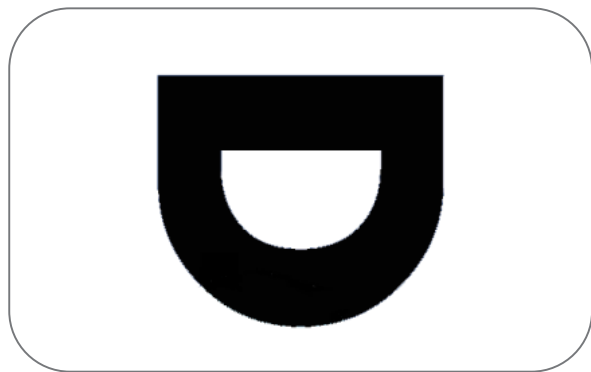
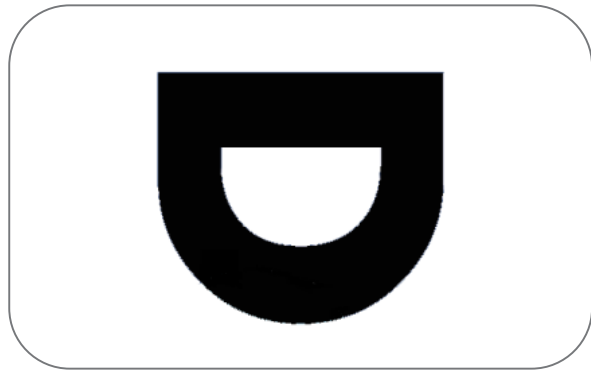
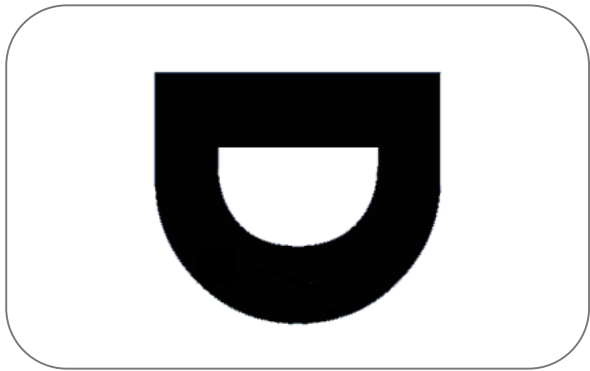
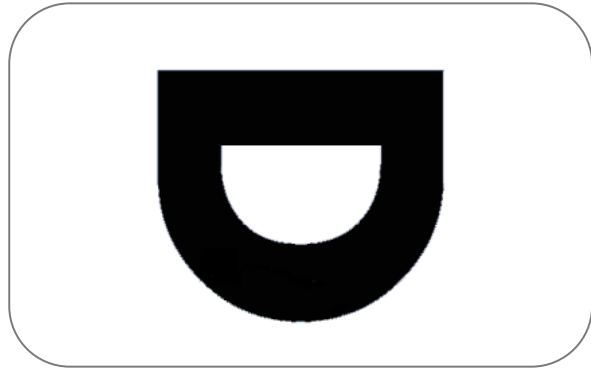
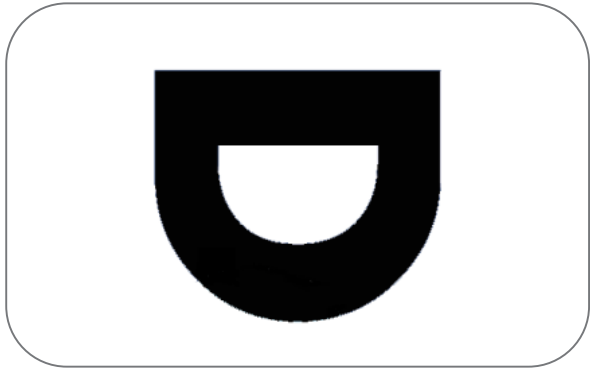
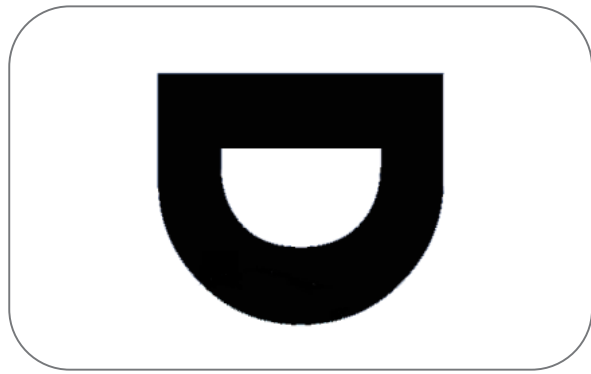
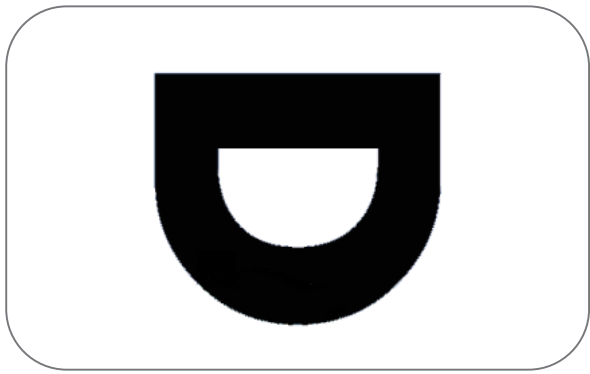
Use the forbidden sign if it is not a good practice (like sharing *fake news*)

— |

| —

— |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

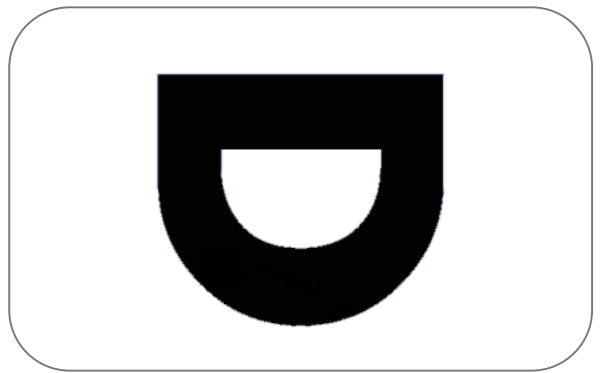
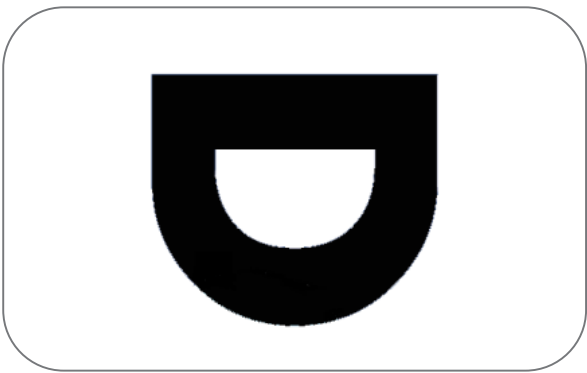
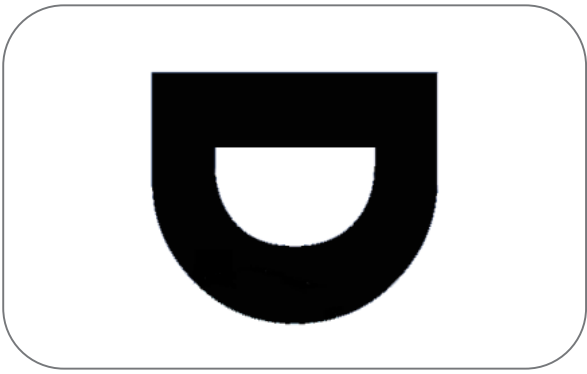
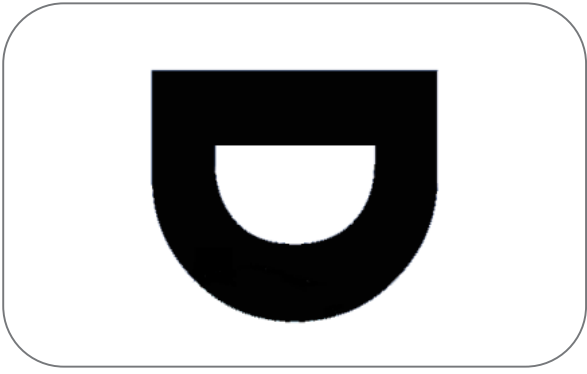
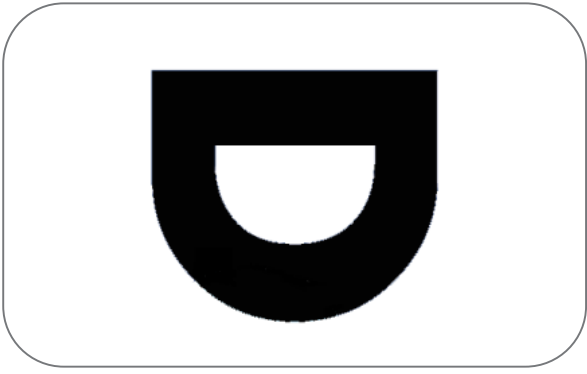
—

—

|

| — |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

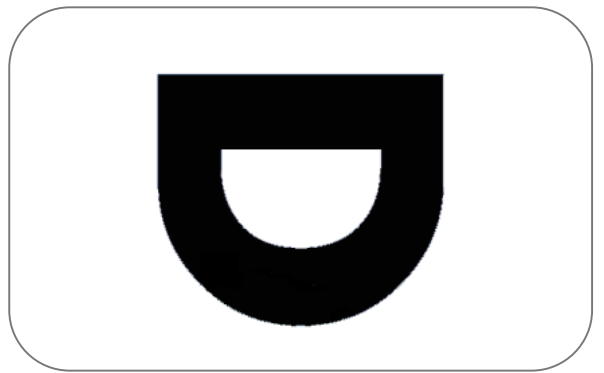
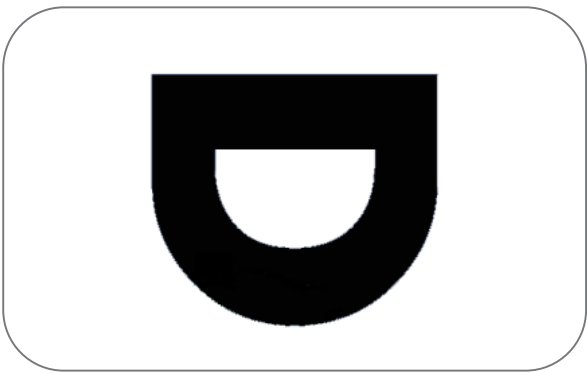
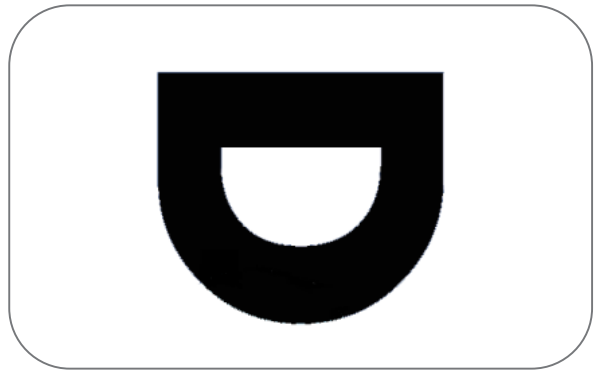
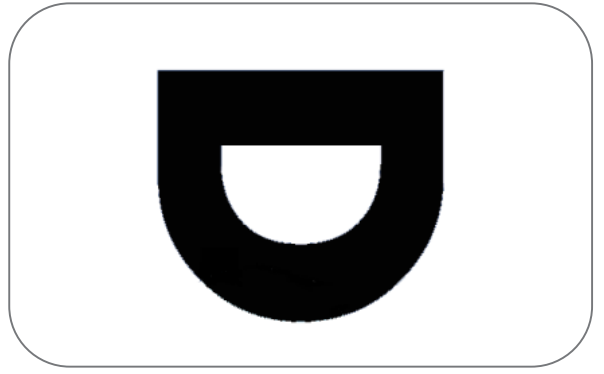
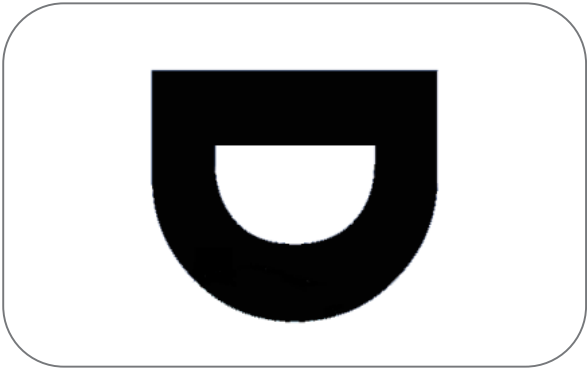
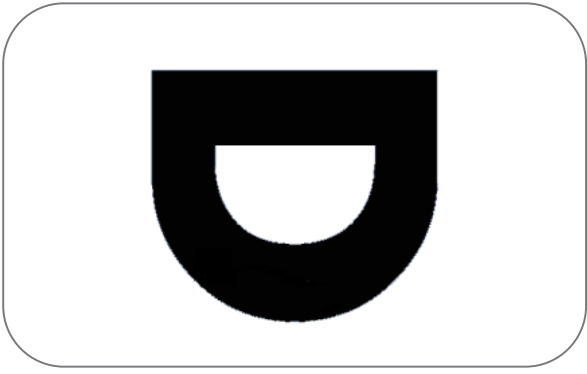
—

—

—

| — |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

|

| — |

|



— | | | —

— | | | —

— | | | —



— |

| |

| —

— |
—

| |

| —
—

— |

| |

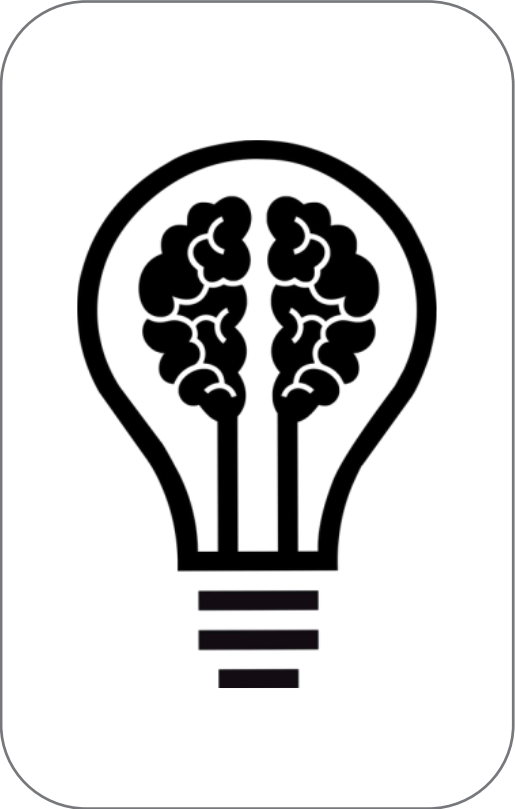
| —



— | | | —

— | | | —

— | | | —



— |

| |

| —

— |
—

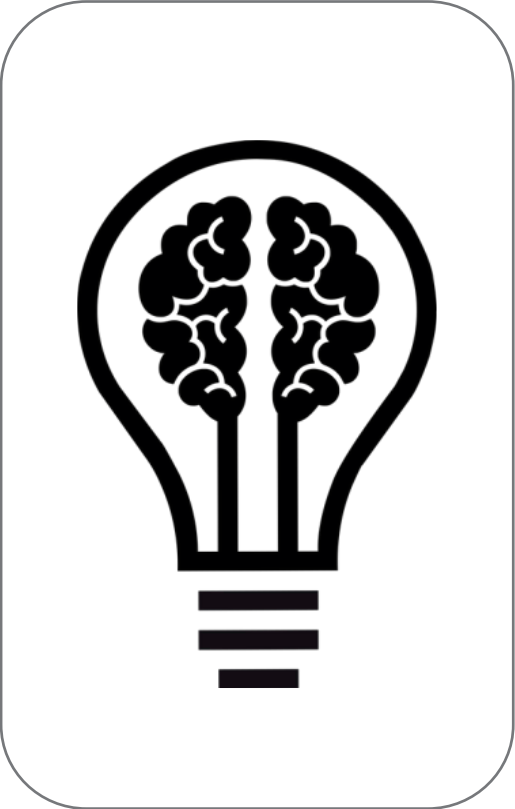
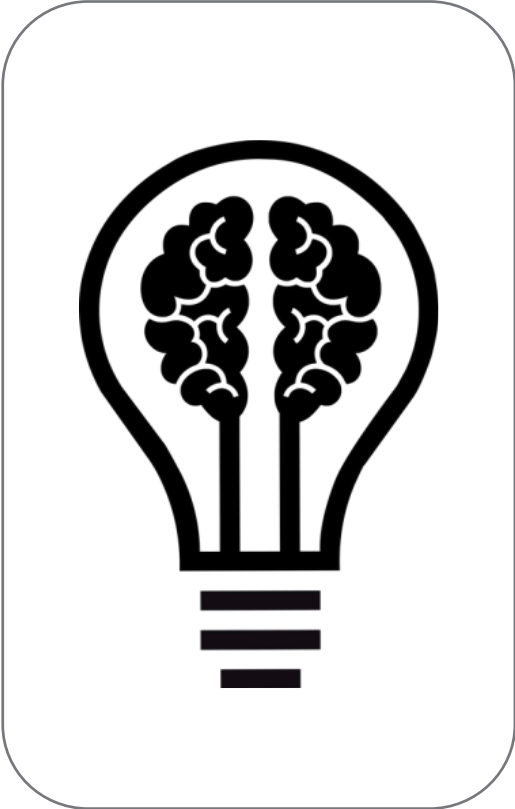
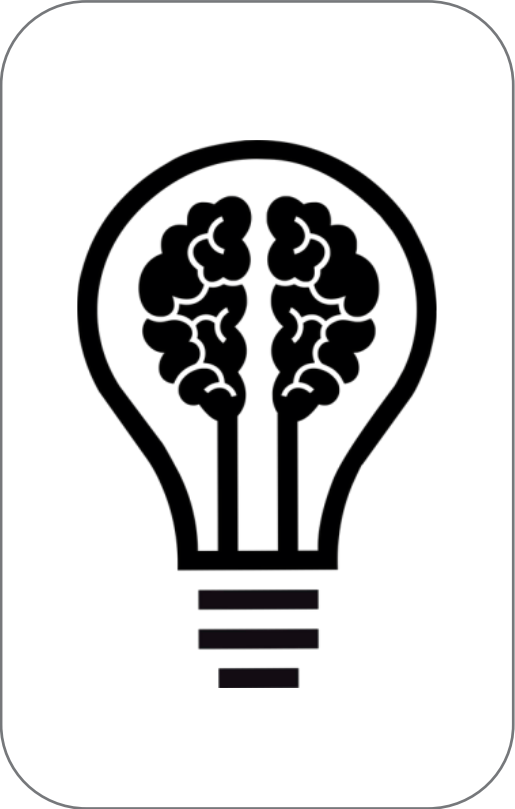
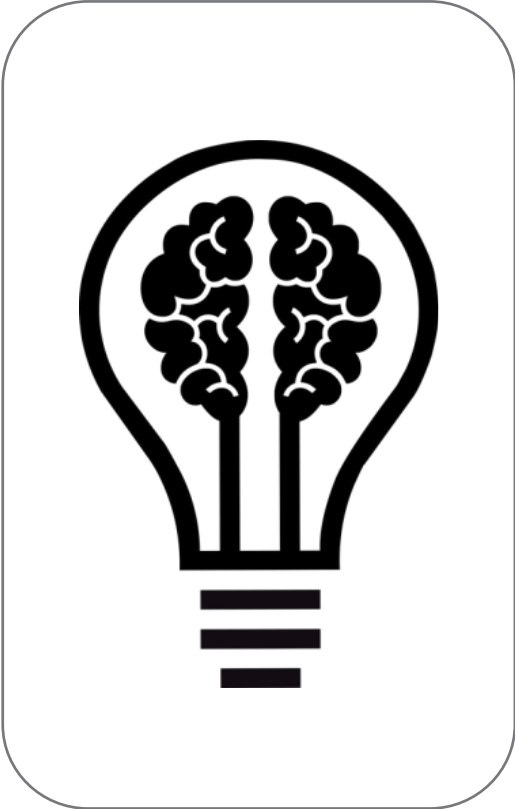
| |

| —
—

— |

| |

| —



— |

| |

| —

— |
—

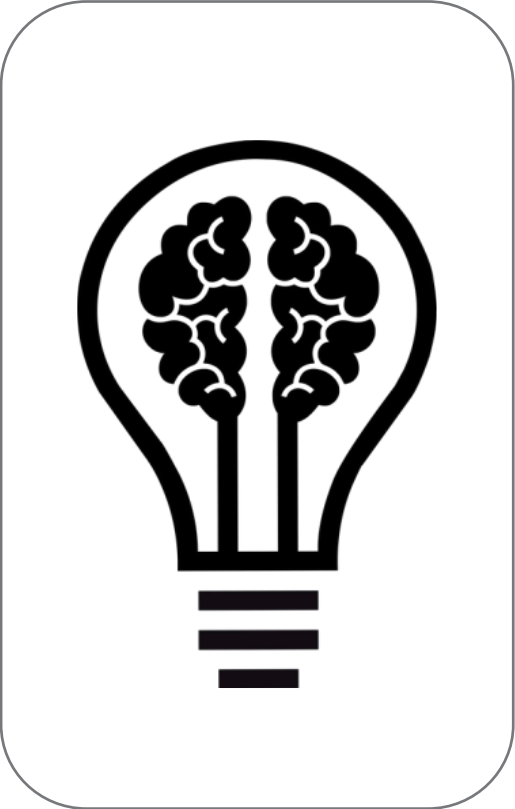
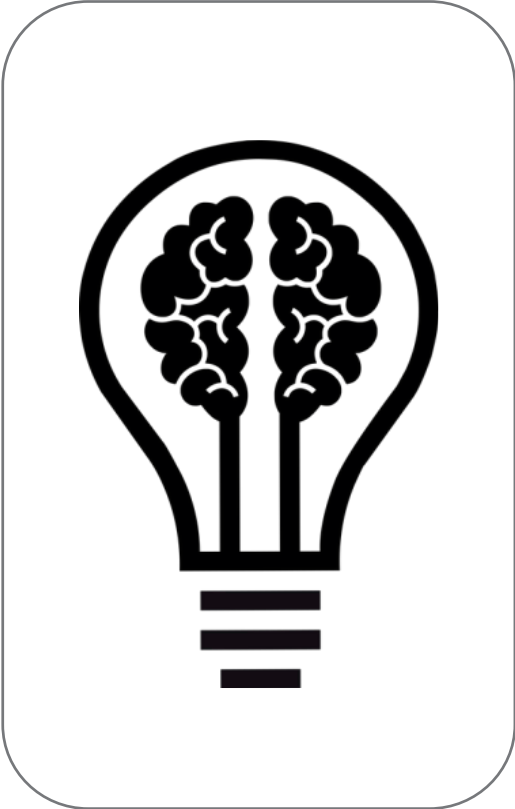
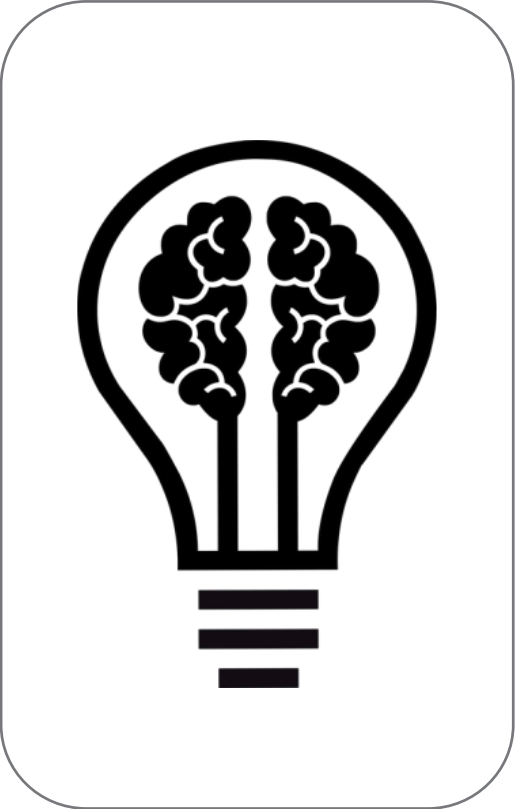
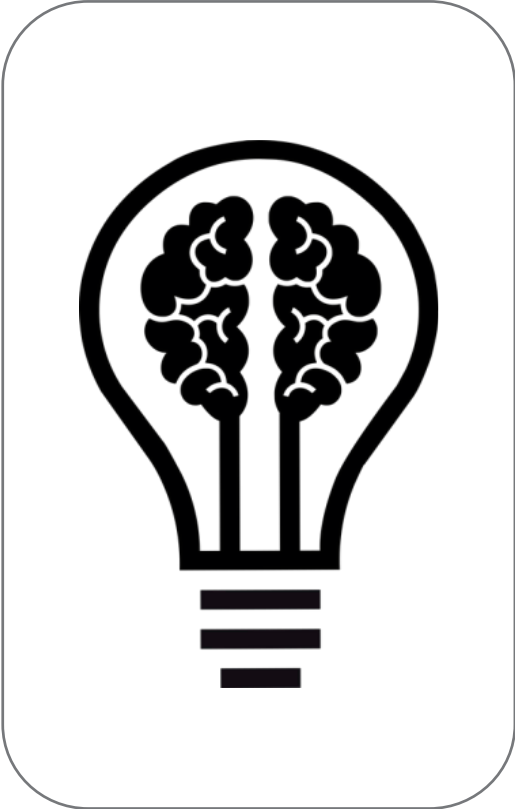
| |

| —
—

— |

| |

| —



— |

| |

| —

— |
—

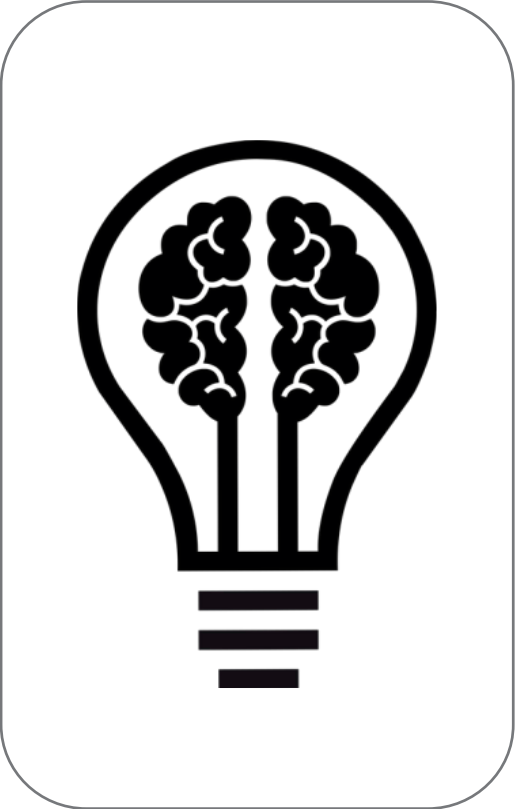
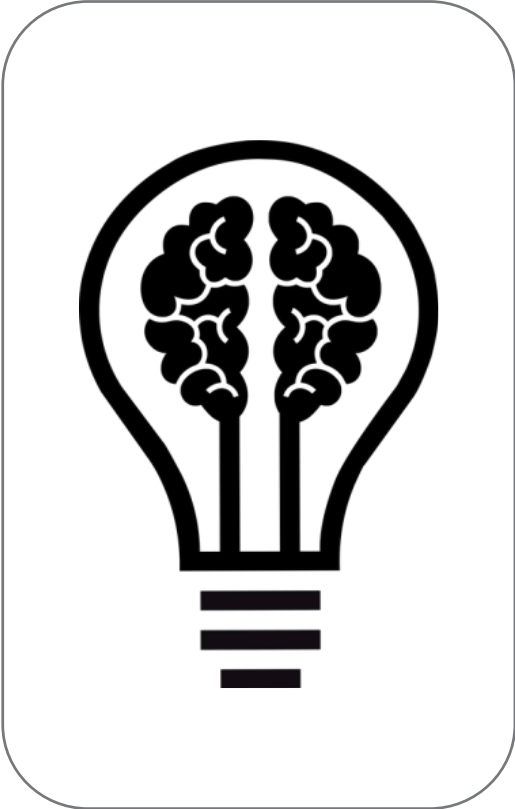
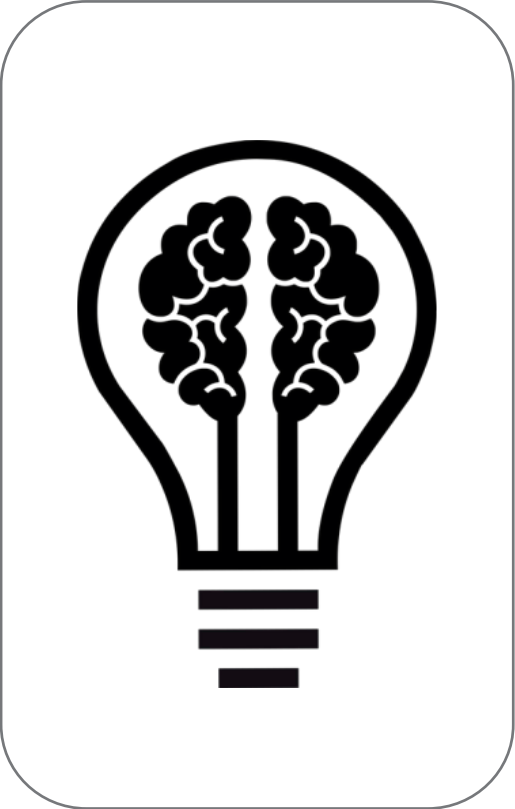
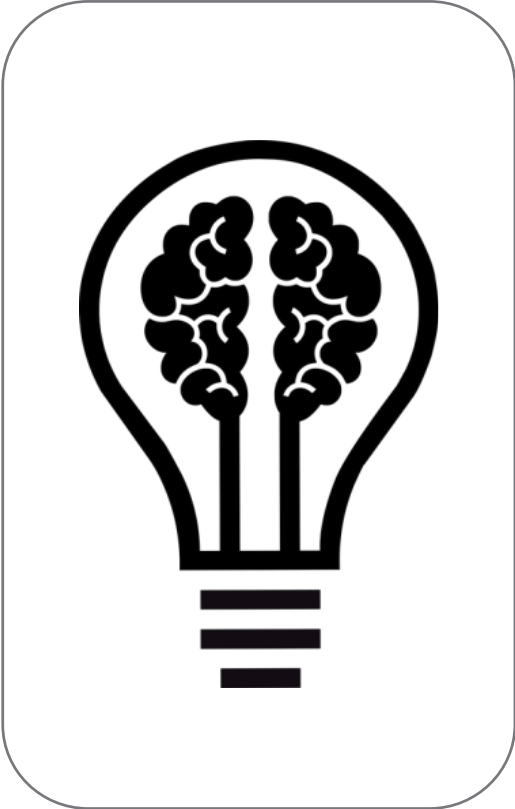
| |

| —
—

— |

| |

| —



— |

| |

| —

— |
—

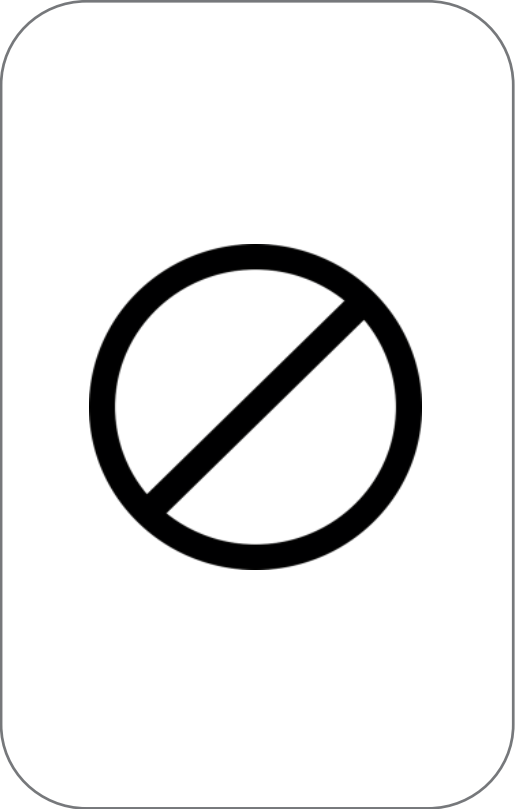
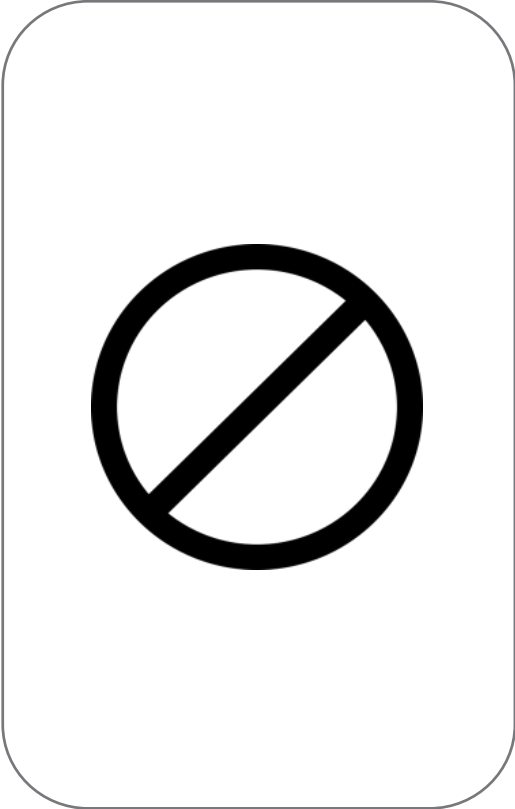
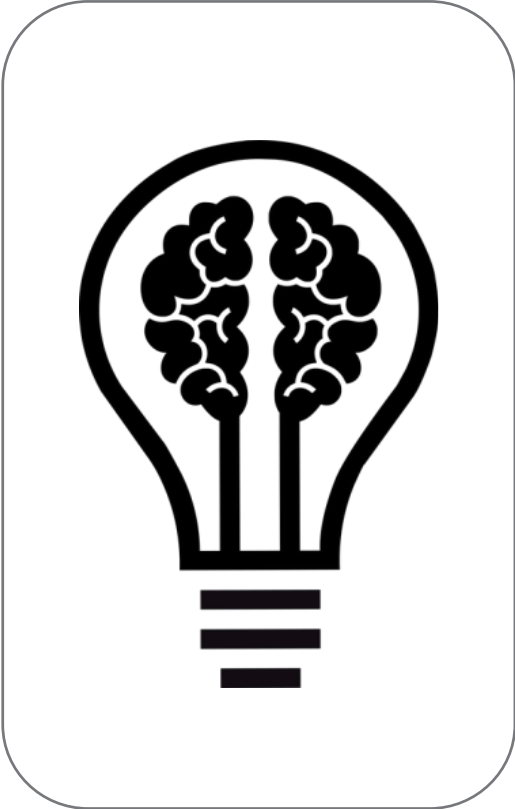
| |

| —
—

— |

| |

| —



— |

| |

| —

— |
—

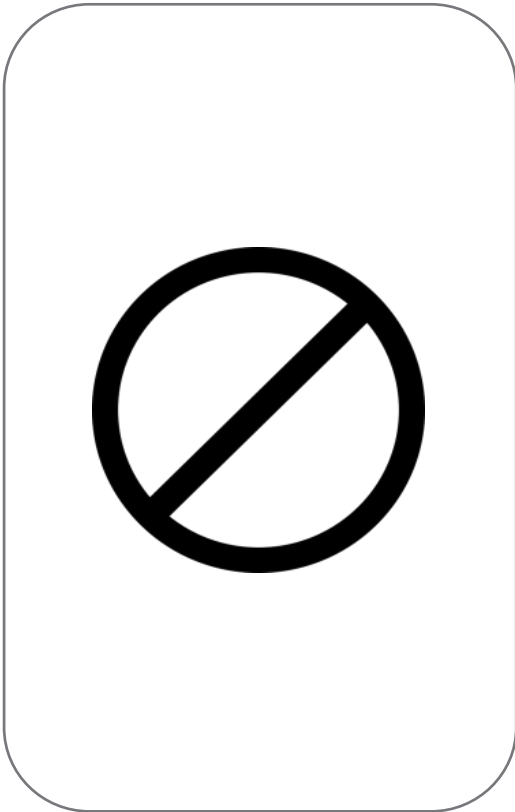
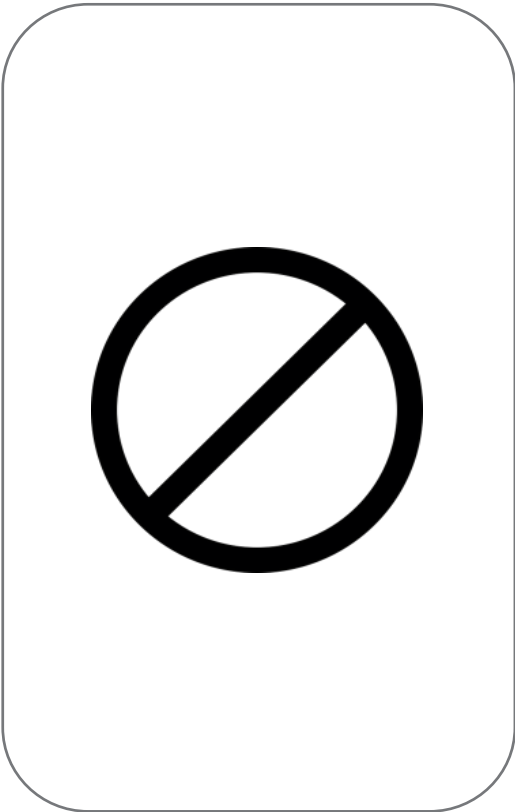
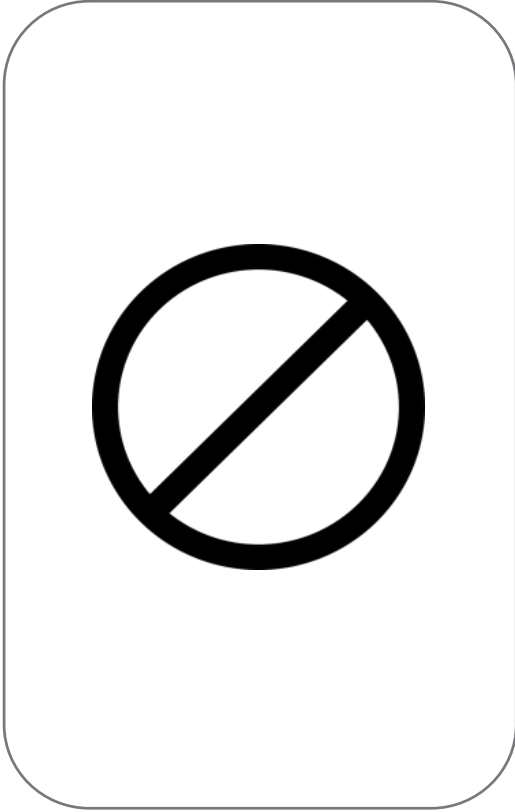
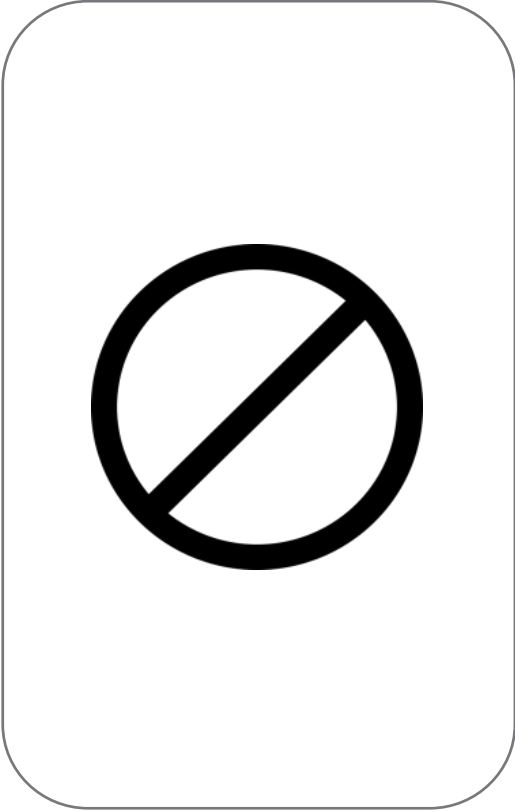
| |

| —
—

— |

| |

| —



— |

| |

| —

— |
—

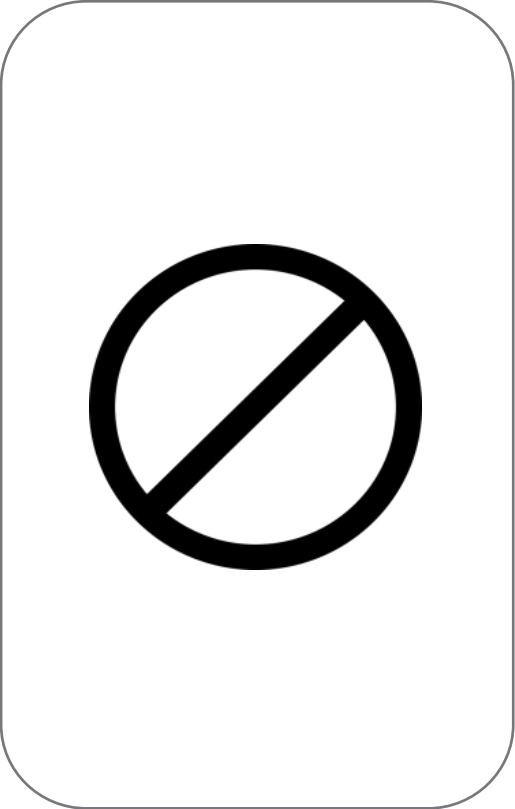
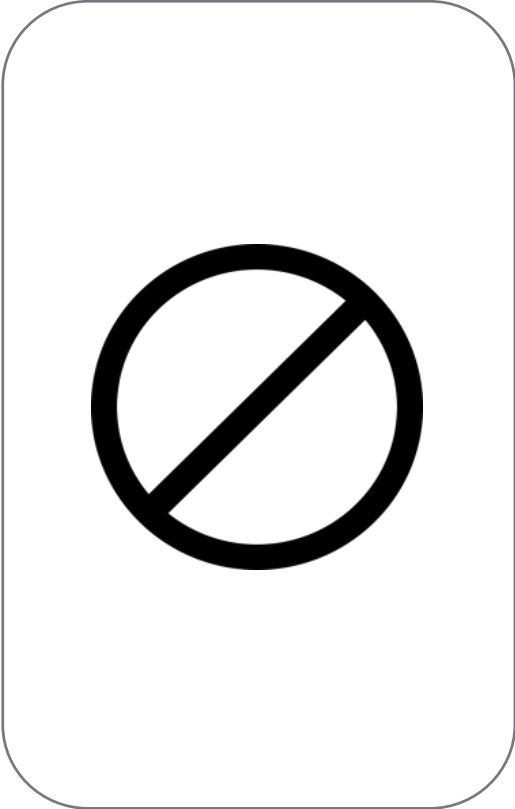
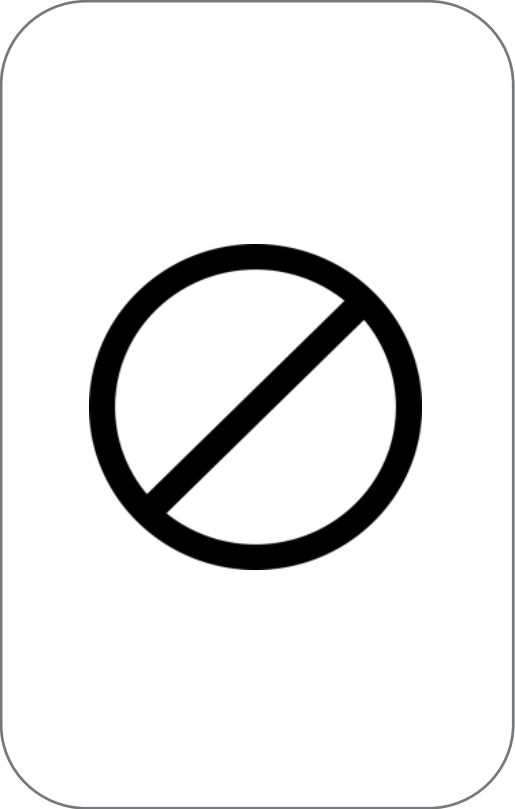
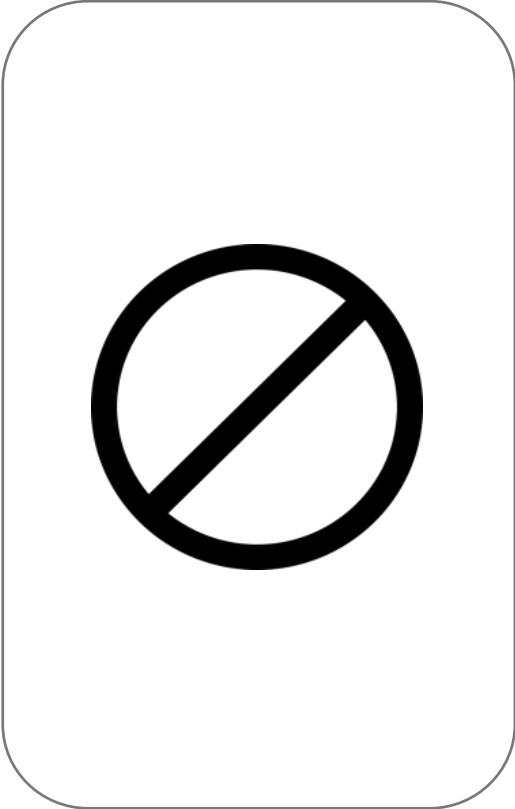
| |

| —
—

— |

| |

| —



— |

| |

| —

— |
—

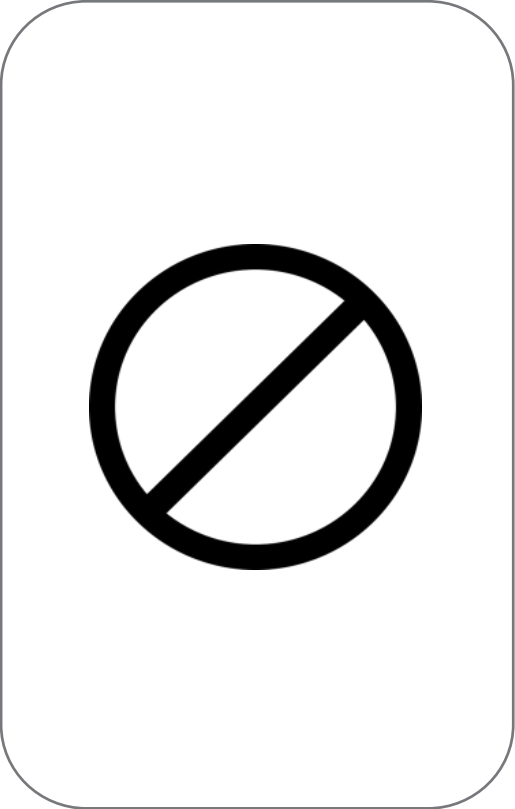
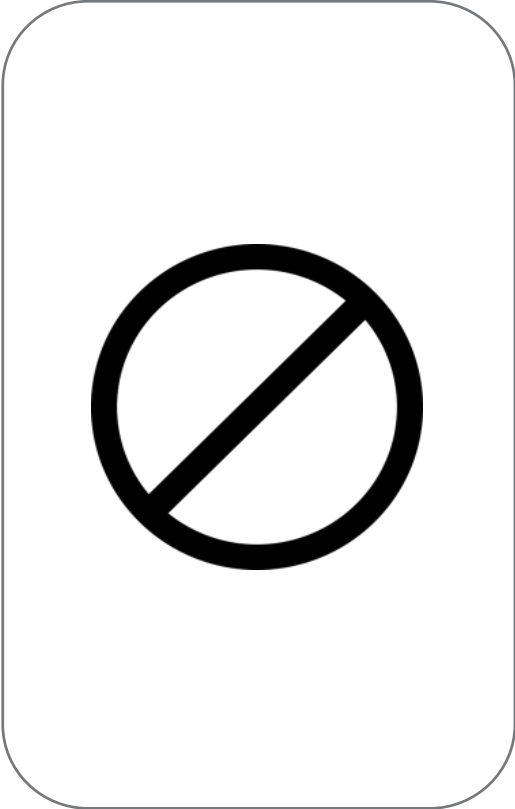
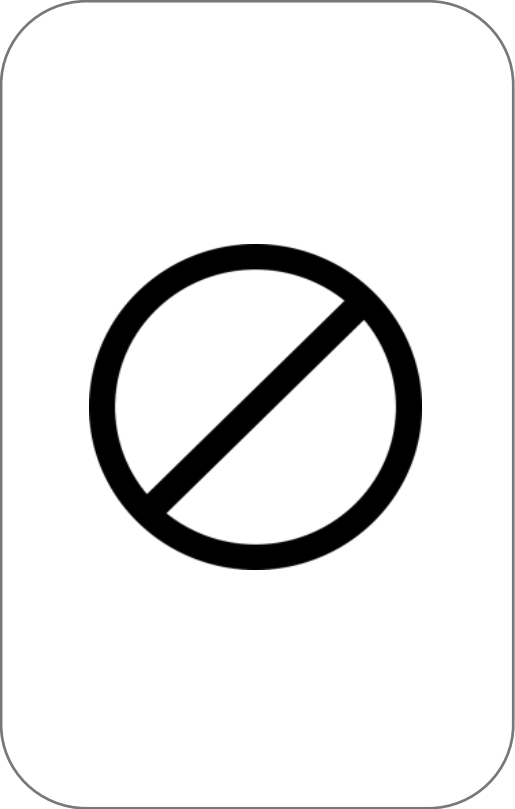
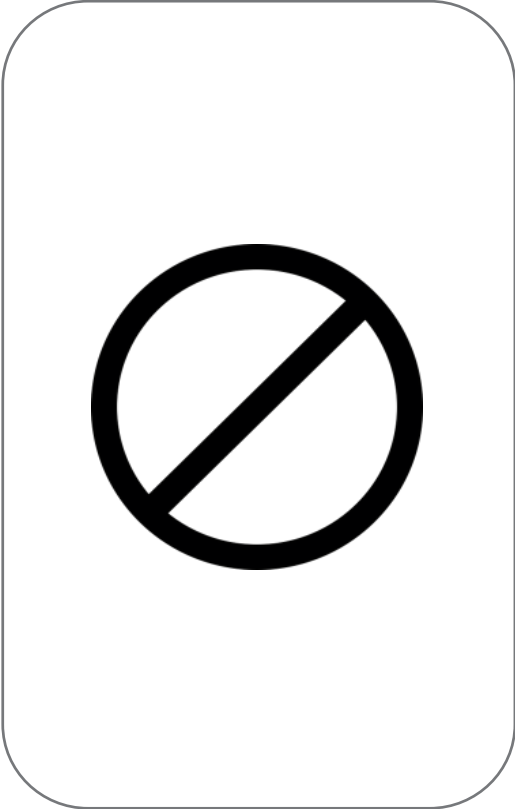
| |

| —
—

— |

| |

| —



— | | | —

— | | | —

— | | | —



You make a
list of your
favourite
songs in a
music app

2

You sign up
on a health
app

1

You watch
cooking
videos

4

You read
online
newspapers

3



You record a
trip in a map
app

10

You play
gaming apps

9

You read
blogs about
wellbeing

12

You make
bank
transfers with
your bank
app

11



You share
photos on
social media

18

You share
online news

13

You blog
about the
books you
read

20

You share
videos on
streaming
platforms

19



You look for
information
about the
cities you visit

22

You engage
with
politicians
accounts on
microblogging
sites

21

You create
online text
documents

28

You book
your hotel
rooms online

27



You
comment
about hotels
on websites
for travellers

30

You comment
about menus
of restaurants
on social
media

You use
online apps
for buying
and selling
second-hand
products

36

You use a
parking app

35



You
download
printable
worksheets
to learn
foreign
languages

48

You use a
supermarket
app to do
your
shopping

37

You use a
voice
assistant

55

You use
interactive
worksheets to
learn foreign
languages

54



You look at
the time
when you
created your
videos

6

You count
how many
photos you
took

5

You look at
the health
statistics in
your phone

8

You look at
the profile of
the authors
posting in
social media.

7



You look at
the statistics
for your app
usage

24

You look at
your friends'
postings in
social media
and make
comments

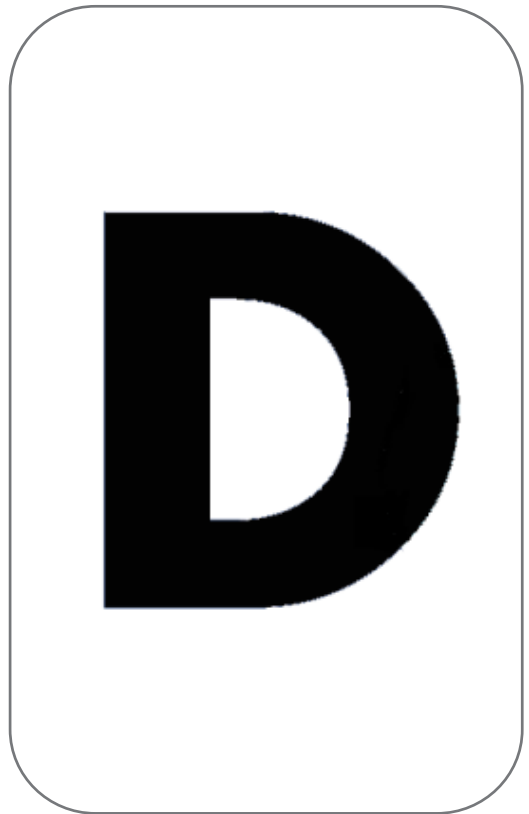
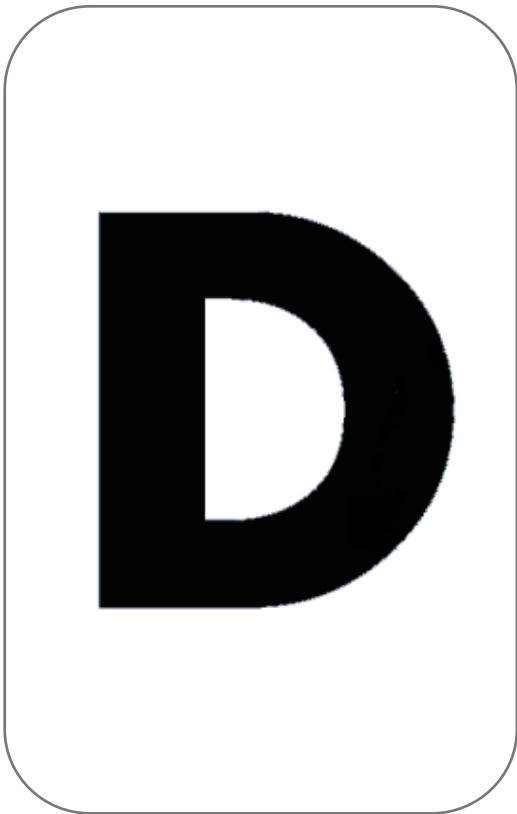
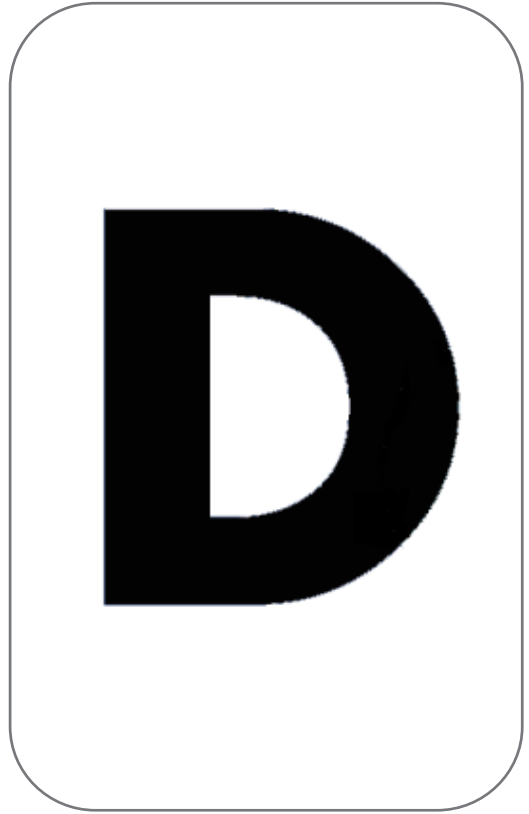
23

You look at
the number of
people who
have seen
your posting

26

You look at
the statistics
of your
shared
content

25



You follow
the app
advice to
improve your
healthy habits
and routines

39

You look at
the number of
times a fake
news post
has been
shared

38

You follow
the
recommendations
of your
social media
to engage
with new
accounts

41

You follow the
recommendations
of your
music app

40



You look at
the statistics
on your
sleeping app

50

You look at
the statistics
about your
most visited
places on
your map app

49

You look at
the rain
forecast on
your weather
app

52

You look at
the
temperature
on your
weather app

51



You read
about the
owner details
of the apps
you download

56

You observe
data in the
comments
about
products to
confirm they
are honest

53

You look at
the place
where a fake
news photo
was created

58

You look at
the date
when a fake
news post
was created

57



You look at
the travel ads
in your
search
engine with
the best
prices of
plane tickets

63

You follow
the
recommendations
of your
social media
to buy
fashion
products

62

You look at
the statistics
on the usage
app for the
last seven
days

68

You look at
the statistics
on your
running app

67



You comment
on fake news

15

You have
signed up an
app and
accept that it
collects data
while you are
not using it

14

You share
fake news

17

You haven't
checked the
privacy terms

16



You share
content
without
having
checked the
original
source

32

You never
clear the
cookies of
your
searches

31

You tag
friends
without
having asked
for their
permission

34

You always
tag everyone

33



You upload a
photos from
friends
without
having asked
for their
permission

43

You upload
an
inappropriate
content

42

You forget to
think about
the others'
feelings in
your uploads

45

You forget to
be kind and
polite in your
comments

44



You never
reflect on
how data you
create from
children could
influence
their digital
identity

47

You never
reflect on
how you are
generating
data from
children

46

You never
look at your
app statistics

60

You never
reflect on
how to
manage your
data to
control your
digital identity

59



You
impulsively
write negative
comments
about
restaurants
without caring
for workers'
wellbeing

64

You
uncritically
believe data
of positive
votes on
selling
platforms

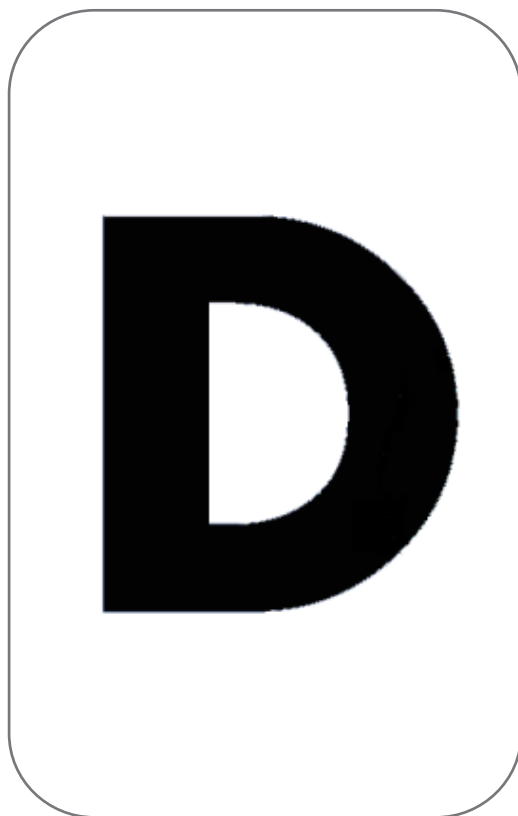
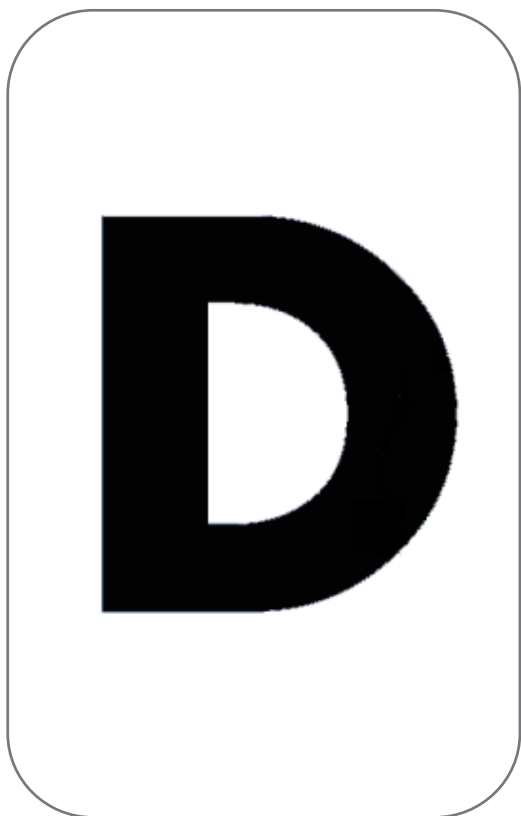
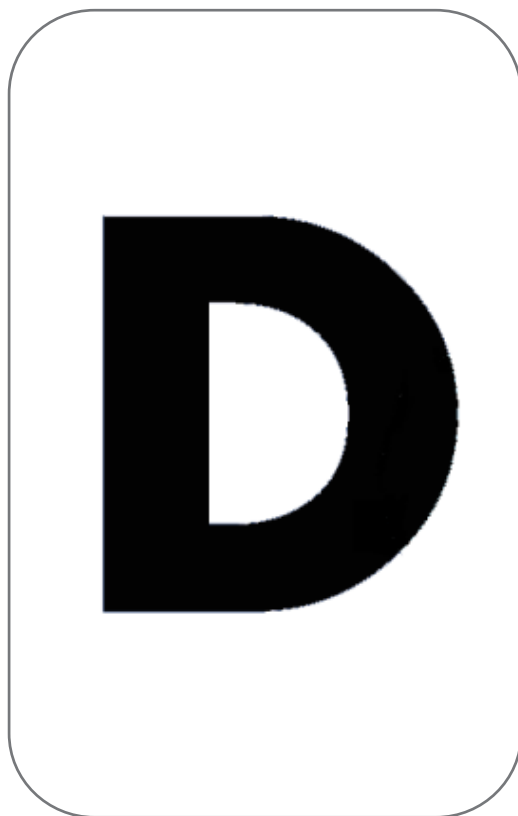
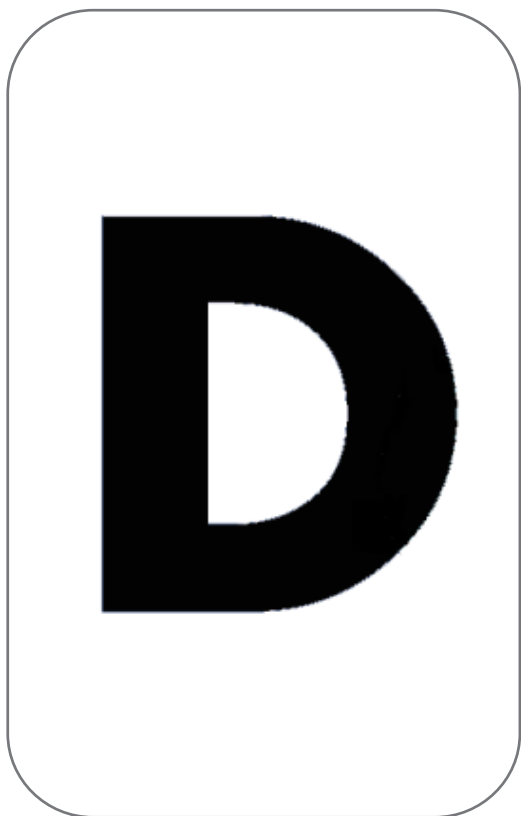
61

You are paid
to post false
positive
comments of
products

66

You share
offensive
microblogging
posts

65



You only
register in
free apps

70

You always
services
offered by big
tech
companies

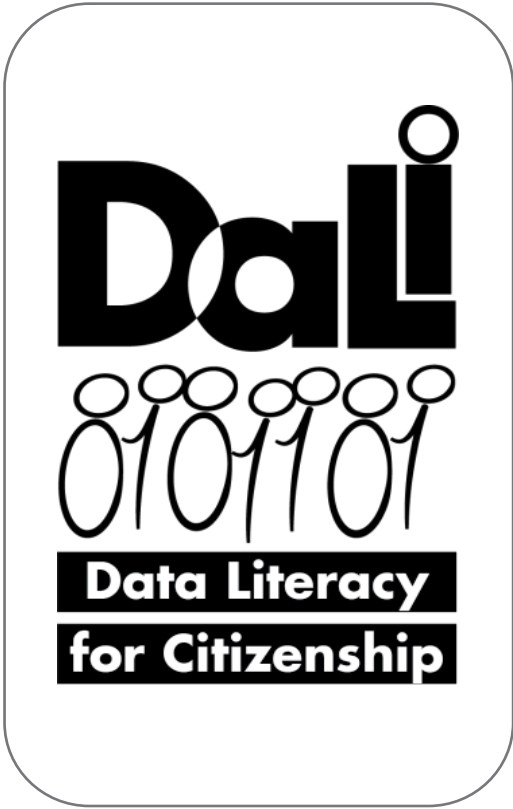
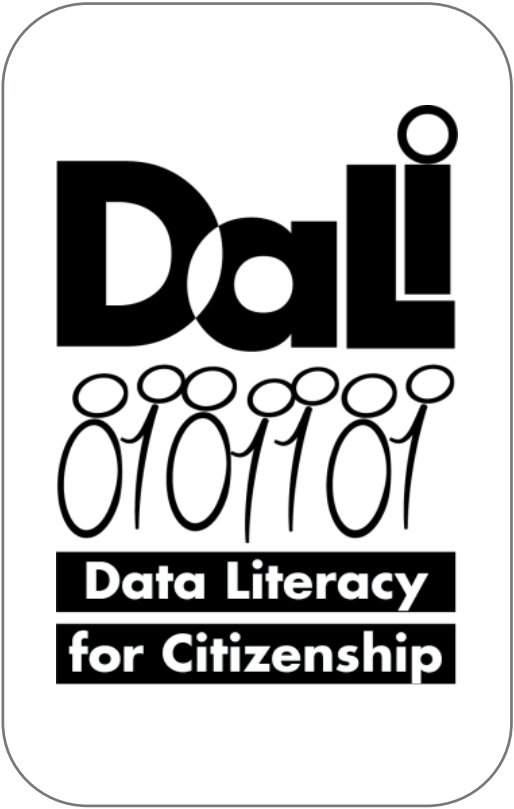
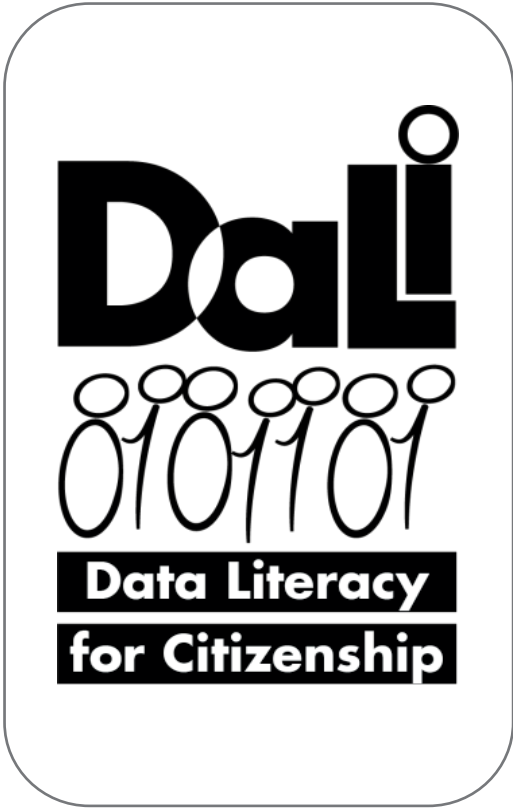
69

You never
compare
apps through
their privacy
terms

72

You act as a
hater on
social
networks

71



EXTRA MATERIAL

In case the terms seem unfamiliar, look at this short list of examples: you will probably see that you know lots of examples for each type of social media.

Term	Examples that have been popular at some moment...
Microblogging site	Twitter...
Networks, social media	Facebook...
Image-based social media	Instagram ...
Video Streaming platforms	Youtube, Tik-Tok...
Voice assistant	Siri, Alexa, ...
Big tech companies	Google, Microsoft, Apple, Meta, ...

— |

| |

| —

— |
—

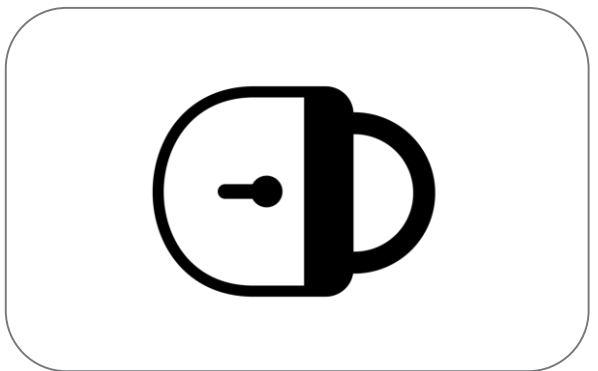
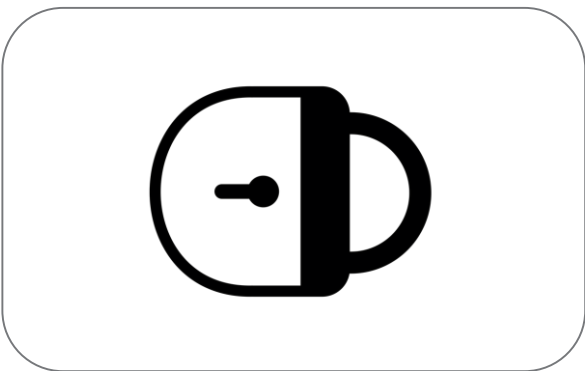
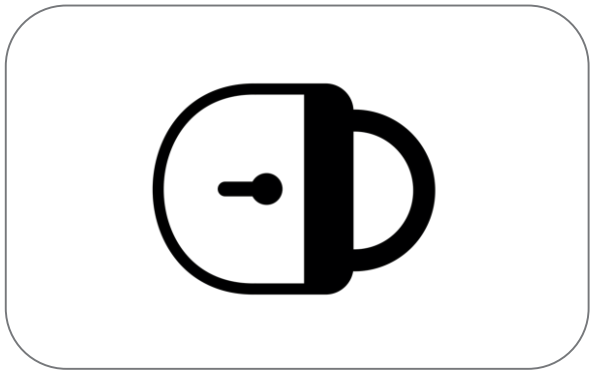
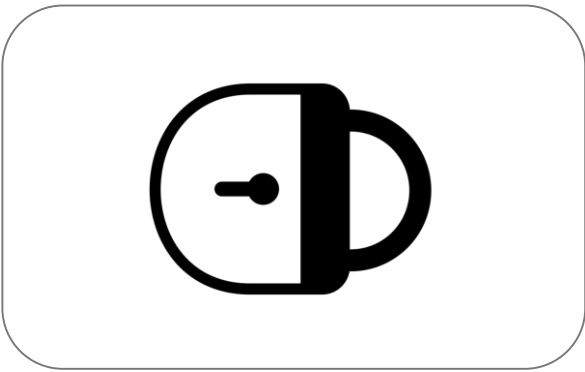
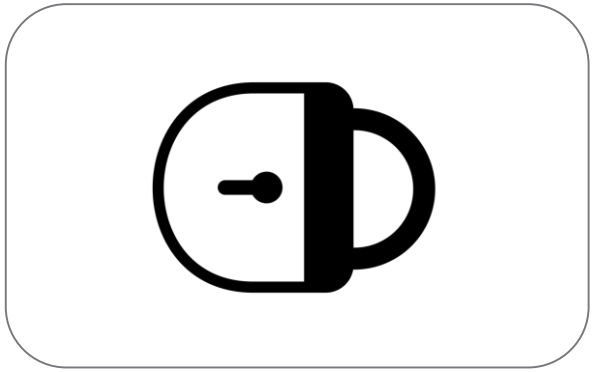
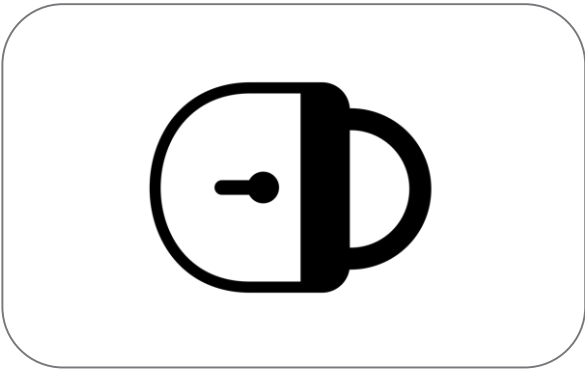
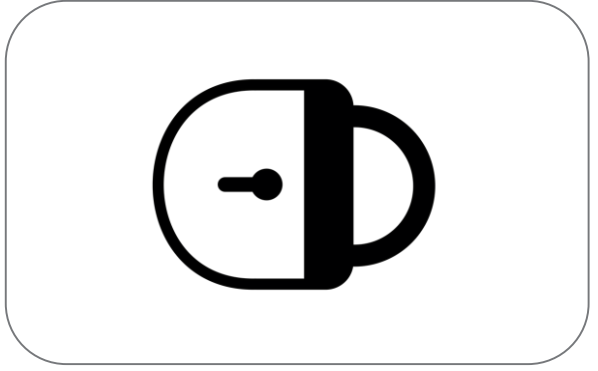
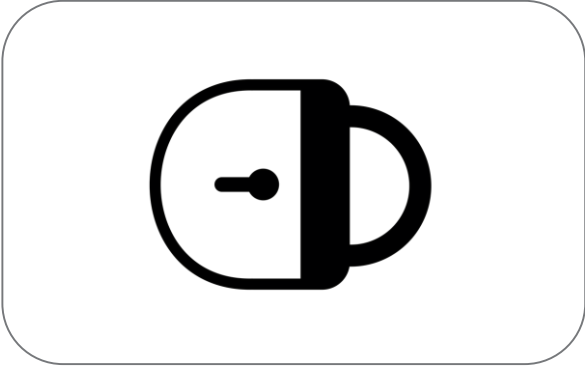
| |

| —
—

— |

| |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

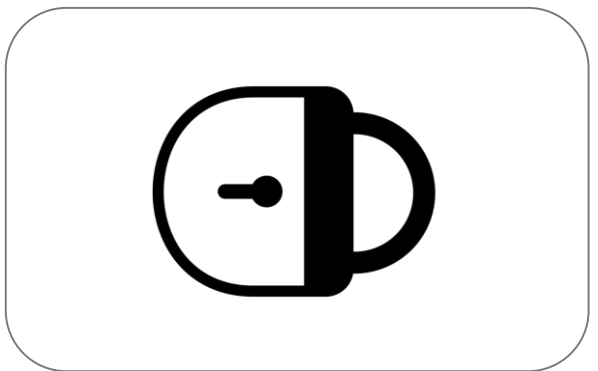
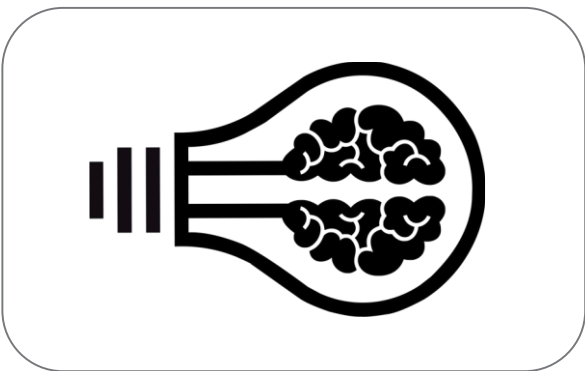
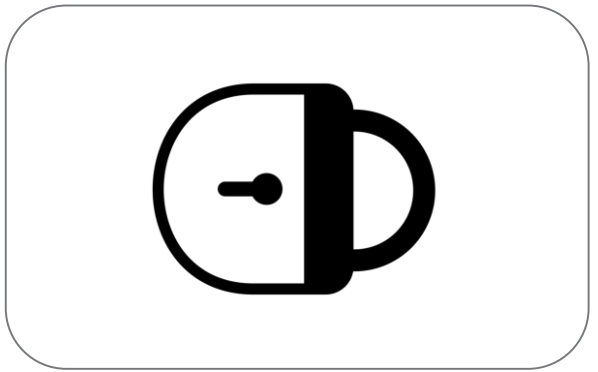
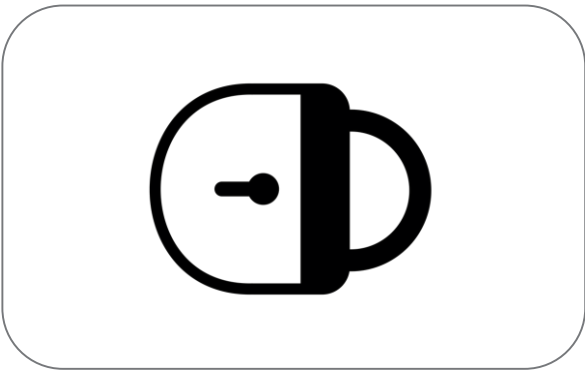
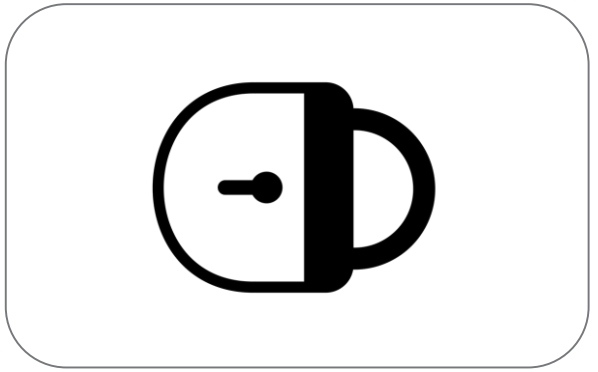
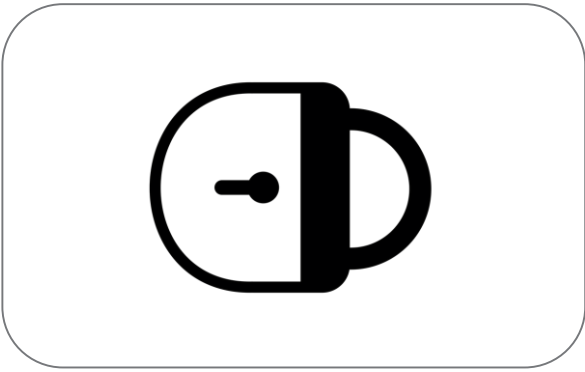
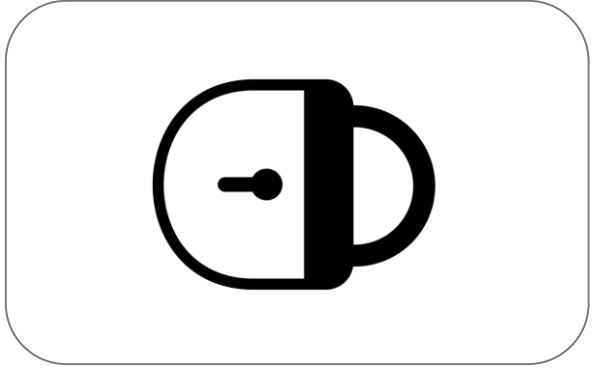
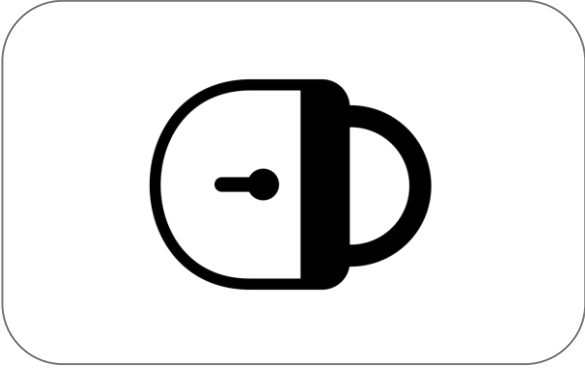
—

—

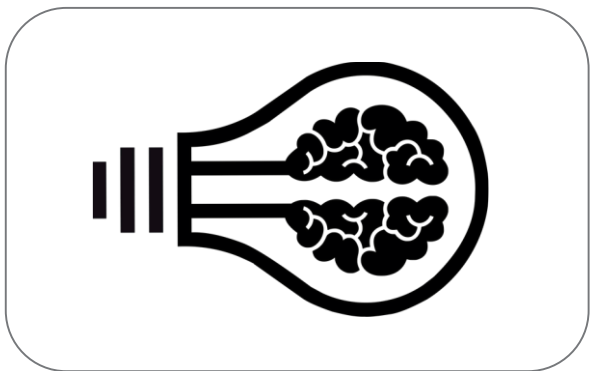
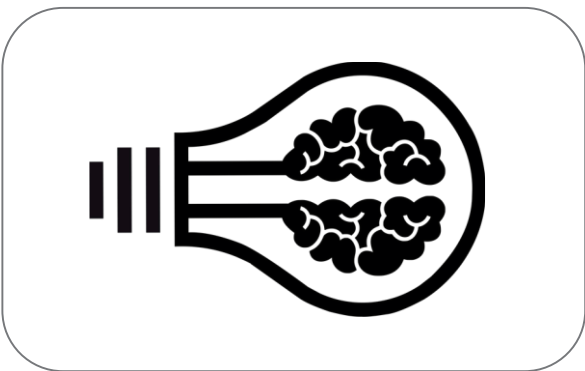
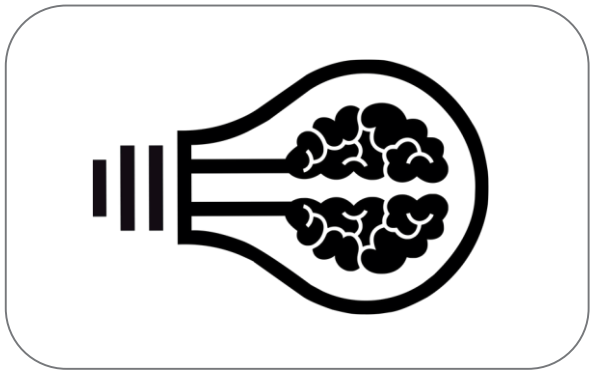
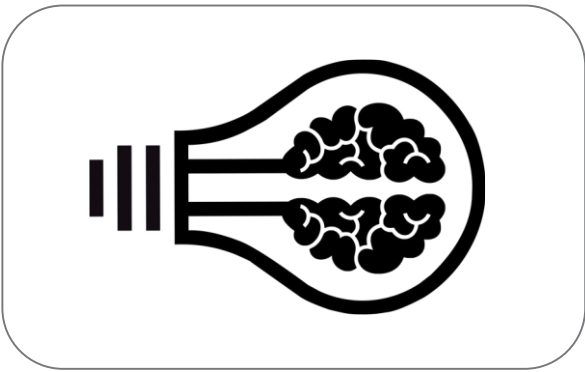
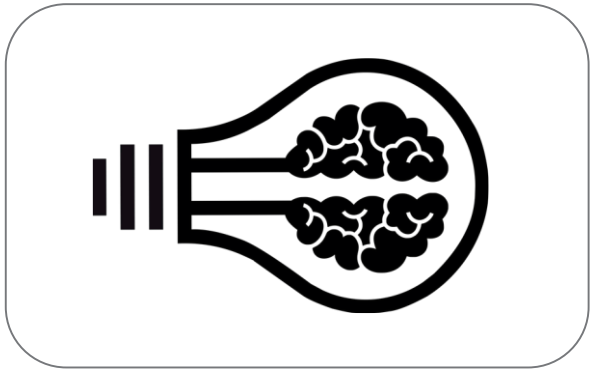
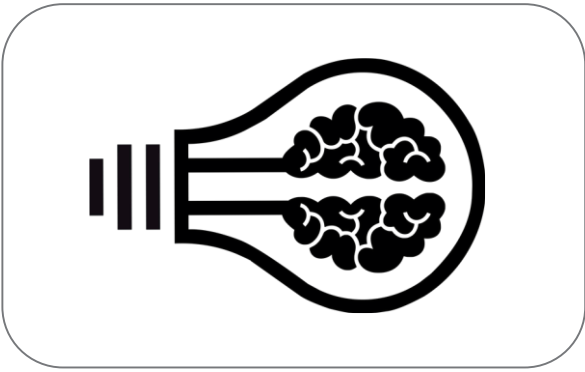
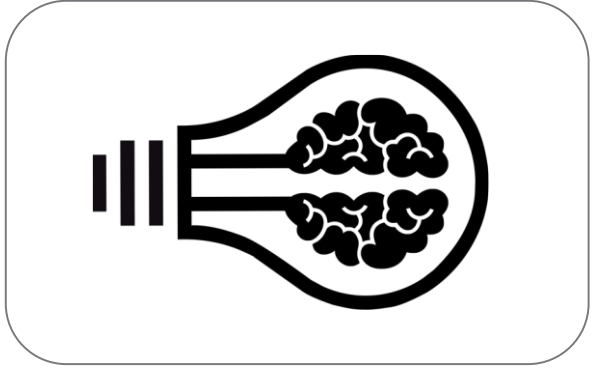
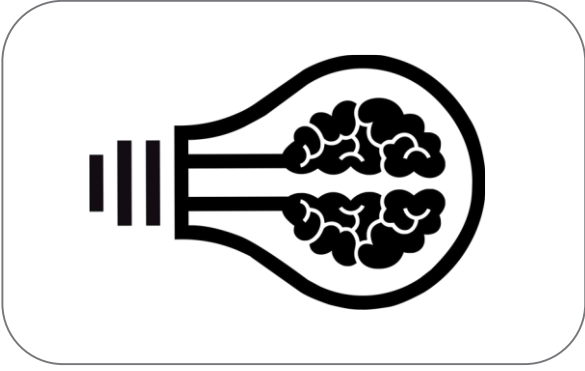
|

| — |

| —



—	—	—
—	—	—
—	—	—
—	—	—
—	—	—
—	—	—
—	—	—
—	—	—
—	—	—



— |

| — |

| —

—
—

—
—

—
—

—
—

—
—

—
—

—
—

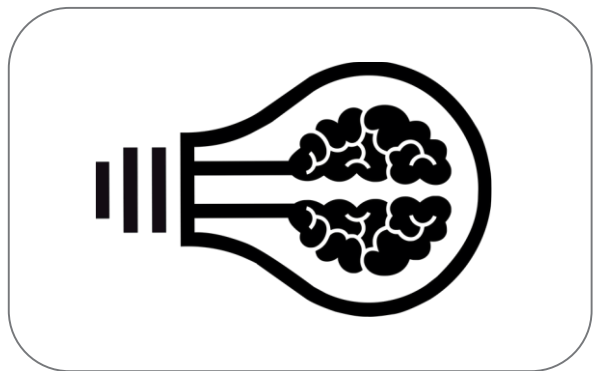
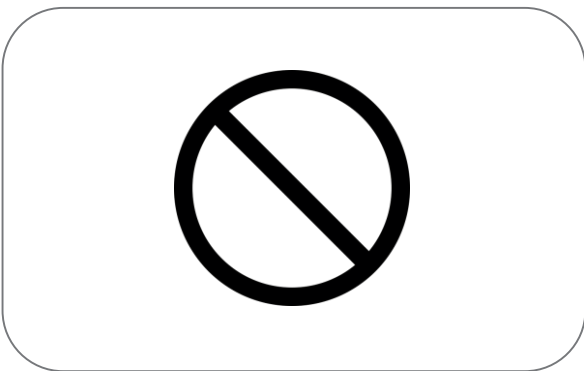
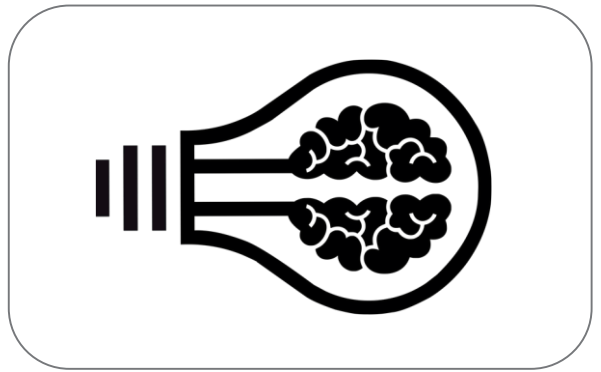
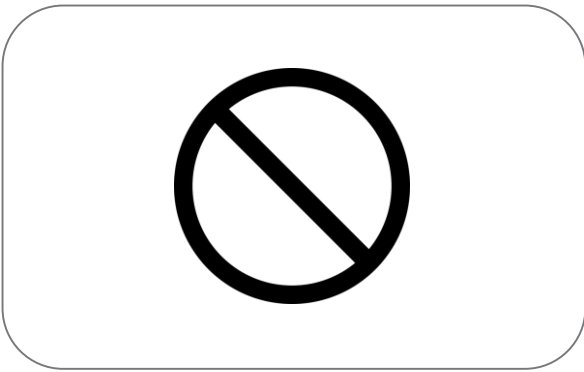
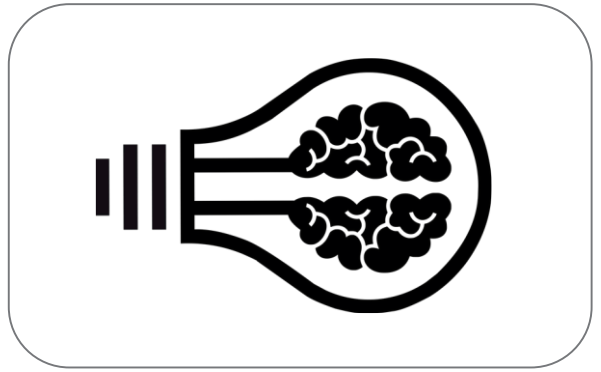
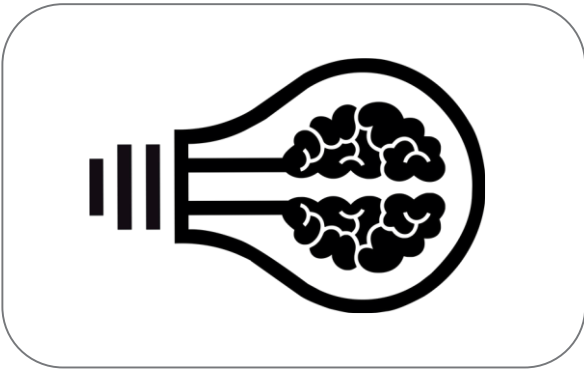
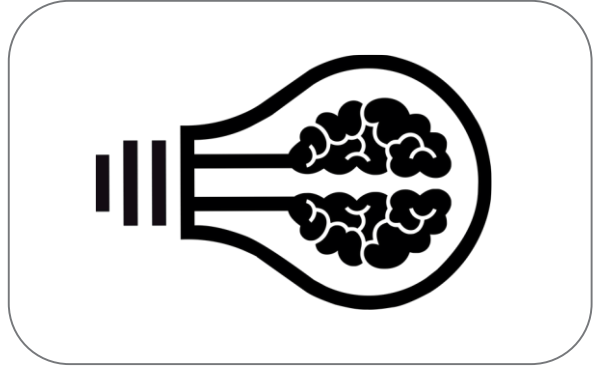
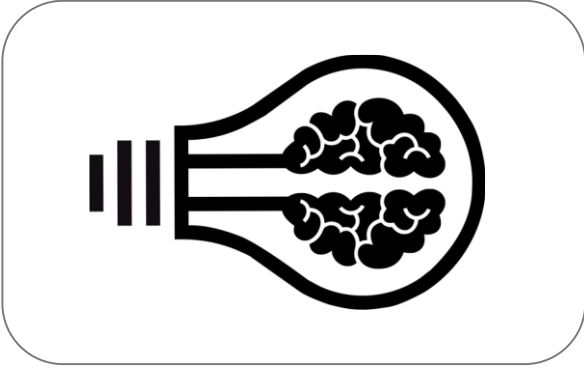
—
—

—
—

— |

| — |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

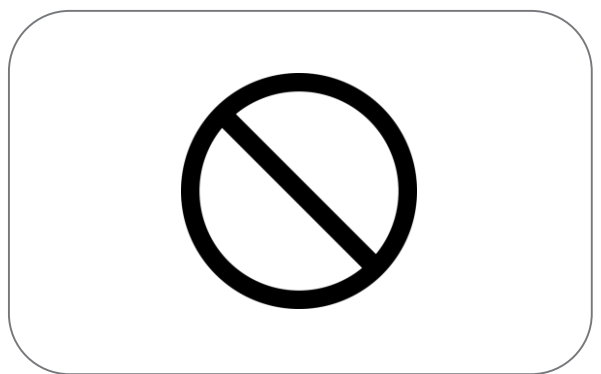
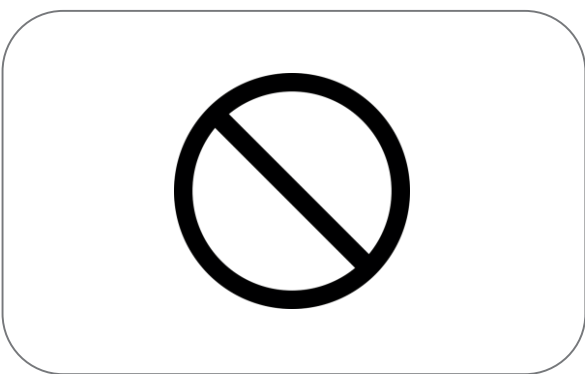
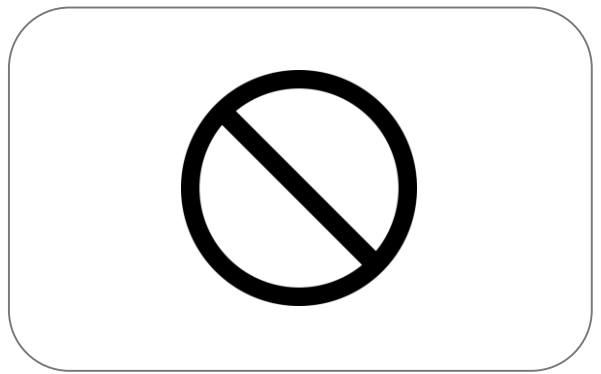
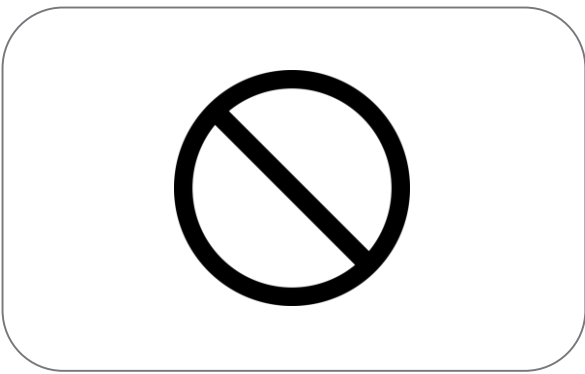
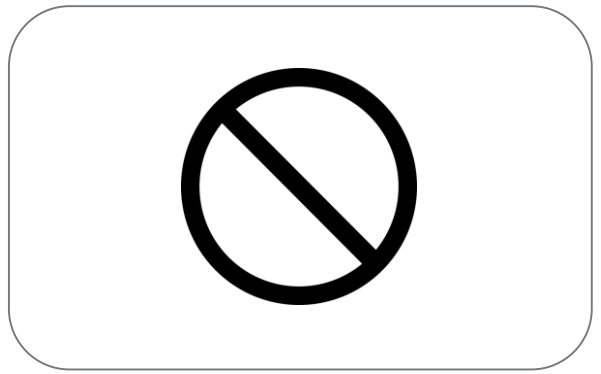
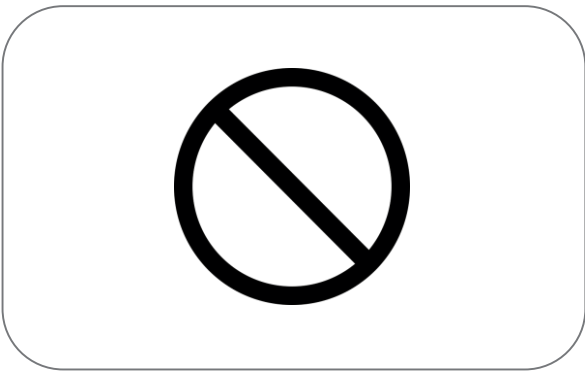
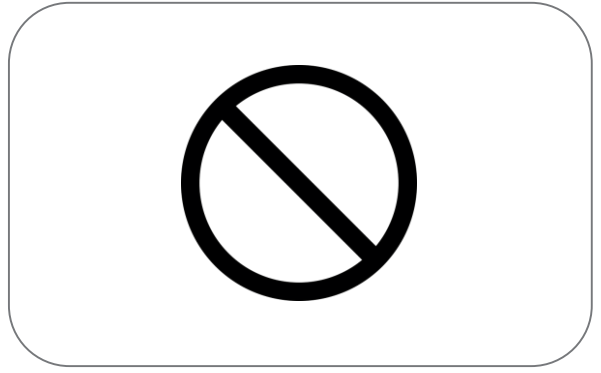
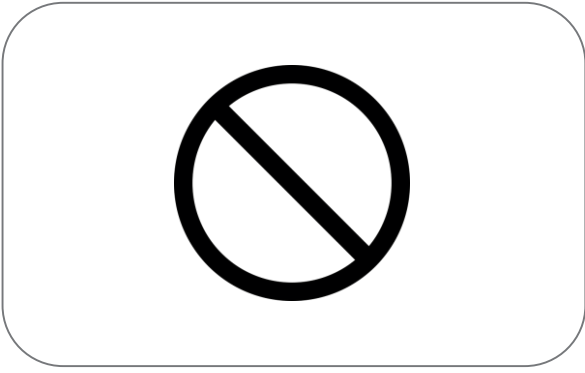
—

—

|

| — |

|



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

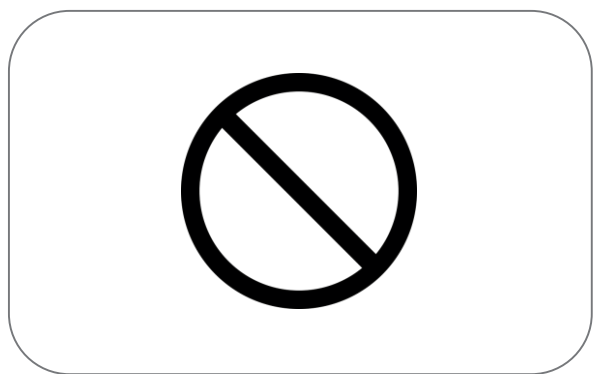
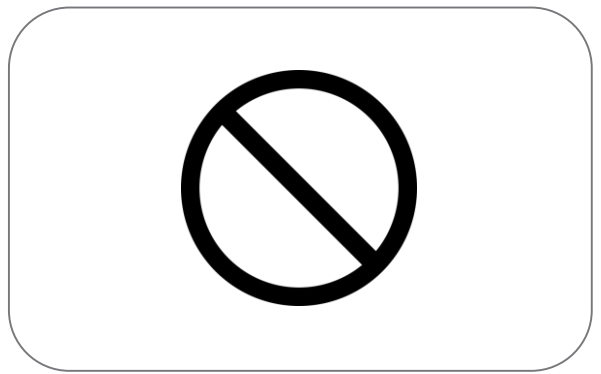
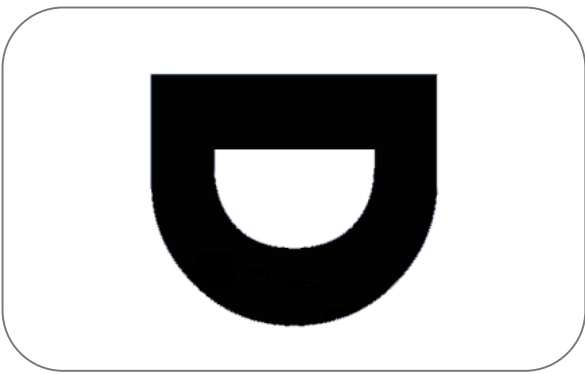
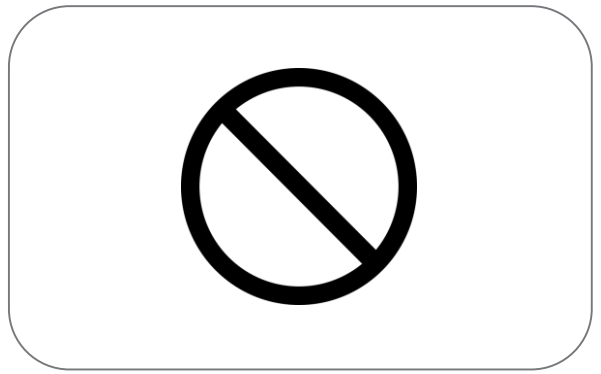
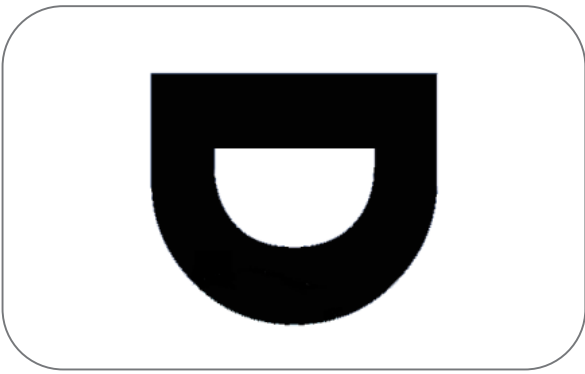
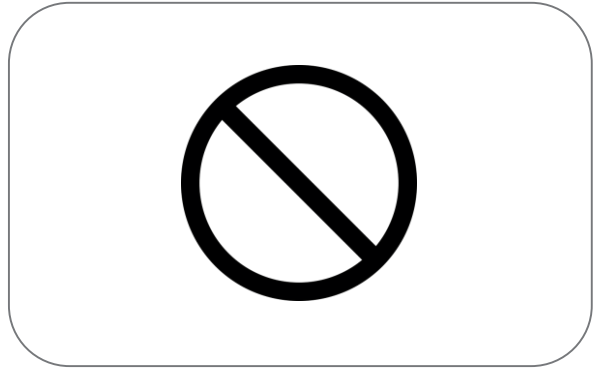
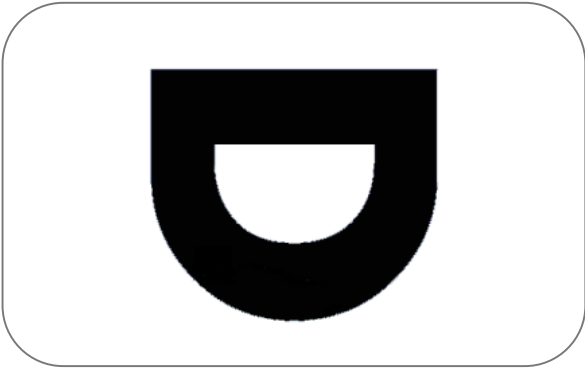
—

—

—

| — |

| —



You watch
cooking
videos

4

You read
online
newspapers

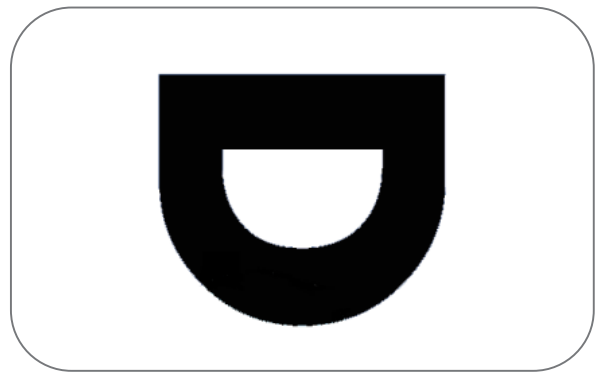
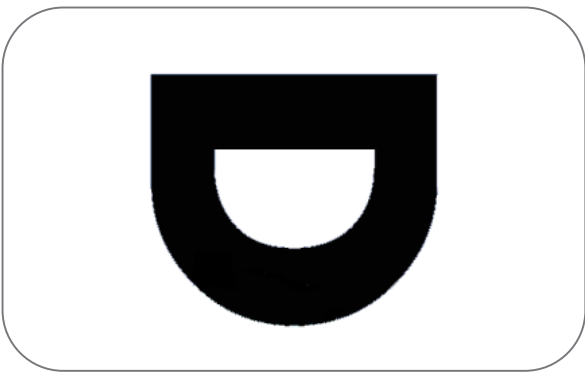
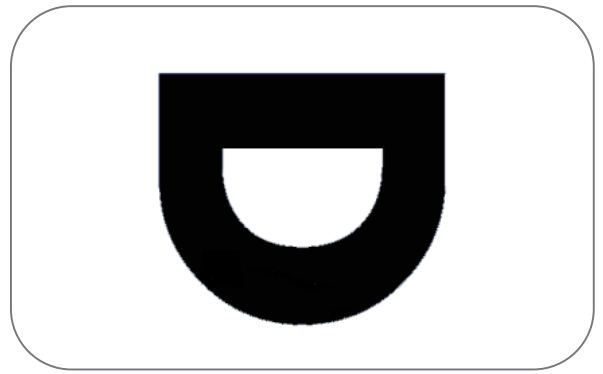
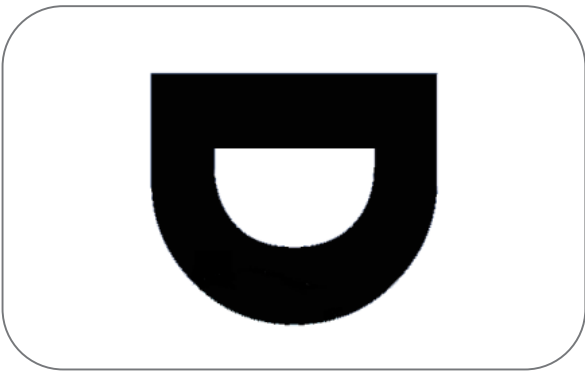
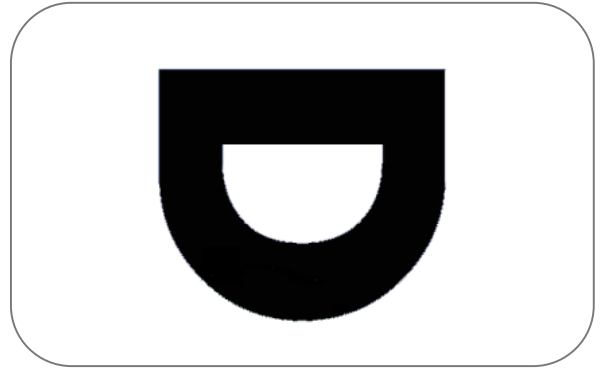
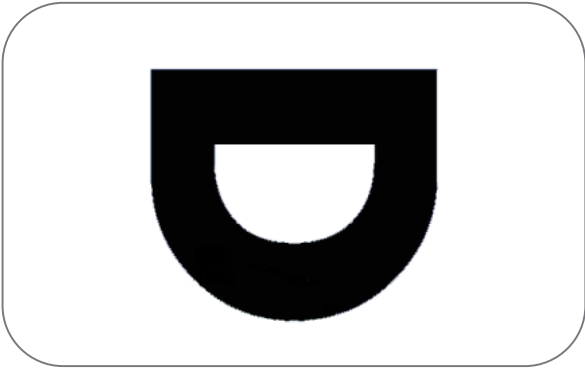
3

You make a
list of your
favourite
songs in a
music app

2

You sign up
on a health
app

1



You read
blogs about
wellbeing

12

You make
bank
transfers with
your bank
app

11

You record a
trip in a map
app

10

You play
gaming apps

9

You blog
about the
books you
read

20

You share
videos on
streaming
platforms

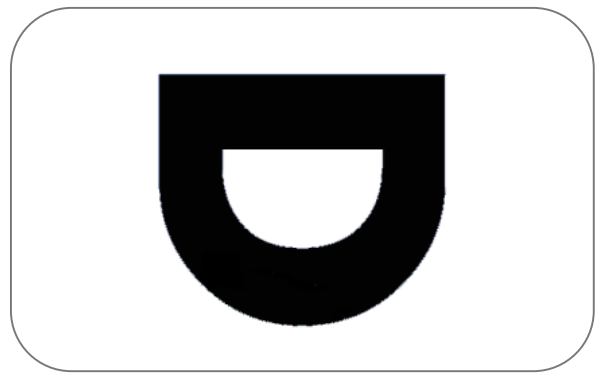
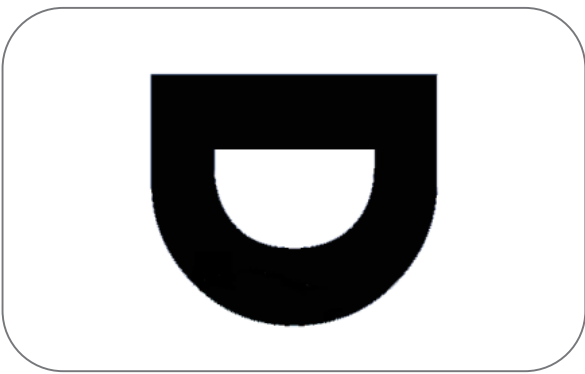
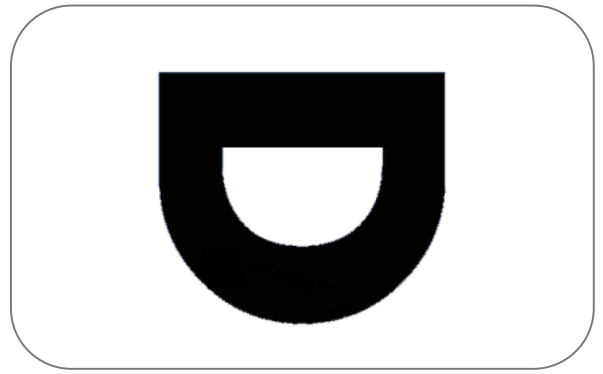
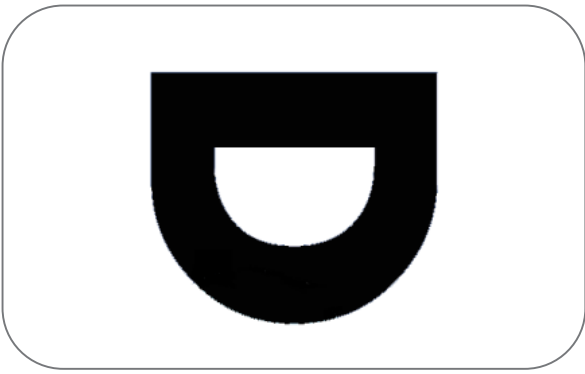
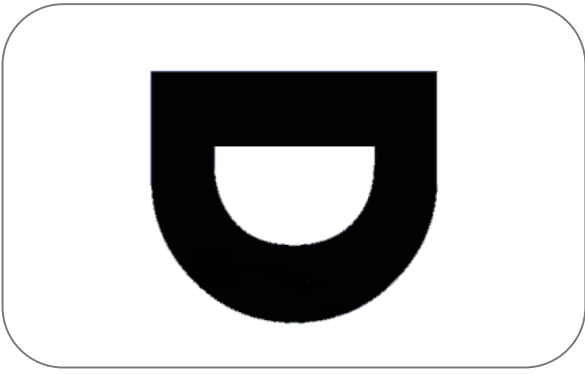
19

You share
photos on
social media

18

You share
online news

13



You create
online text
documents

28

You book
your hotel
rooms online

27

You look for
information
about the
cities you visit

22

You engage
with
politicians
accounts on
microblogging
sites

21

You use
online apps
for buying
and selling
second-hand
products

36

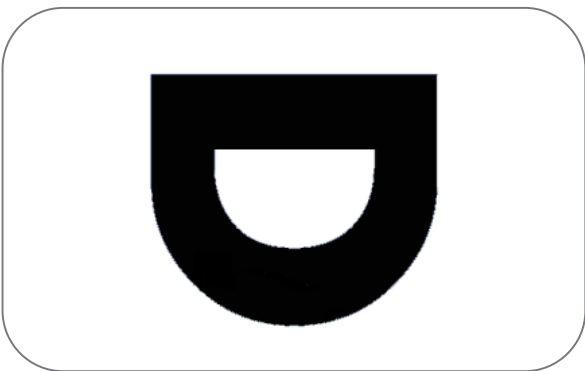
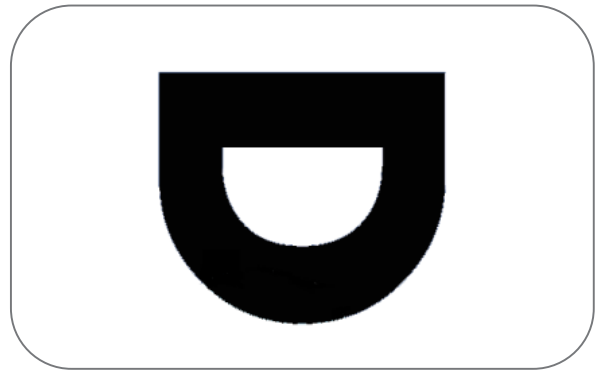
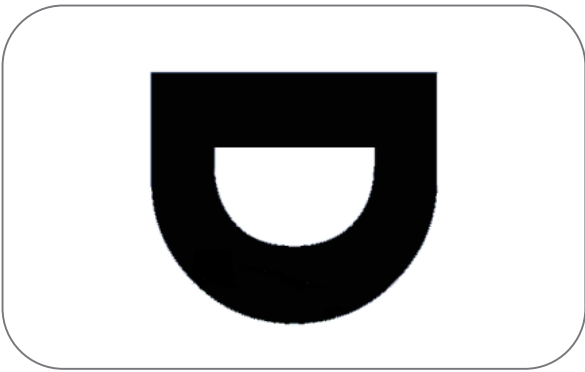
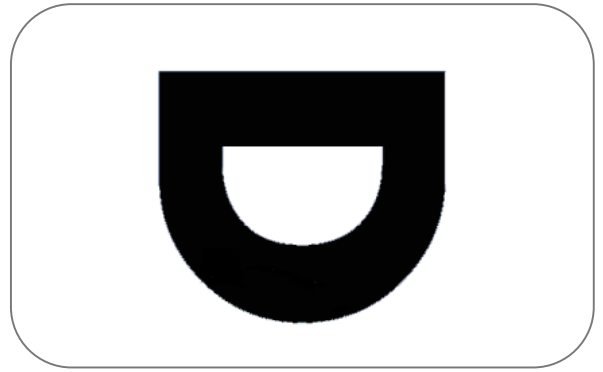
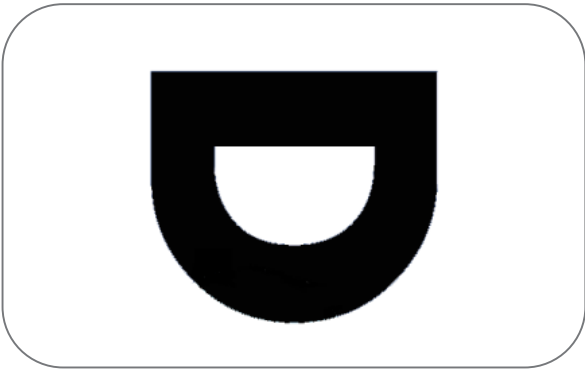
You use a
parking app

35

You
comment
about hotels
on websites
for travellers

30

You comment
about menus
of restaurants
on social
media



You use a
voice
assistant

55

You use
interactive
worksheets to
learn foreign
languages

54

You
download
printable
worksheets
to learn
foreign
languages

48

You use a
supermarket
app to do
your
shopping

37

You look at
the health
statistics in
your phone

8

You look at
the profile of
the authors
posting in
social media.

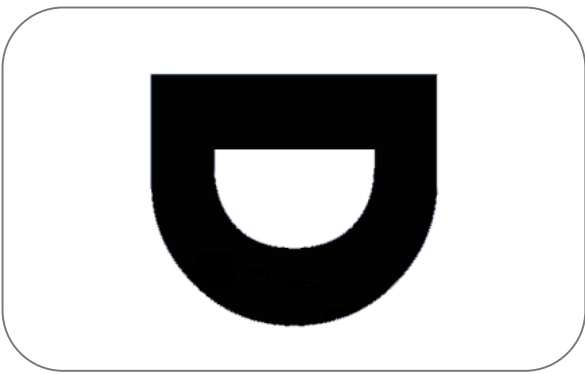
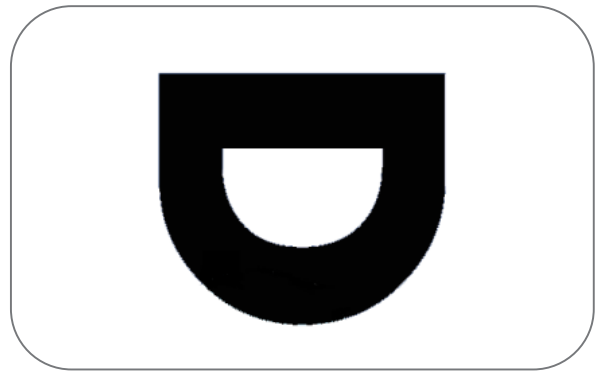
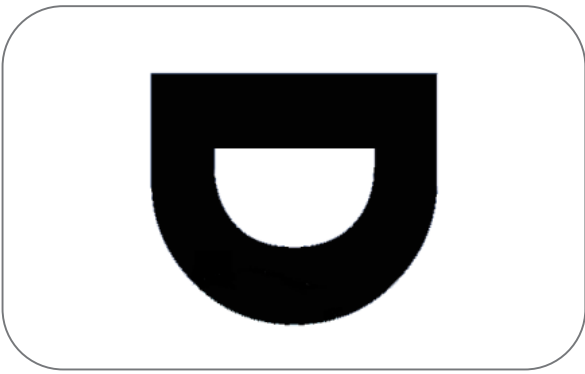
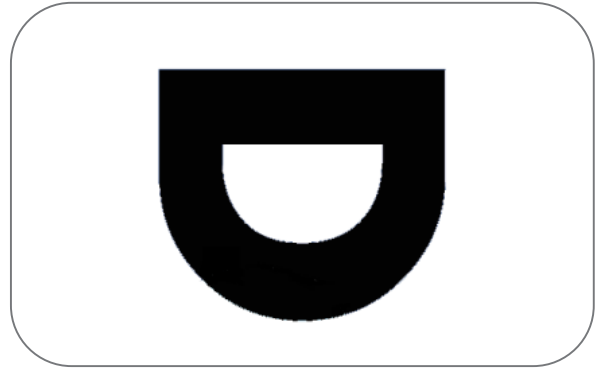
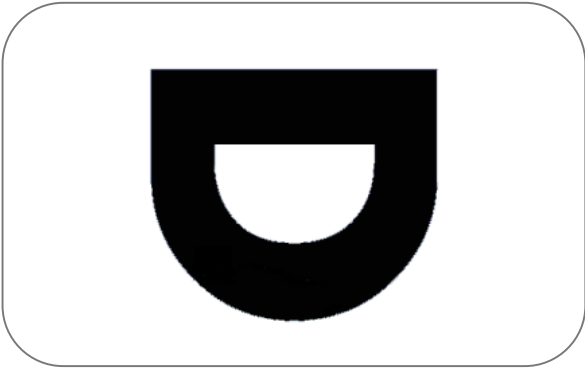
7

You look at
the time
when you
created your
videos

6

You count
how many
photos you
took

5



You look at
the number of
people who
have seen
your posting

26

You look at
the statistics
of your
shared
content

25

You look at
the statistics
for your app
usage

24

You look at
your friends'
postings in
social media
and make
comments

23

You follow
the
recommendations
of your
social media
to engage
with new
accounts

41

You follow the
recommendations
of your
music app

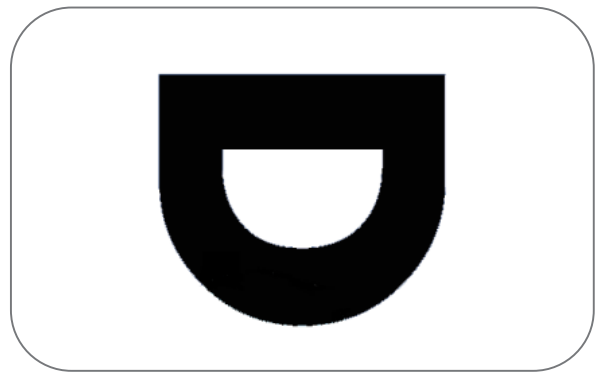
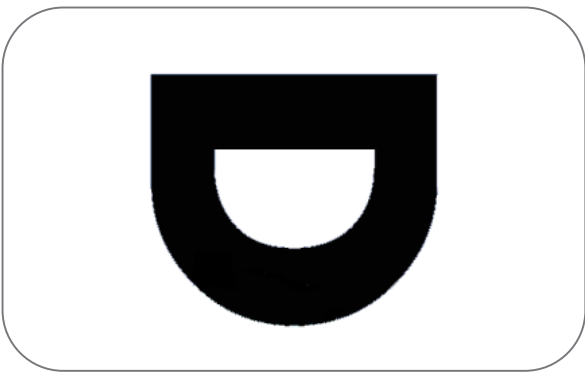
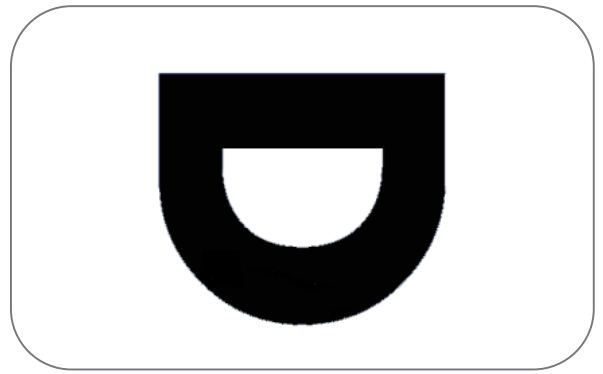
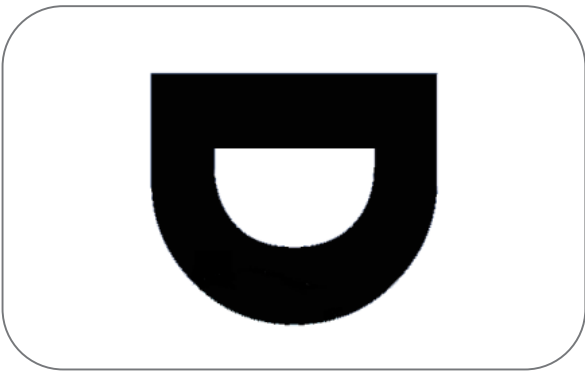
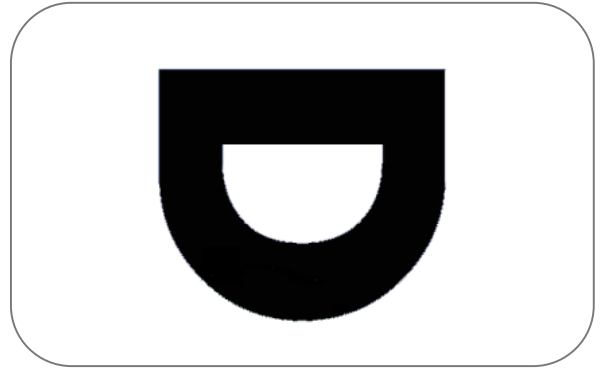
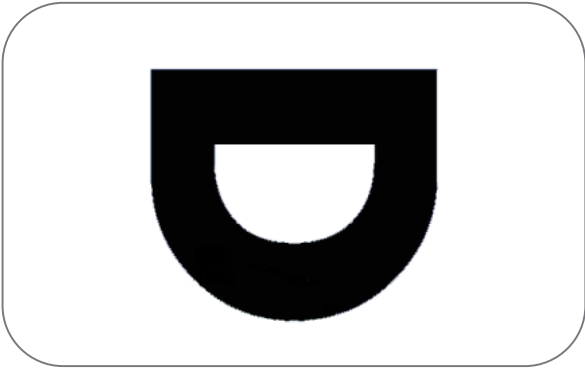
40

You follow
the app
advice to
improve your
healthy habits
and routines

39

You look at
the number of
times a fake
news post
has been
shared

38



You look at
the rain
forecast on
your weather
app

52

You look at
the
temperature
on your
weather app

51

You look at
the statistics
on your
sleeping app

50

You look at
the statistics
about your
most visited
places on
your map app

49

You look at
the place
where a fake
news photo
was created

58

You look at
the date
when a fake
news post
was created

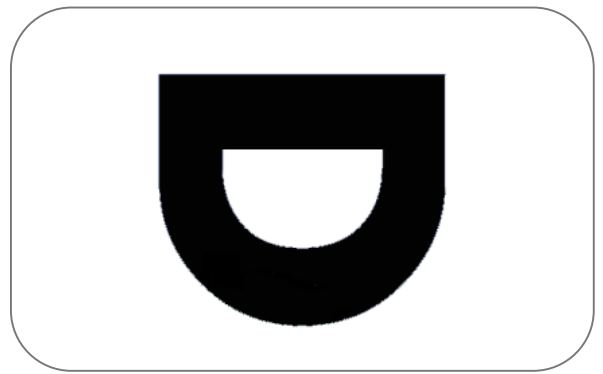
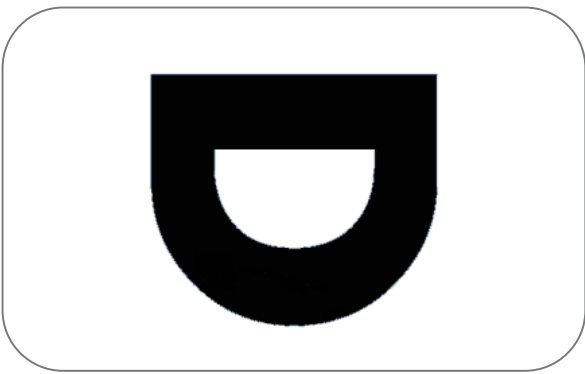
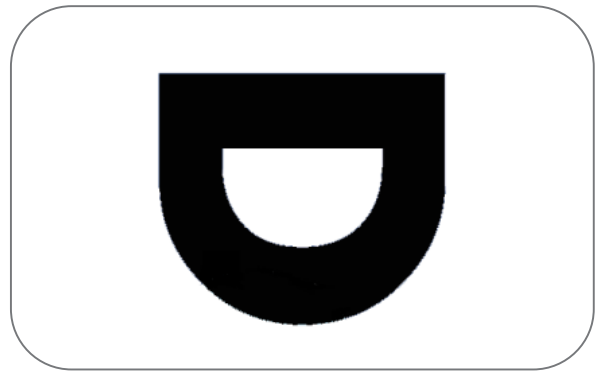
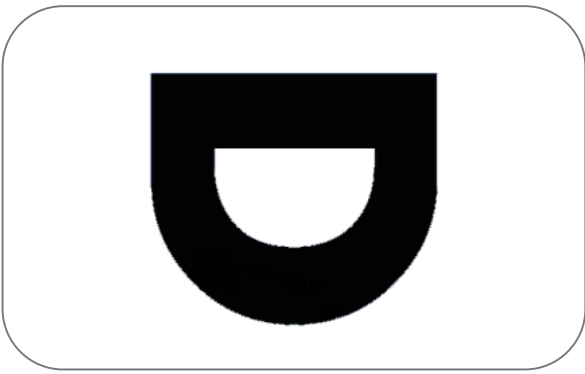
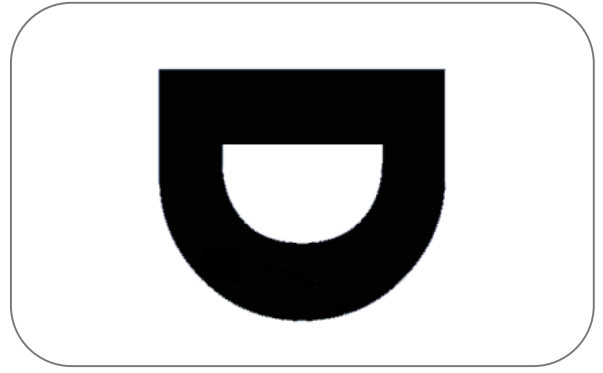
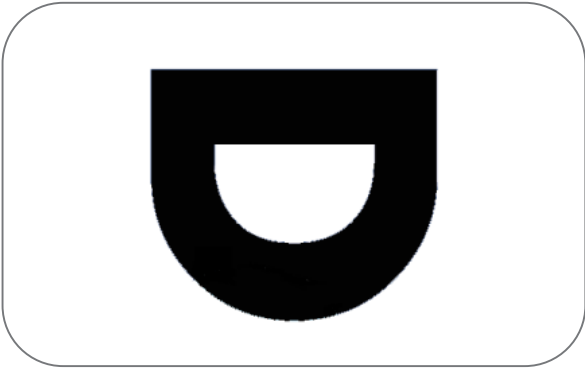
57

You read
about the
owner details
of the apps
you download

56

You observe
data in the
comments
about
products to
confirm they
are honest

53



You look at
the statistics
on the usage
app for the
last seven
days

68

You look at
the statistics
on your
running app

67

You look at
the travel ads
in your
search
engine with
the best
prices of
plane tickets

63

You follow
the
recommendations
of your
social media
to buy
fashion
products

62

You share
fake news

17

You haven't
checked the
privacy terms

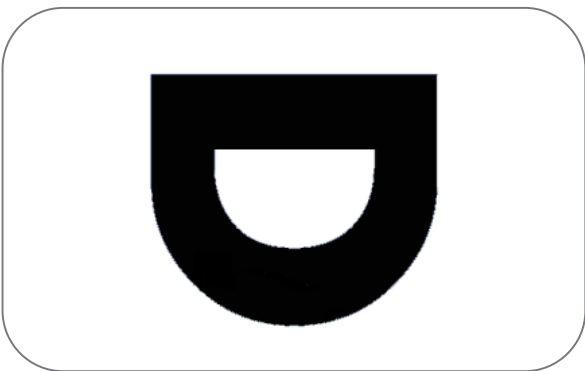
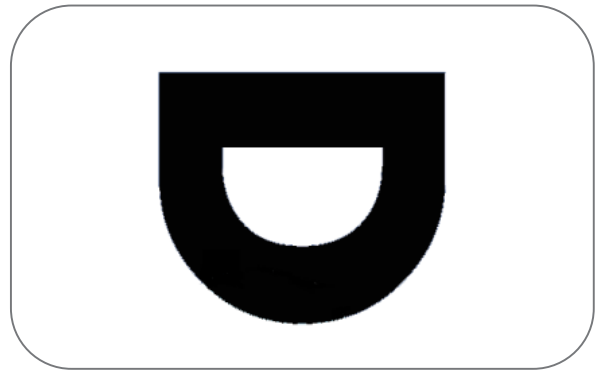
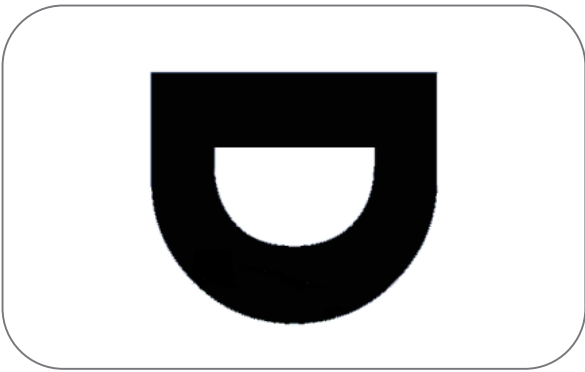
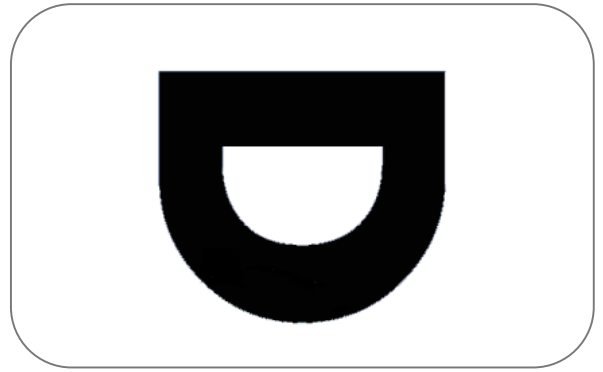
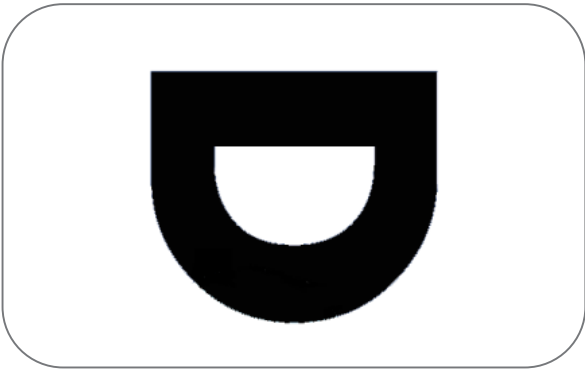
16

You comment
on fake news

15

You have
signed up an
app and
accept that it
collects data
while you are
not using it

14



You tag
friends
without
having asked
for their
permission

34

You always
tag everyone

33

You share
content
without
having
checked the
original
source

32

You never
clear the
cookies of
your
searches

31

You forget to
think about
the others'
feelings in
your uploads

45

You forget to
be kind and
polite in your
comments

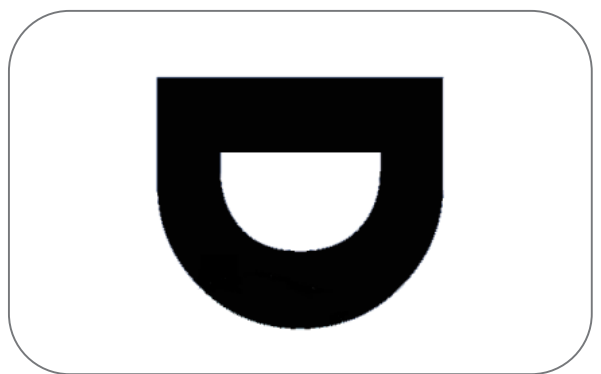
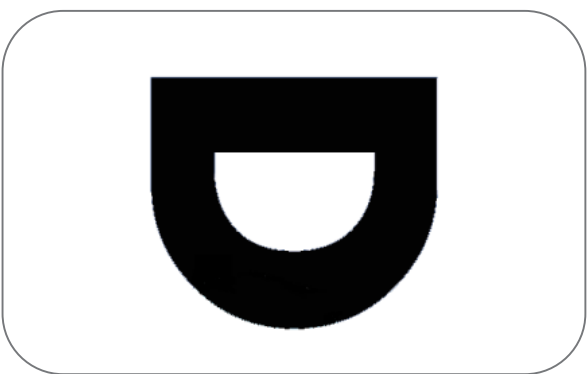
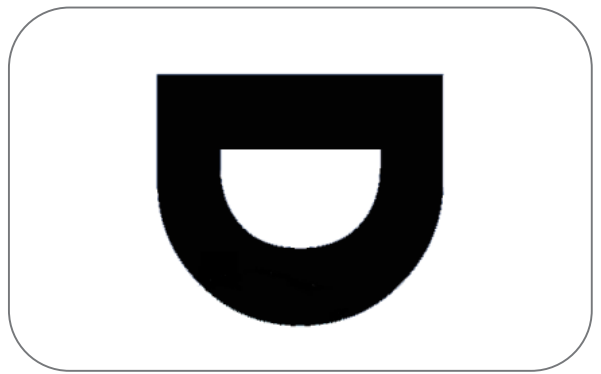
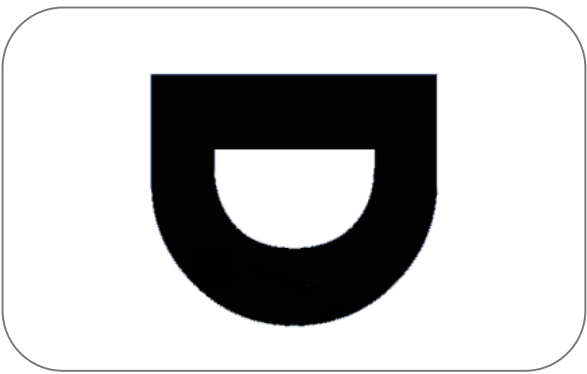
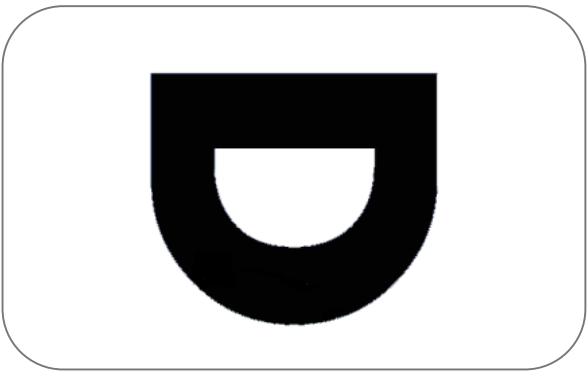
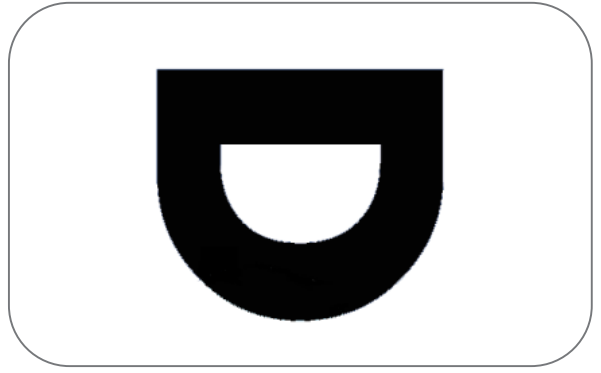
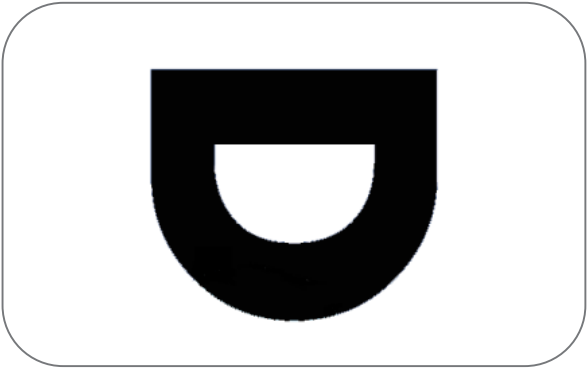
44

You upload a
photos from
friends
without
having asked
for their
permission

43

You upload
an
inappropriate
content

42



You never
look at your
app statistics

60

You never
reflect on
how to
manage your
data to
control your
digital identity

59

You never
reflect on
how data you
create from
children could
influence
their digital
identity

47

You never
reflect on
how you are
generating
data from
children

46

You are paid
to post false
positive
comments of
products

66

You share
offensive
microblogging
posts

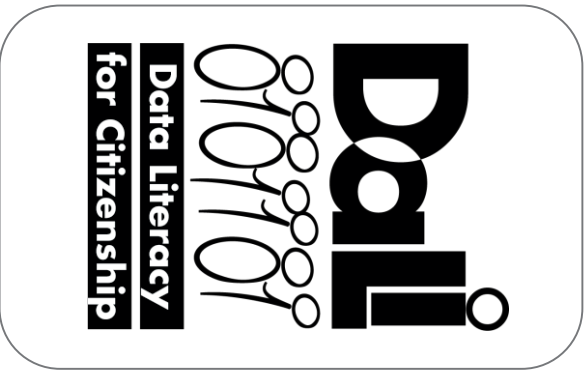
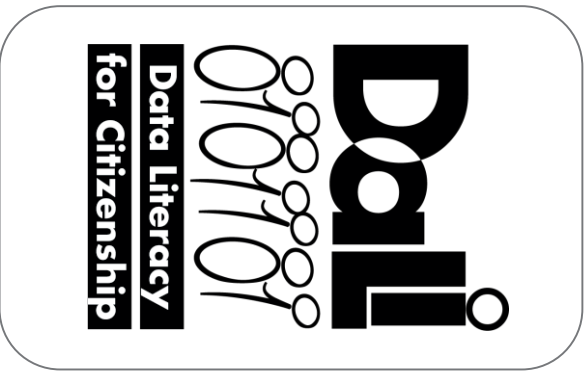
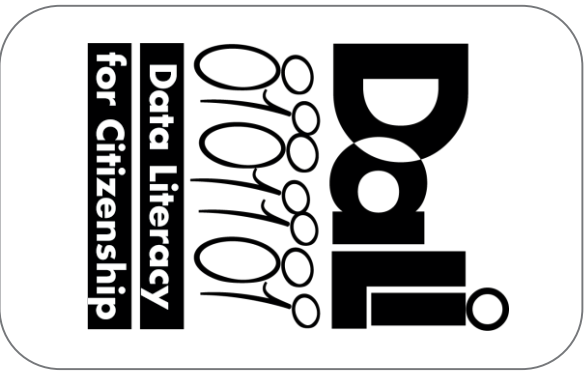
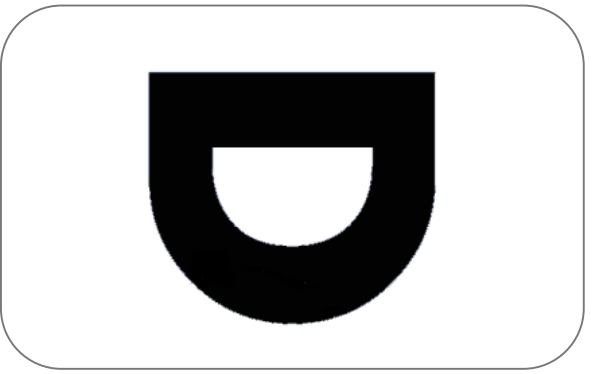
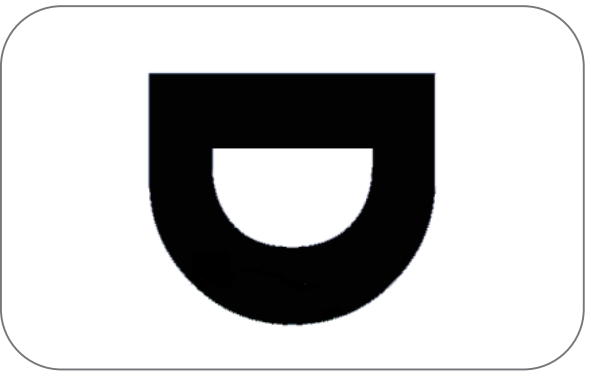
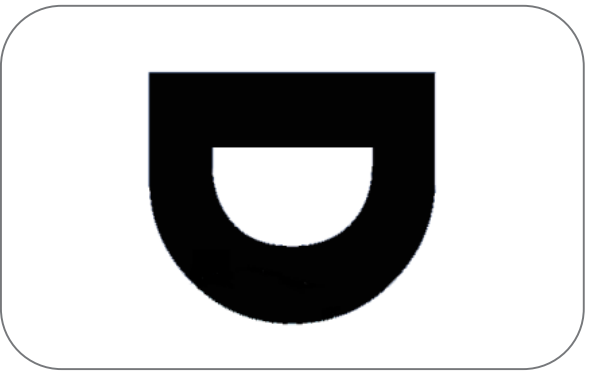
65

You
impulsively
write negative
comments
about
restaurants
without caring
for workers'
wellbeing

64

You
uncritically
believe data
of positive
votes on
selling
platforms

61



**You never
compare
apps through
their privacy
terms**

72

**You act as a
hater on
social
networks**

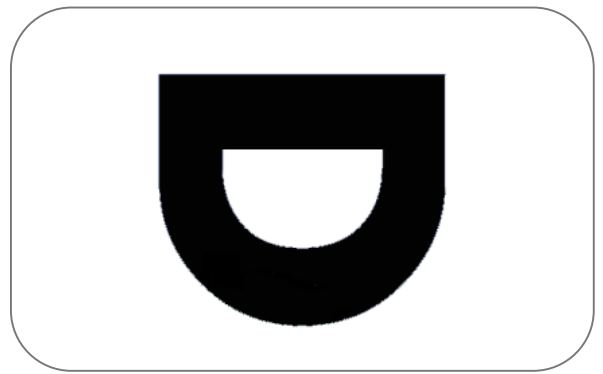
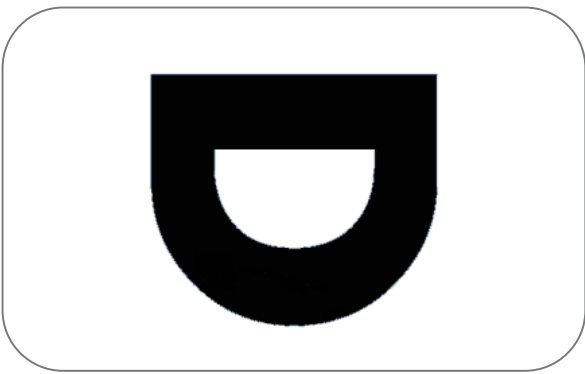
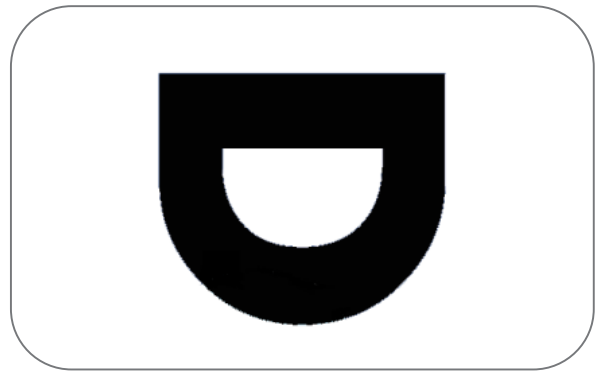
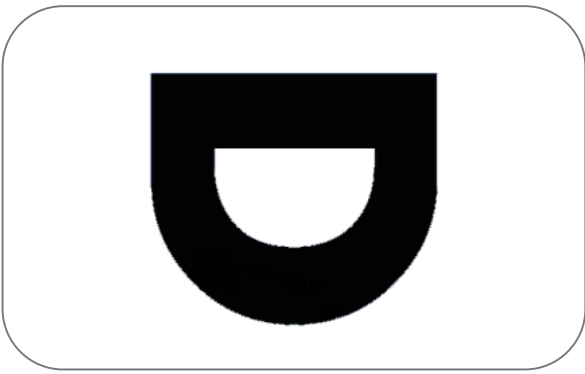
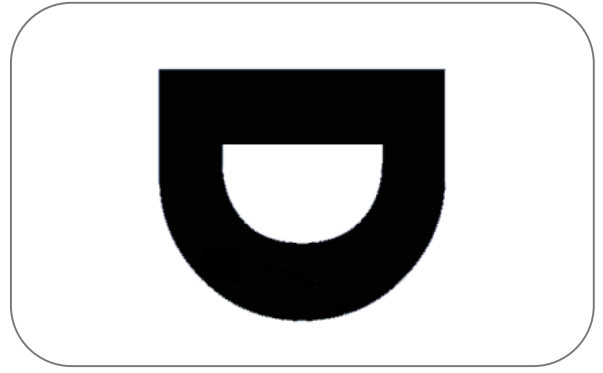
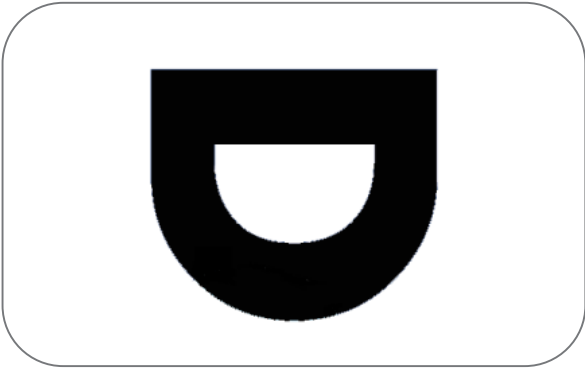
71

**You only
register in
free apps**

70

**You always
services
offered by big
tech
companies**

69



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

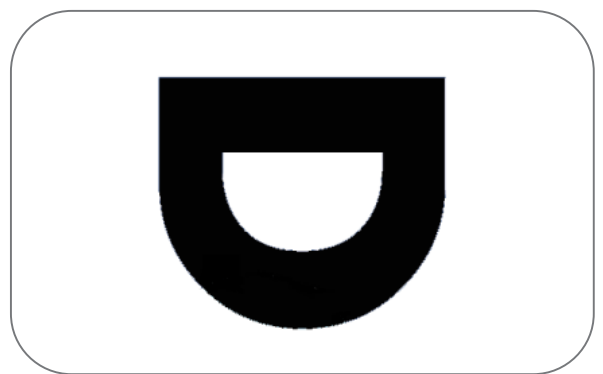
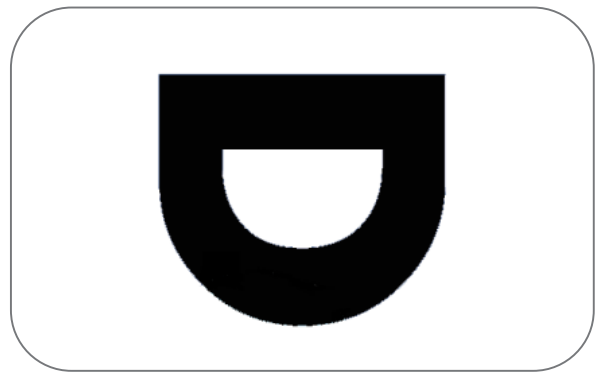
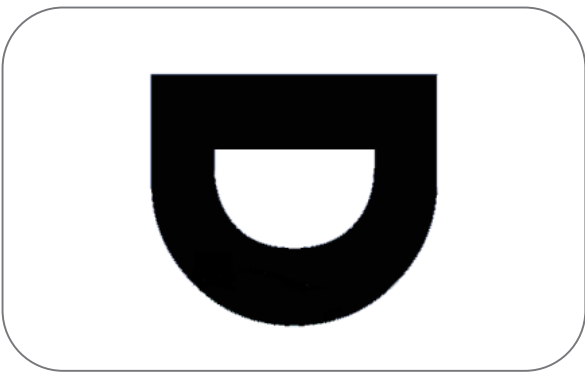
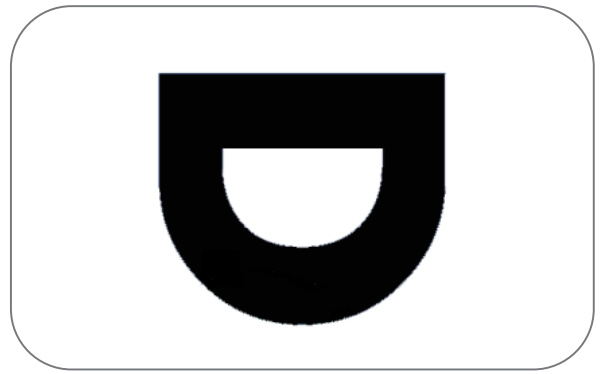
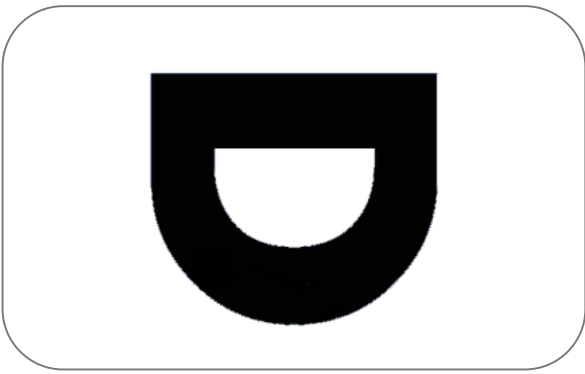
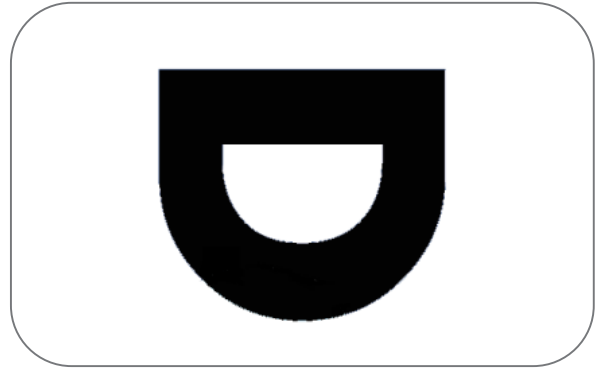
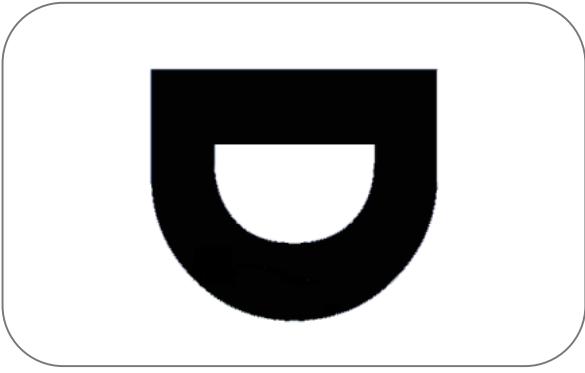
—

—

|

| — |

|



— |

| — |

| —

—
—

—
—

—
—

—
—

—
—

—
—

—
—

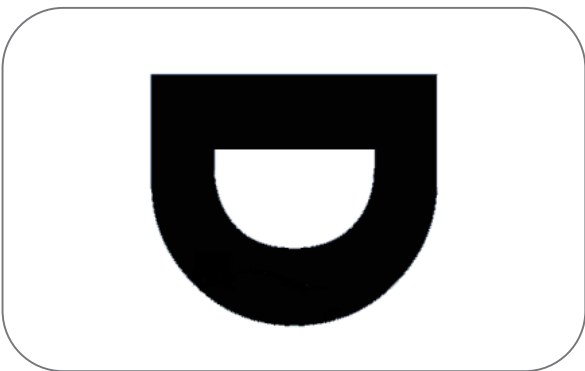
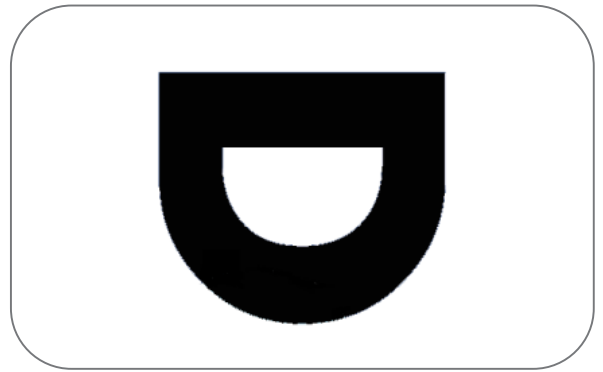
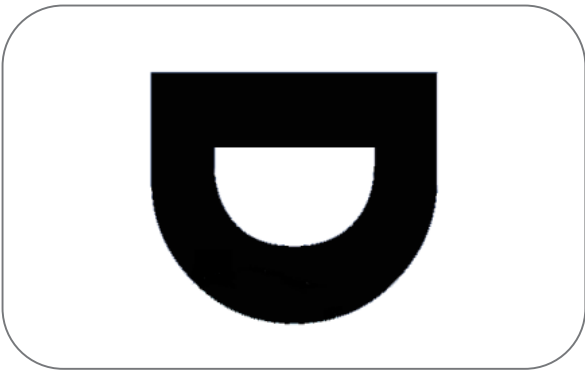
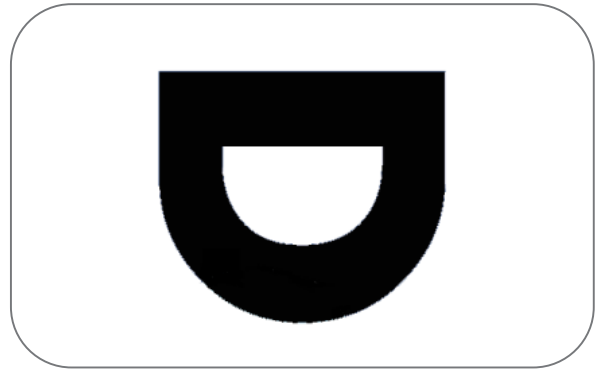
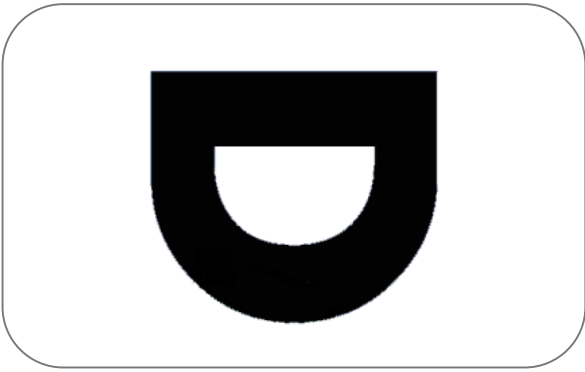
—
—

—
—

— |

| — |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

|

| — |

| —



— |

| — |

| —

—

—

—

—

—

—

—

—

—

—

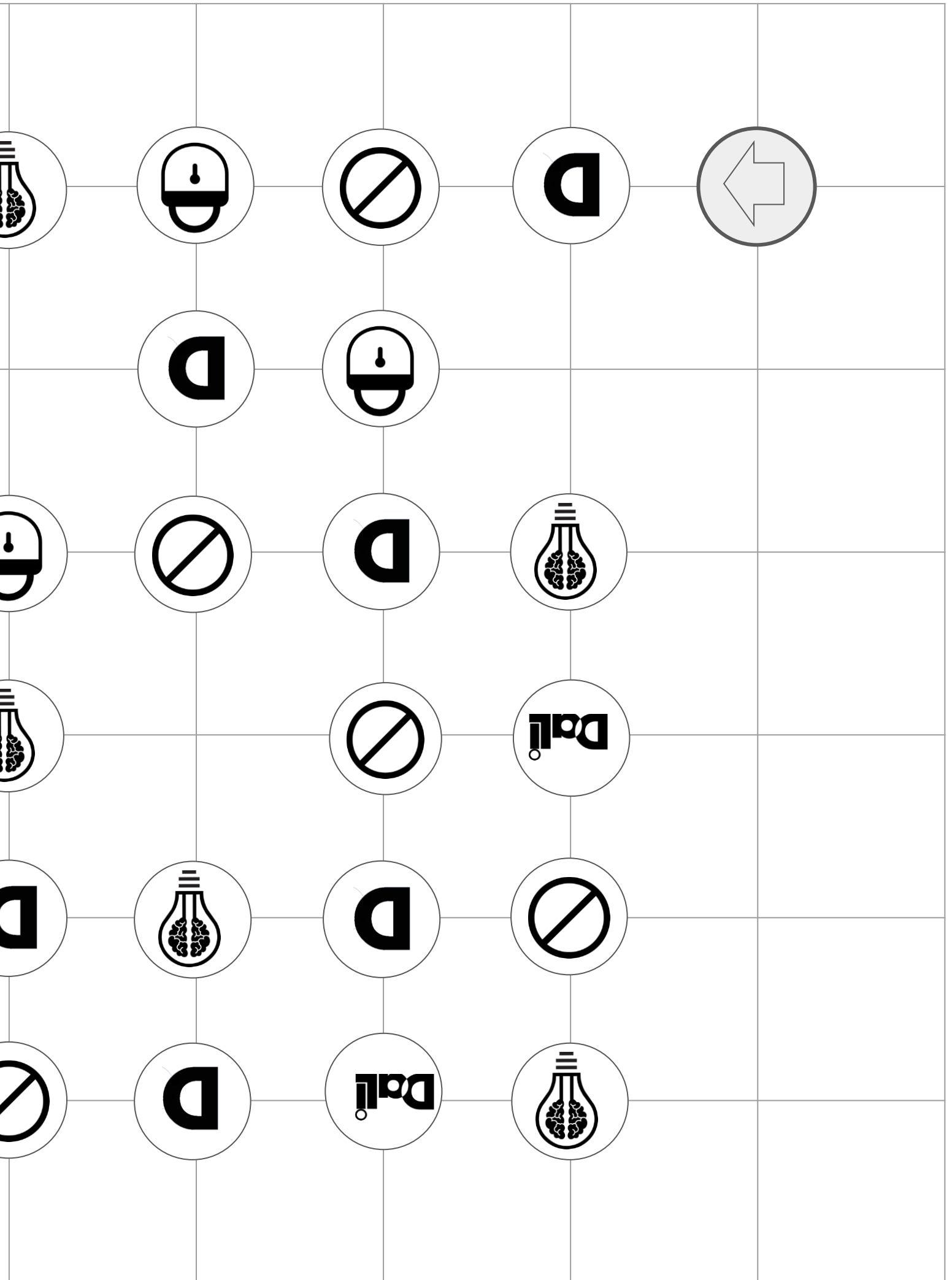
—

—

—

—

—





Solutions sheet

Data cards are paired with lock/bulb/forbidden sign cards depending on the focus of the sentence.

What is the focus of digital activities that are covered by a lock icon card?



These sentences reflect actions carried out in digital environments, and represent users registering on and using apps along with other social media activity such as sharing and posting one's own content, and interacting with others' content. When using apps and social media we are creating data. Therefore, it is important to develop our activity while aware of ethical and privacy issues, and that's why these actions should all be carried out with appropriate awareness. In the game, this is shown by pairing the data generated with a lock icon.

What is the focus of digital activities that are covered by a bulb icon card?















These sentences reflect actions by users to know about the metadata of one's own activity in digital environments. So, in this case, the focus is on the action of looking for data about others' social media posts or platform services and our own data. Since we are all generating data, it is important that we also take advantage of our own data and learn from the metadata, so we can all learn about the world or ourselves. In the game, this is shown by pairing data with a bulb icon card.









What is the focus of digital activities that are covered by a forbidden icon card?





















These sentences represent actions which are not carried out with an ethical approach or represent a lack of awareness of the data issues. These actions focus on unethical behaviours or other activities which are not generally recommended, so users should never adopt or only adopt critically. In the game, this is shown by pairing data with forbidden icon cards.










Data actions to be paired with icon cards		
1 D	You sign up on a health app.	
2 D	You make a list of your favourite songs in a music app	
3 D	You read online newspapers	
4 D	You watch cooking videos	
5 D	You count how many photos you took	
6 D	You look at the time when you created your videos	
7 D	You look at the profile of the authors posting in social media	










8 D	You look at the health statistics in your phone	
9 D	You play gaming apps	
10 D	You record a trip in a map app	
11 D	You make bank transfers with your bank app	
12 D	You read blogs about wellbeing	
13 D	You share online news	
14 D	You have sign up on an app and accept that it collects data while you are not using it	
15 D	You comment on fake news	
16 D	You haven't checked the privacy terms	










17	D	You share fake news	
18	D	You share photos on social media	
19	D	You share videos on streaming platforms	
20	D	You blog about the books you read	
21	D	You engage with politicians' accounts on microblogging sites	
22	D	You look for information about the cities you visit	
23	D	You look at your friends' postings on social media and make comments	
24	D	You look at the statistics for your app usage	



25 D	You look at the statistics of your shared content	
26 D	You look at the number of people who have seen your posting	
27 D	You book your hotel rooms online	
28 D	You create online text documents	
29 D	You comment about menus of restaurants on social media	
30 D	You comment about hotels on websites for travellers	
31 D	You never clear the cookies of your searches	
32 D	You share content without having checked the original source	
33 D	You always tag everyone	

34 D	You tag friends without having asked for their permission	
35 D	You use a parking app	
36 D	You use online apps for buying and selling second-hand products	
37 D	You use a supermarket app to do your shopping	
38 D	You look at the number of times a fake news post has been shared	
39 D	You follow the app advice to improve your healthy habits and routines	
40 D	You follow the recommendations of your music app	
41 D	You follow the recommendations of your social media to engage with new accounts	
42 D	You upload inappropriate content	

43 D	You upload a photo from friends without having asked for their permission	
44 D	You forget to be kind and polite in your comments	
45 D	You forget to think about the others' feelings in your uploads	
46 D	You never reflect on how you are generating data from children	
47 D	You never reflect on how data you create from children could influence their digital identity	
48 D	You download printable worksheets to learn foreign languages	
49 D	You look at the statistics about your most visited places on your map app	
50 D	You look at the statistics on your sleeping app	
51 D	You look at the temperature on your weather app	

52 D	You look at the rain forecast on your weather app	
53 D	You observe data in the comments about products to confirm they are honest	
54 D	You use interactive worksheets to learn foreign languages	
55 D	You use a voice assistant	
56 D	You read about the owner details of the apps you download	
57 D	You look at the date when a fake news post was created	
58 D	You look at the place where a fake news photo was created	
59 D	You never reflect on how to manage your data to control your digital identity	
60 D	You never look at your app statistics	

61 D	You uncritically believe data of positive votes on selling platforms	
62 D	You follow the recommendations of your social media to buy fashion products	
63 D	You look at the travel ads on your search engine with the best prices of plane tickets	
64 D	You impulsively write negative comments about restaurants without caring for workers' wellbeing	
65 D	You share offensive microblogging posts	
66 D	You are paid to post false positive comments of products	
67 D	You look at the statistics on your running app	
68 D	You look at the statistics on the usage app for the last seven days	
69 D	You always prefer to use services offered by big tech companies	

70 D	You only register on free apps	
71 D	You act as a hater on social networks	
72 D	You never compare apps through their privacy terms	