Print & Play WIFI & 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.

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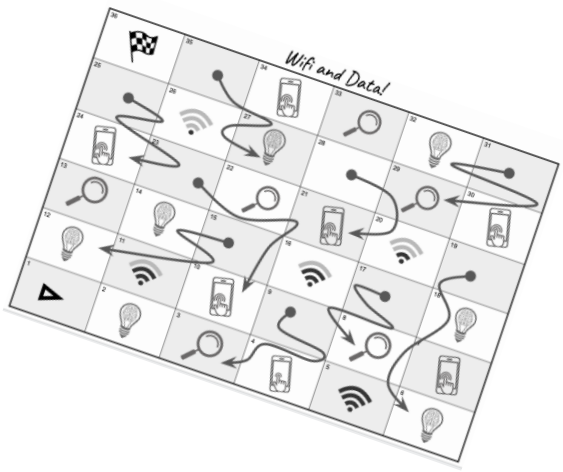
Wifi and Data!

Instructions

Wifi and Data is an adaptation of the popular board game Snakes and Ladders. Navigate your figure from start to finish, avoid the snakes (cables), and take shortcuts by climbing the rows (depending on the Wifi coverage).

Who is the best at solving the data awareness tasks that you will encounter on your way to the finish? This all depends on your knowledge around data – and a little luck with the dice!

Head to become the data king or queen!



Number of players

2-4 players

Equipment

- Wifi and Data! board (to be printed in A3)
- 1 dice
- 4 figures of different colours
- 60 knowledge, action, and situation cards (to be printed in A3)
- Q&A sheets (optional)
- A few pieces of paper and a pencil/pen for drawing

Knowledge, Action, and Situation cards

Cards have numbers and an icon that lead to the right question on the Q&A sheet.

A bulb indicates a knowledge question.

A mobile device indicates an action that the player has to take.

A magnifying glass indicates a situation the player has to deal with.

Setup

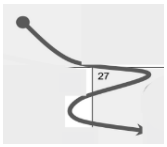
Cards lie face down in 3 decks beside the board; 1 per card category. Each player chooses a figure to represent them on the board.

Gameplay

Suggestion: The players play in the order of how long they have owned a mobile device. Longest first.

Players take their turn by rolling the dice and moving their figure forwards by the number of places shown on the dice, starting at position 1 and following the numbers on the board. Once a player has completed their turn, move on to the next player.

If a player reaches a position that displays an icon, they take a card from the deck that corresponds to the icon (a bulb, a mobile device, or a magnifying glass) and the player to their left will read the question. If the answer is not correct, the player returns their figure to its previous position.



When players land on a position at the top of a cable, they slide down to the bottom and select the card for that position. If they answer the question correctly, they return to the position at the top of the cable. If they answer incorrectly, they remain at the bottom of the cable.

When players land on a Wifi symbol, their figure climbs up vertically for one, two, three, or four rows depending on the Wifi coverage (for example: 3 rows for the wifi symbol on the left). If they answer the question at the new position correctly they stay there, otherwise they return to the Wifi symbol.

In a drawing task, the result is counted as a correct answer if the other players understand the drawing.

Variations

- When players land on the top of a cable, they slide down and stay there until their next turn without answering any questions.
- Players do not have to answer a question on the position they reach by climbing the rows using a wifi symbol.

Winning the game

The first player to reach the finish line (position 36) wins the game. To win, the player needs to roll the exact number needed to reach the end of the board. If the player rolls a higher number than is needed, the figure is moved backwards along the line and the player waits until their next turn before rolling the dice again.

ADAPTATIONS

Senior adults

The adaptation for senior adults includes:

- Bigger cards (6,3x8,9cm)
- 1 only correct answer needed (when there is more than one option)
- Some extra time for correct answers

General adults

The adaptation for general adults includes:

- Some new questions

Workers

It helps you to understand and to make well-founded decisions by making you think about the digital aspects of your professional life and professional life in general. Because of its educational character, we suggest playing this game in the work hours as it develops your competencies in understanding and engaging through data in your professional life, it includes team building processes, and it allows you to have fun which again supports you and your team in your professional life.

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1. What can our data be used for by tech companies, business partners and governments?

Name at least 1

1.Profiling me for advertisement
2.Microtargeting / targeted advertising
3.Public surveillance / mass surveillance
4.Improve the services

2. What data are you asked for when you open e.g. a social networking account?

Name at least 1

1.Name
2.Email address
3.Postal address
4.Date of birth
5.Gender
6.Password

7. What does .com mean?

Commercial

8. Which top-level-domains do you know? Name at least 1

There are many like .edu, .gov, .net, .org, .int, or the national domains like .de, .fr, .fi, ….

3. In terms of data protection, what happens when you "like" a contribution on a social network?

I get tracked by the "likes" I set.

9. What is the name of the small blocks of data created by a web server while a user is browsing a website?

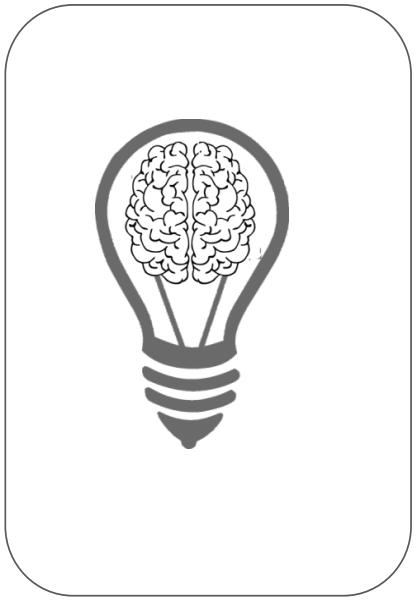
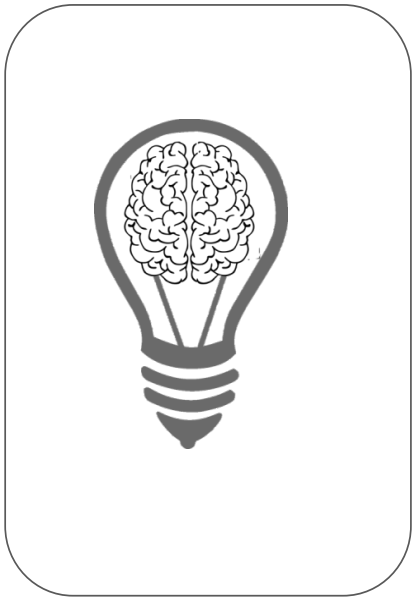
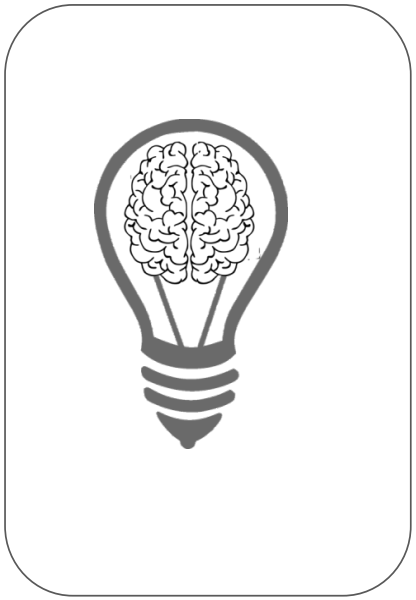
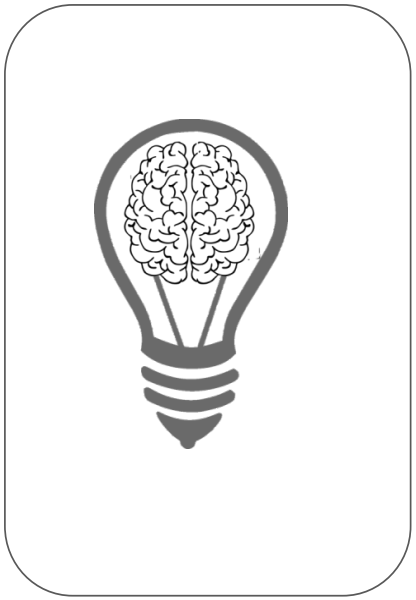
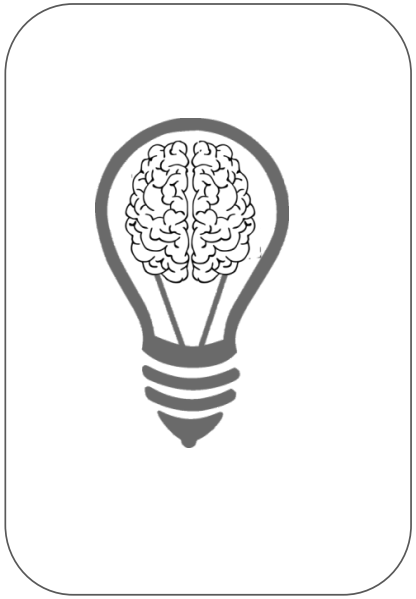
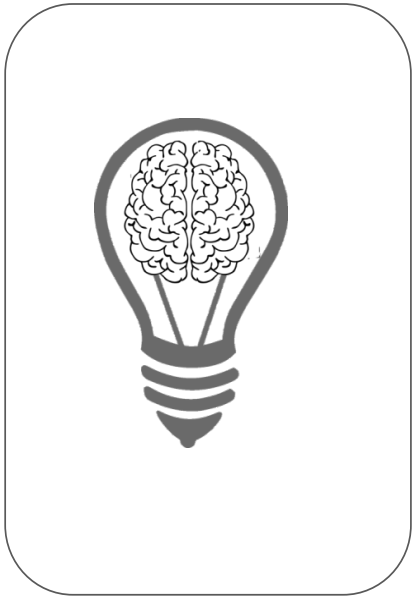
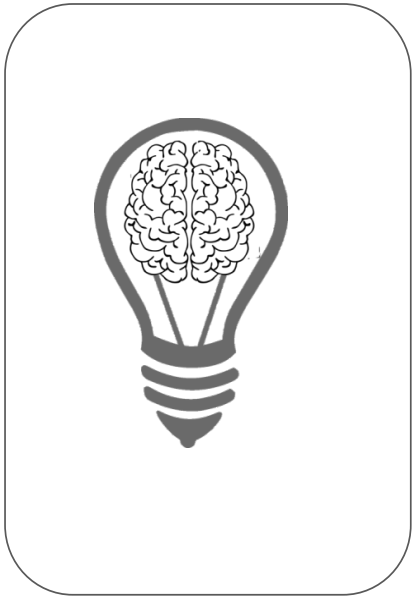
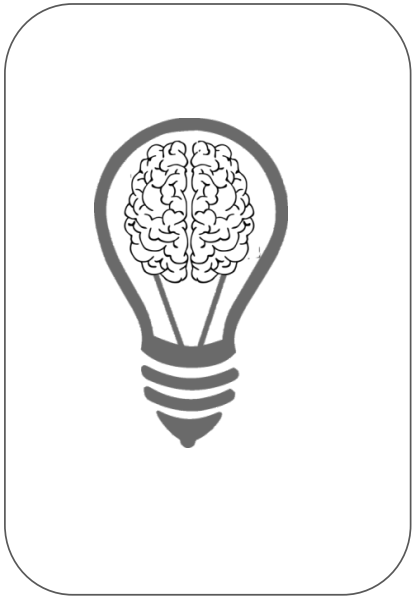
Cookies

4. In terms of data protection, is it recommended that you tag your friends in the photos you upload?

No, because you help the network to track not only you, but also your friends.

10. How does an ethical web browser work? Name at least one aspect.

1.It will be sensitive to privacy issues, it will not track me, it will not store my IP address
2.It will not develop an advertising profile of me
3.It will block third-party ads and trackers

5. What kinds of cookies do you know? Name at least 1

1.Functional
2.Analytical
3.Necessary
4.Non-essential
5.Essential

11. How does an ethical messenger platform work in terms of data protection? Name at least one aspect.

1. It will not collect usage data and location details (along with my purchase history, financial information, location details, contacts, phone numbers, email addresses)
2. It will offer state-of-the-art end-to-end encryption
3. It is not tied to any major tech companies
4. It will be open-source
5. It is non-profit

6. In terms of algorithms, how does my personal data impact the results provided by a search engine when I'm using one?

It shows the results dependent on my previous searches and on the region I live in.

12. What does "app" mean?

Application

13. In which ways can a computer catch a virus? Name at least 2 possible ways.

1. E-mail
2. Internet surfing
3. USB stick

14. Are you allowed to publish the portrait photograph that you took of a person?

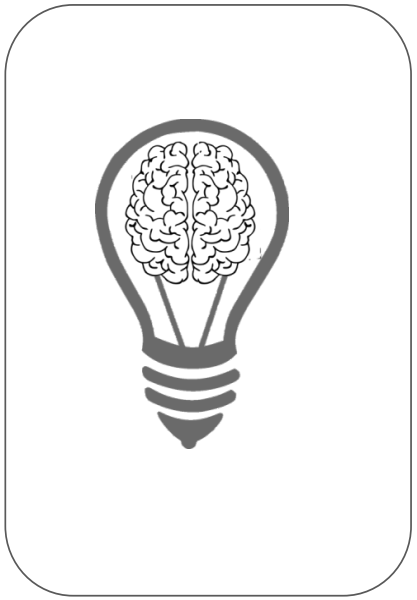
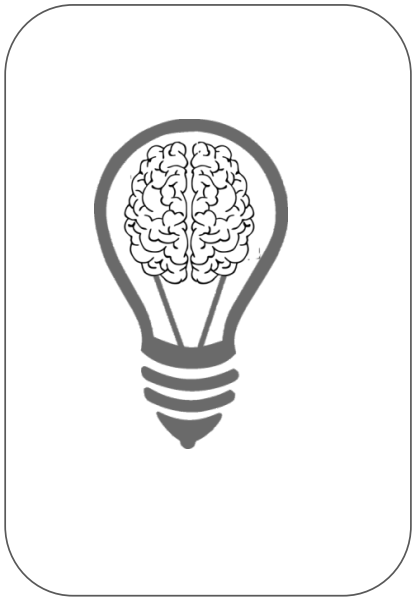
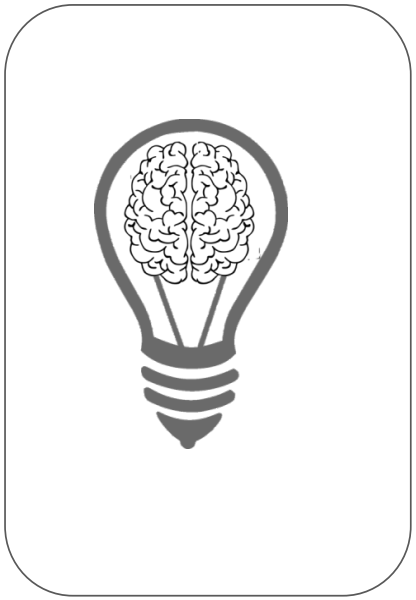
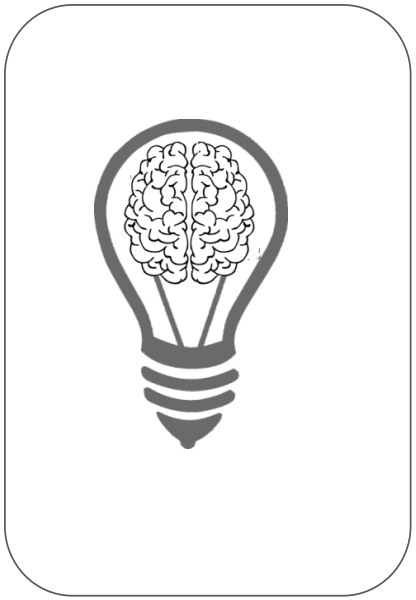
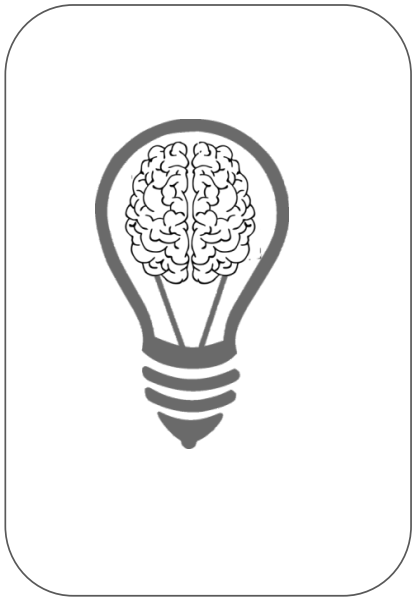
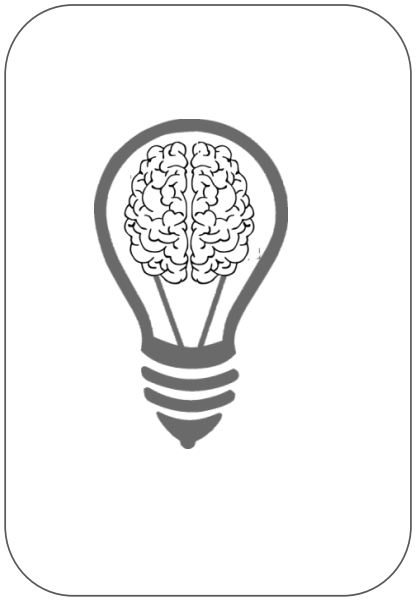
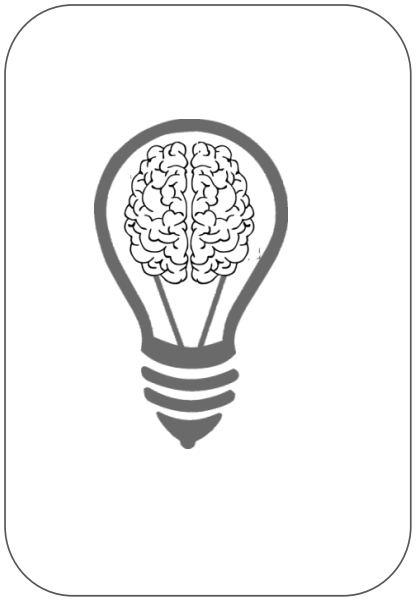
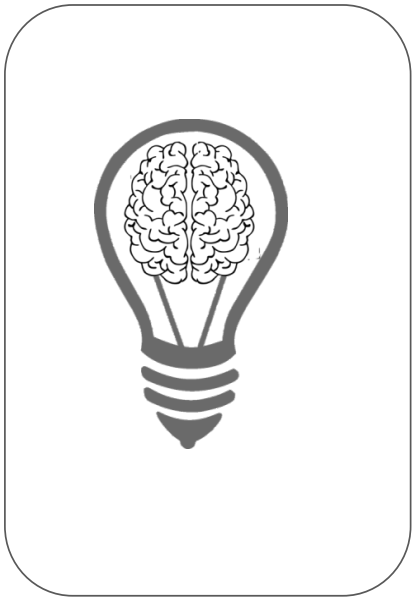
Yes, if and only if said person consents to it

15. What can you do when someone publishes a photo of you that you do not like and without your consent?

You can take legal action if the legacy of your country gives you the option. If not, the only option you have is to solve this out with the person who uploaded your photo and ask him/her to delete the picture.

16. What is meant by "If you are not paying for a product, you are the product"?

Big tech companies profit from user data generated in free services.

17. How are influencers making money?

Influencers earn money from contracts with marketing companies. Companies are only interested in such a contract if you have a minimum of followers.

18. What does DALI stand for?

It is the name of the Erasmus project where this game was developed. It stands for Data Literacy for Citizenship.

19. If an app is free, what is the business for the app developer?

Shortly, the business is my data. Also, the developer maybe follows a freemium business strategy, he may use built-in ads, microtransactions, offer premium subscription, etc.

20. If a music app tracks your most downloaded music, what does it do with these data? Name at least one aspect.

It uses them to offer me suggestions according to my taste. And it uses them to further develop the app.

1. Check the settings of your messenger app. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.

Do you really need to give permission on camera, mic, contacts?

2. Check the settings of your altimeter. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.
If you don't have an altimeter, take another action card.

Do you really want to give permission to your location even if you don't use the app?

7. Look at your networks, what date is the last interaction someone had with your content? (e.g: a comment, a like, an endorsement …) Share your findings with the other players. If you are not active on social media channels, take another action card.

No one right answer

8. Check the settings of your map app. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.

Do you really want to give permission to your location even if you don't use the app?

3. Check the screen time of your mobile device. What are the apps you have used recently? Share your findings with the other players.
If you don't have screen time activated to check this, take another card.

No one right answer

9. Think: What advertisement have you recently noticed in your networks? Maybe you want to have a look at your phone to remember. Share your findings with the other players.

No one right answer

4. Check the location settings of your phone for 2 different apps. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.

No one right answer

10. Look at your networks and think: Can you relate the advertisements you receive to previous searches on a search engine? Share your findings with the other players.

No one right answer

5. Look at your mobile device, how many photos have you taken the last three days? Share your findings with the other players.

No one right answer

11. Look at the last pictures you have uploaded.Do you normally tag many people? Share your findings with the other players.

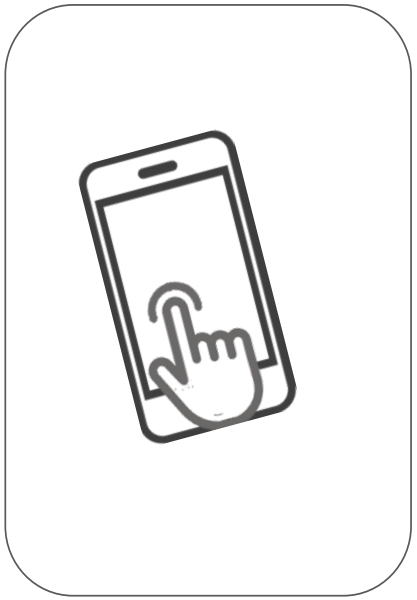
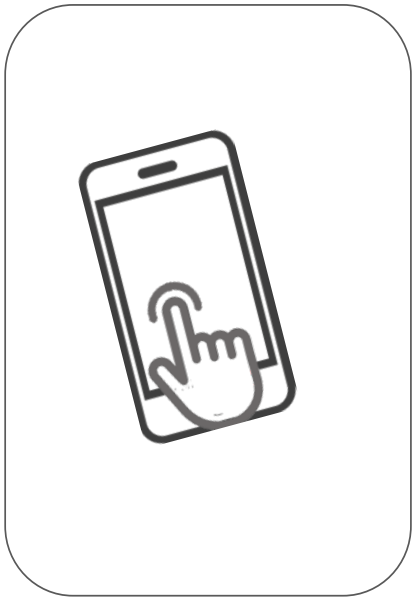
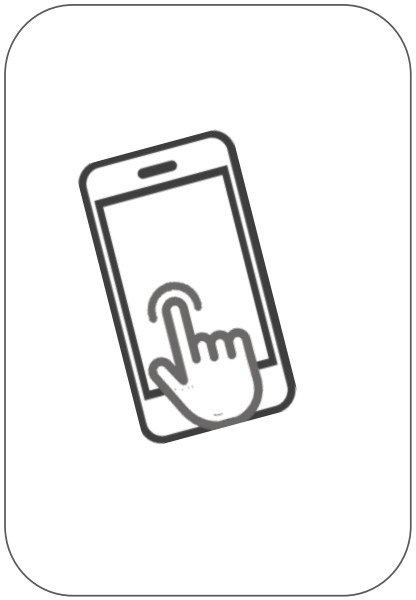
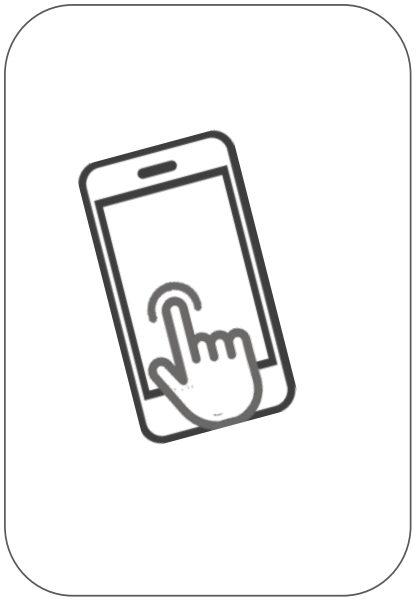
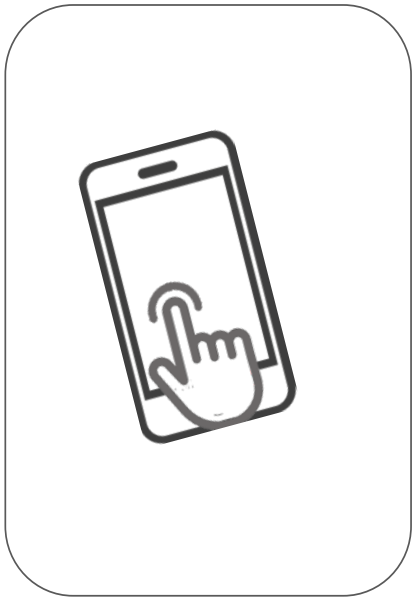
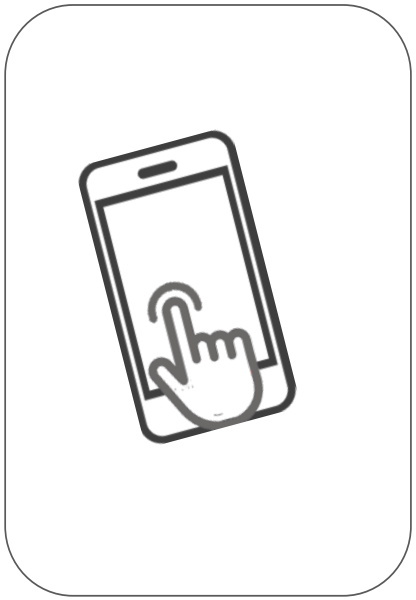
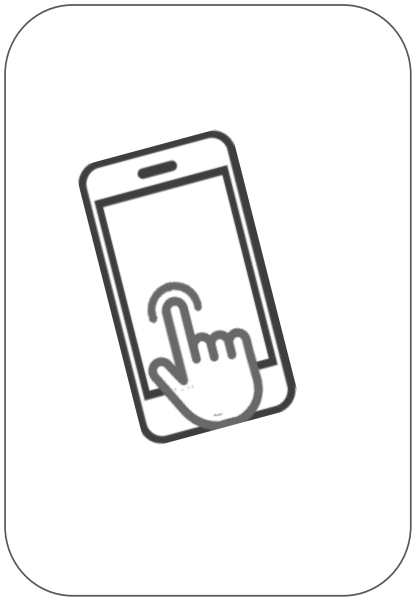
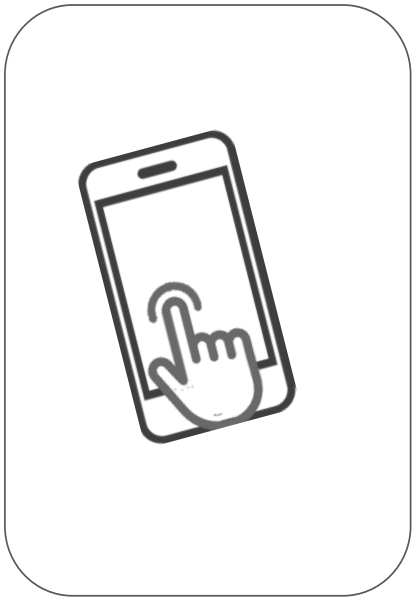
No one right answer

6. Look at your networks, what date is your last post? Share your findings with the other players.
If you are not active on social media channels, take another action card.

No one right answer

12. Think of your social media: Do you follow influencers?
If you are not active on social media channels, take another action card.

No one right answer

13. Look at the last comment you left to a friend, what time did you send it? Share your findings with the other players.

No one right answer

14. Data are not obligatorily electronic data: Draw a graph that shows how you spent the hours of the day yesterday (e.g., time spent per activities during the day). You have 90 seconds for this task.

No one right answer

15. Data are not obligatorily electronic data: Draw a graph that shows how you spent the last three days. You have 90 seconds for this task.

No one right answer

16. Look at your mobile device: How many photos have you received in your favorite messaging app in the last three days? Share your findings with the other players

No one right answer

17. Look at the settings of your favorite game app: Is the option to show personalized advertisements selected?

Do you really want to give permission to receive personalized advertisements? This option is critical in terms of data protection.

18. Look at the settings of your calculator app: Is the option that voice control can learn from the way you use it selected?
If you don't find this information, take another action card.

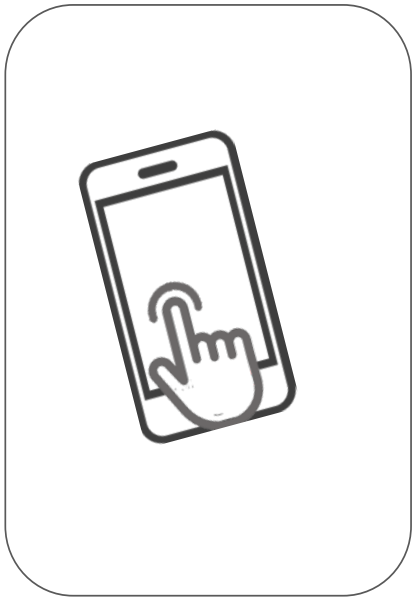
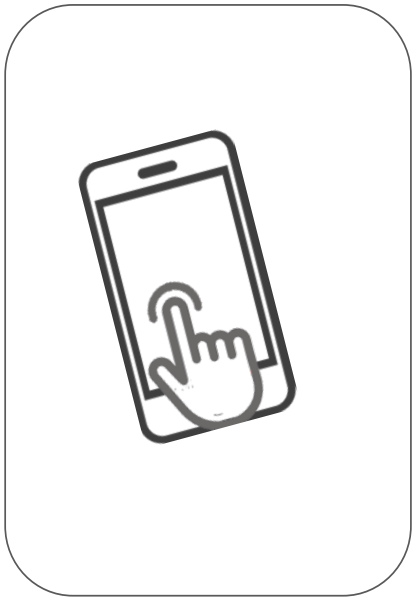
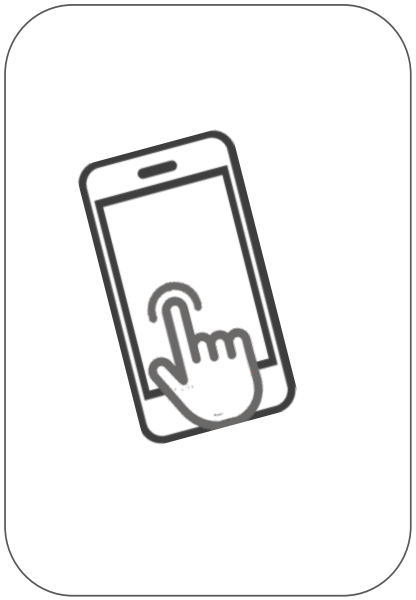
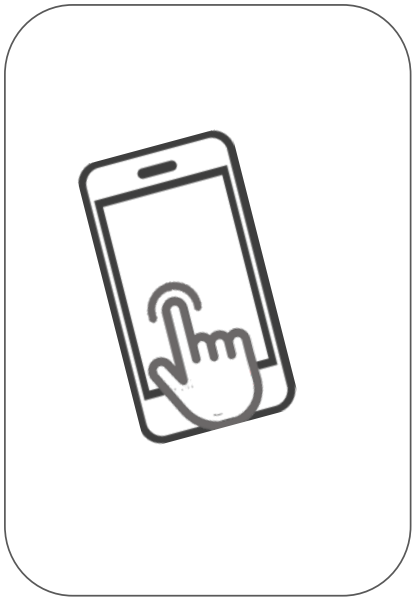
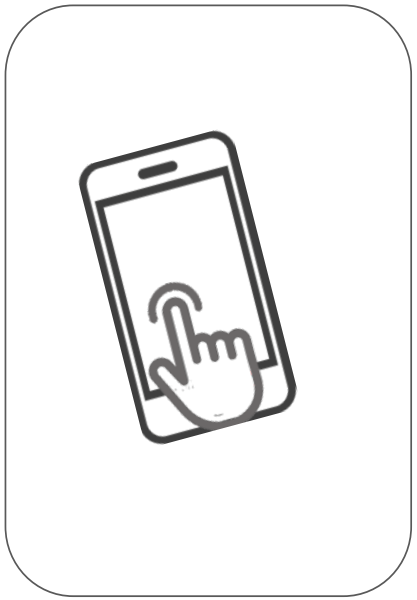
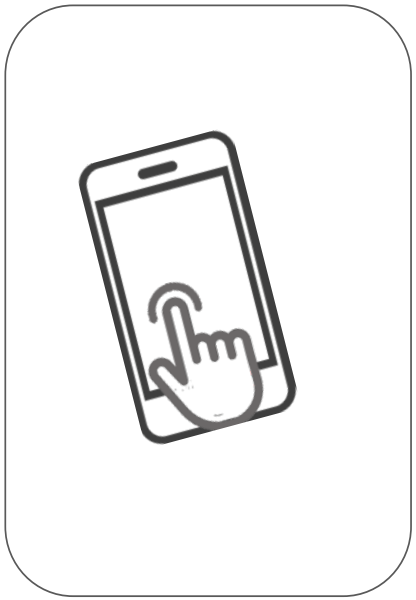
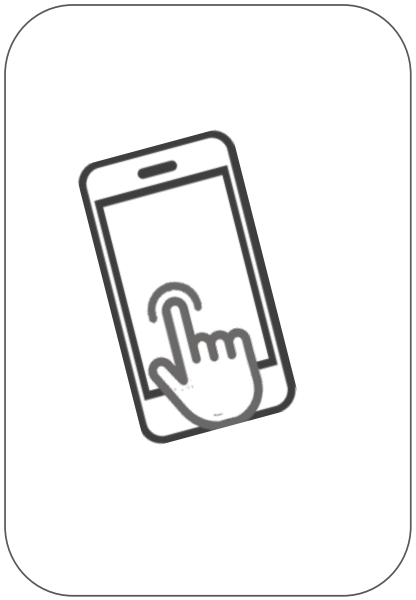
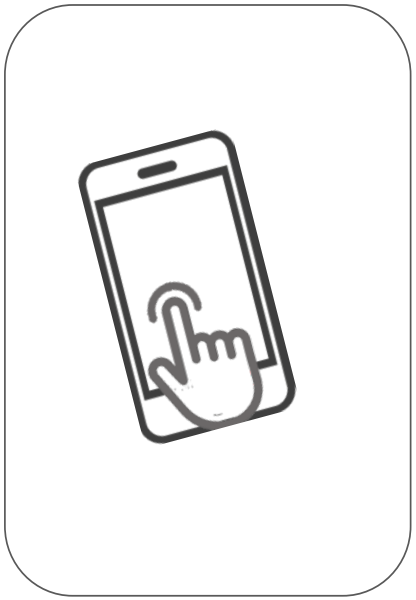
No one right answer

19. Look at the settings of your calendar app: Is the option that voice control can learn from the way you use it selected?
If you don't find this information, take another action card.

No one right answer

20. Look at the settings of your camera app: Is the option that voice control can learn from the way you use it is selected?
If you don't find this information, take another action card.

No one right answer

1. If you upload your own content on your blog, what license can you use? You can answer this question even if you don't have a blog.

You are free to choose the license you prefer when creating and sharing content. But if you choose open licenses, you are doing the good, keeping the attribution for you but allowing others to use your content.

2. If you have the choice between two similar lantern apps, what factors should you take into consideration when you decide which one to download?

The less appealing app will probably be the one that respects data privacy more. It's your choice ;)

7. How is a 'feed' generated on social media?

It is generated via our interactions, ads, personal data, etc., and so I will be offered the posts of users that I most interact with in the first place.

8. Data are not obligatorily electronic data. Think: How many hours did you spend reading books last week? Share your findings with the other players.

No one right answer.

3. If you are downloading an app, and it needs registration, is it - in terms of privacy - recommended that you use your existing account on a big network?

No, because the big network will also be able to track your data in the new app.

9. If you use an app to listen to music, and it recommends you to turn the volume down, what should you do?

You should take advantage of your data, and follow the recommendation from the app.

4. If you download an app with advertisements, it might ask to track your data to offer personalized advertisement. What - in terms of privacy - should you do?

You should only accept if you are interested in receiving personalized ads and be aware that you give away your data.

10. If you are tagged in a news post which has been shared thousands of times, what should you do before sharing it again?

You should check if the news is true or if it could be fake news.

5. If you share news from a news site, what can you do to avoid engaging with fake news?

You better cross-check sources (account of the original user who posted it, date of the original post and origin of the visuals in the post) and be aware of your own biases at the very least. Maintain a critical mindset.

11. What should you consider before sharing a news article on social media?

You should check if the information in said article is true or not.

6. If you use an app that tracks your steps, would you check it to see if you have done the recommended number of steps in a day?

Health apps can be very beneficial (to your health issues), but they are critical in terms of privacy. It's your choice ;)

12. If a site asks you to accept essential cookies, would you accept?

Essential cookies allow you to browse the website and use its features, such as accessing secure areas of the site. Cookies that allow web shops to hold your items in your cart while you are shopping online are an example of necessary cookies.

13. Data are not obligatorily electronic data. If you are writing a letter on a piece of paper, are you creating data?

Yes, the text is the data.

14. If you take a photo of a friend, who is the owner?

The person who takes the photo is the owner, which in this case is you.

15. If you take a photo of a friend, can you upload it on your networks?

If you take the photo of someone, even if you are the owner, you cannot upload it on the networks if the person hasn't given his/her consent.

16. If you want to disseminate that a content is fake news, why shouldn't you post a link to it?

If you disseminate that something is fake news, you would be further promoting it if you post the link.

17. If you select the option that voice control can learn from the way you use your map app, what are you doing?

You give permission that the app learns from your usage.

18. If you select the option that voice control can learn from the way you use your clock app, what is the consequence?

You give permission that the app learns from your usage.

19. Data are not obligatorily electronic data. Think: How many coffees have you drunk today? Share your findings with the other players.

No one right answer

20. Data are not obligatorily electronic data. Think: How many hours do you normally listen to music during the weekends? Share your findings with the other players.

No one right answer

21. If a social media app asks you to enter your age before you can download it, what should you do?

You should add your real age

22. If a social media is recommended from a certain age onwards, what should you do if you are below it?

No, it isn't

23. If a social media is recommended from a certain age onwards, what should you do if you are below it?

You should not use it if you are under it

24. If an app allows using filters, what is most advisable about the photos you take of yourself?

You shouldn't share so many photos of yourself with the filters, even if you feel they are very nice or very funny

25. If an app allows using filters, what is most advisable about the photos you take of your friends?

You shouldn't share so many photos of your friends with the filters, even if they allow you to do so and you all feel they are very nice or funny

1. What can our data be used for by tech companies, business partners and governments? Name at least 2 ways of usage.

1.Profiling me for advertisement
2.Microtargeting / targeted advertising
3.Public surveillance / mass surveillance
4.Improve the services

2. What data are you asked for when you open e.g. a social networking account? Name at least 2 types.

1.Name
2.Email address
3.Postal address
4.Date of birth
5.Gender
6.Password

3. In terms of data protection, what happens when you "like" a contribution on a social network?

I get tracked by the "likes" I set.

4. In terms of data protection, is it recommended that you tag your friends in the photos you upload?

No, because you help the network to track not only you, but also your friends.

5. What kinds of cookies do you know? Name at least two.

1.Functional
2.Analytical
3.Necessary
4.Non-essential
5.Essential

6. How does my personal data impact the results provided by a search engine when I'm using one?

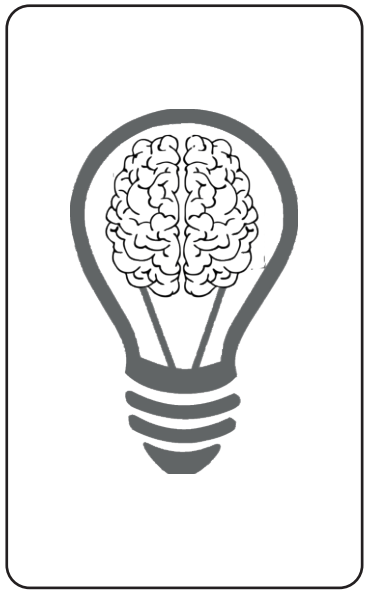
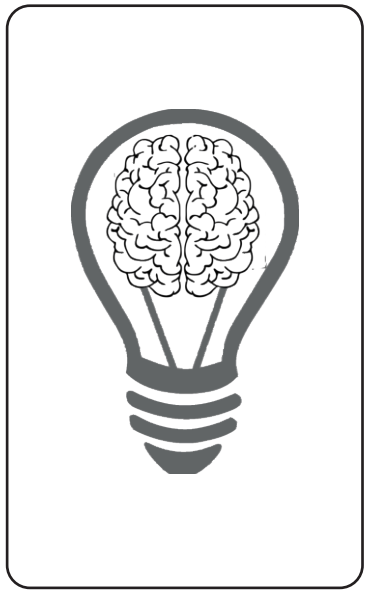
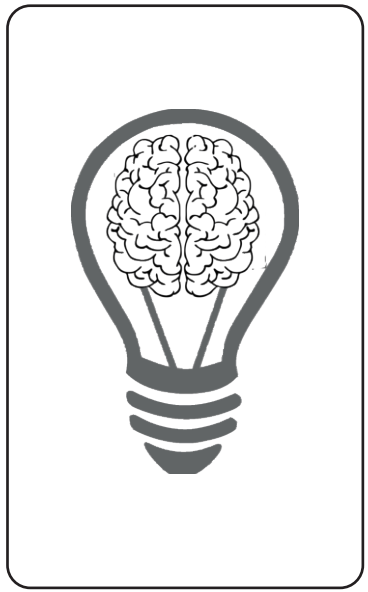
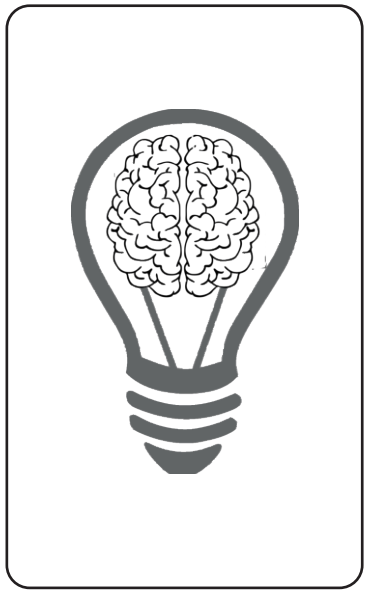
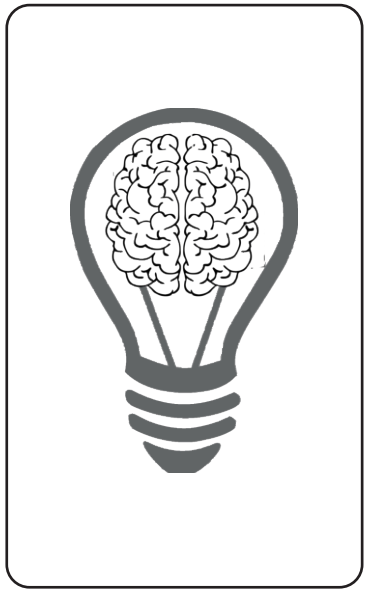
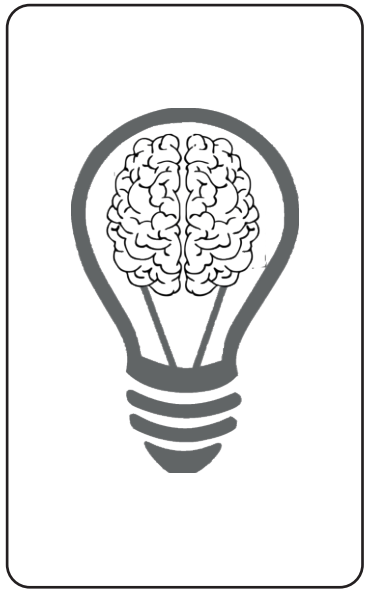
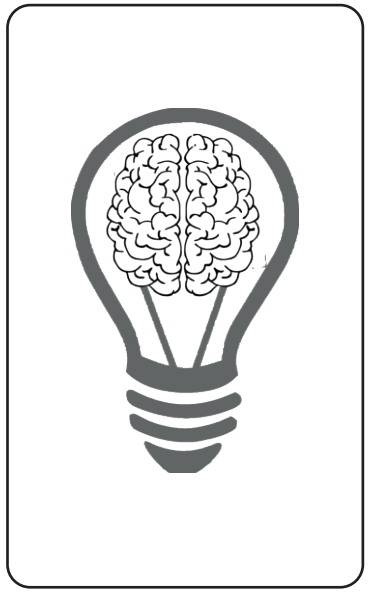
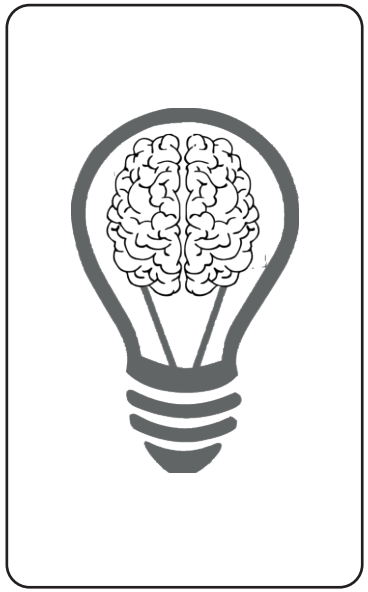
It shows the results dependent on my previous searches and on the region I live in.

7. What does .com mean?

Commercial

8. Which top-level-domains do you know? Name three.

There are many like .edu, .gov, .net, .org, .int, or the national domains like .de, .fr, .fi, ….

9. What is the name of the small blocks of data created by a web server while a user is browsing a website?

Cookies

10. How does an ethical web browser work? Name at least one aspect.

1.It will be sensitive to privacy issues, it will not track me, it will not store my IP address
2.It will not develop an advertising profile of me
3.It will block third-party ads and trackers

11. How does an ethical messenger platform work in terms of data protection? Name at least one aspect.

1. It will not collect usage data and location details(along with my purchase history, financial information, location details, contacts, phone numbers, email addresses)
2. It will offer state-of-the-art end-to-end encryption
3. It is not tied to any major tech companies
4. It will be open-source
5. It is non-profit

12. What does “app” mean?

Application

13. In which ways can a computer catch a virus? Name at least 2 possible ways.

1. E-mail
2. Internet surfing
3. USB stick

14. Are you allowed to publish the portrait photograph that you took of a person?

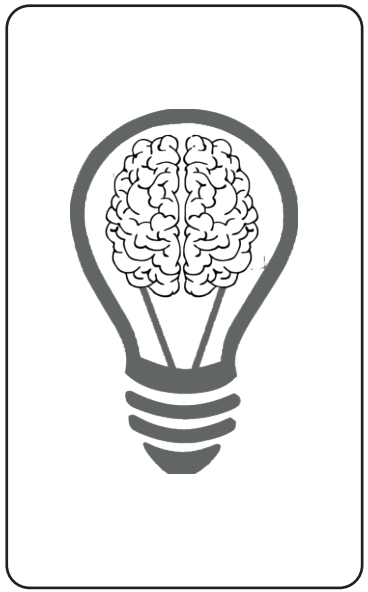
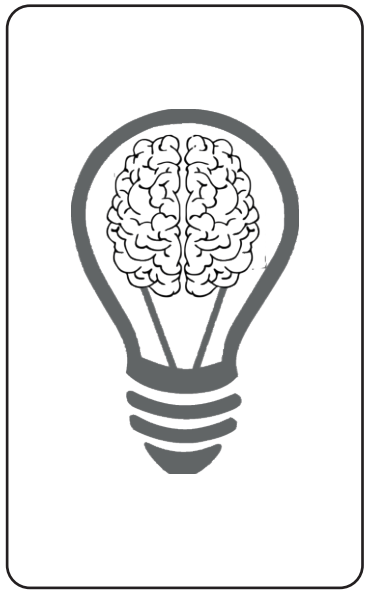
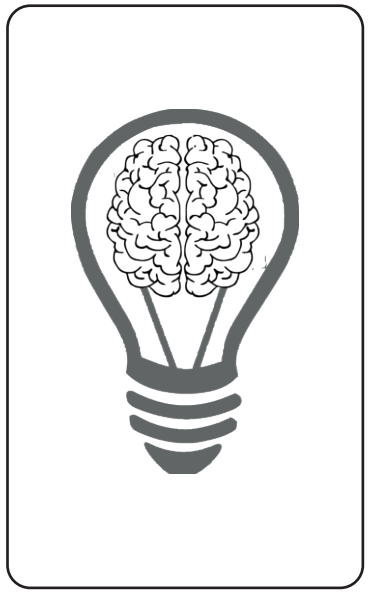
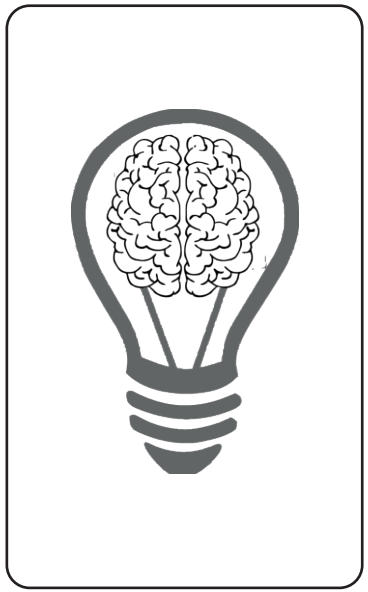
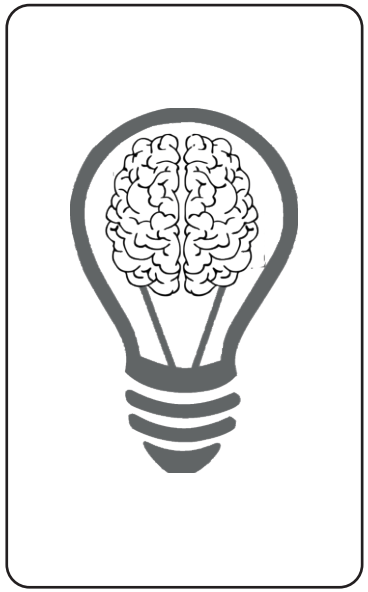
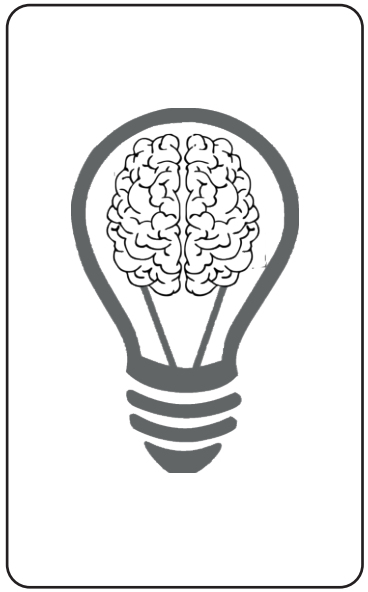
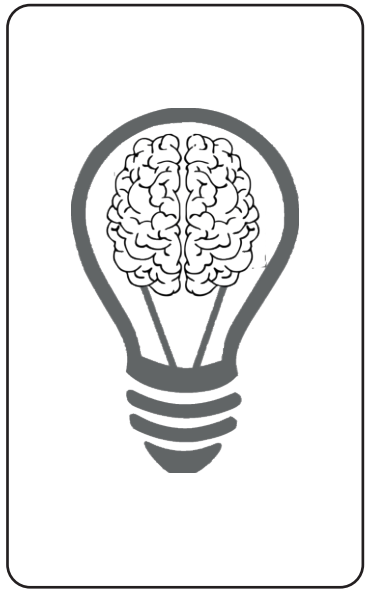
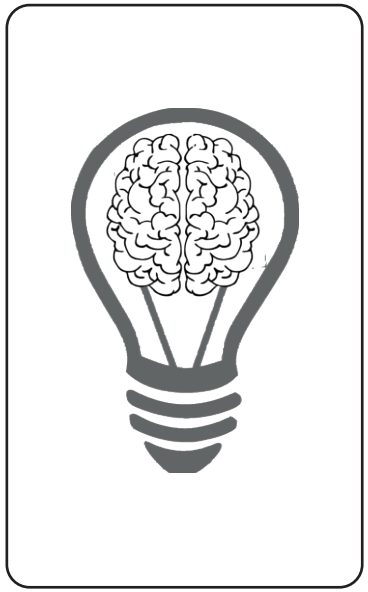
Yes, if and only if said person consents to it

15. What can you do when someone publishes a photo of you that you do not like and without your consent?

The only option you have is to solve this out with the person who uploaded your photo and ask him/her to delete the picture.

16. What is meant by “If you are not paying for a product, you are the product”?

Big tech companies profit from user data generated in free services.

17. How are influencers making money?

Influencers earn money from contracts with marketing companies. Companies are only interested in such a contract if you have a minimum of followers.

18. What does DALI stand for?

It is the name of the Erasmus project where this game was developed. It stands for Data Literacy for Citizenship.

19. If an app is free, what is the business for the app developer?

The business is my data.

20. If a music app tracks your most downloaded music, what does it do with these data? Name at least one aspect.

It uses them to offer me suggestions according to my taste. And it uses them to further develop the app.

1. Check the settings of your messenger app. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.

Do you really need to give permission on camera, mic, contacts?

2. Check the settings of your altimeter. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players. If you don't have an altimeter, take another action card.

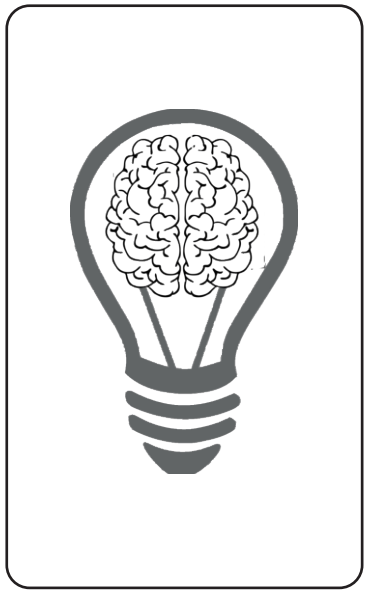
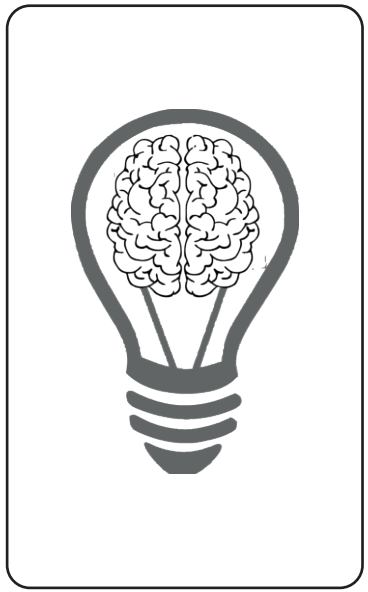
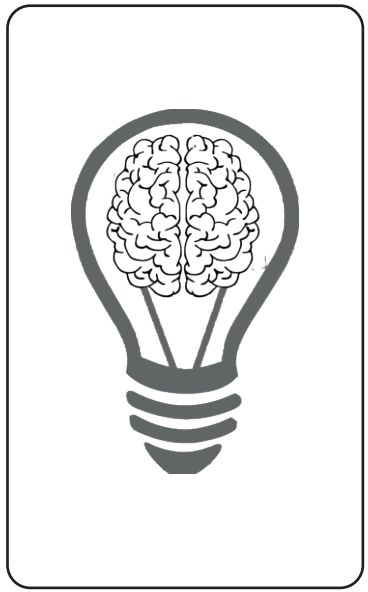
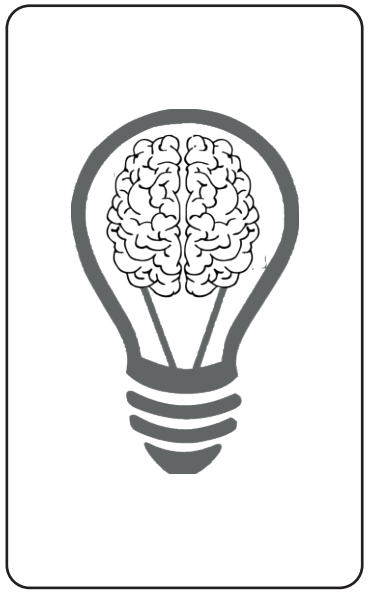
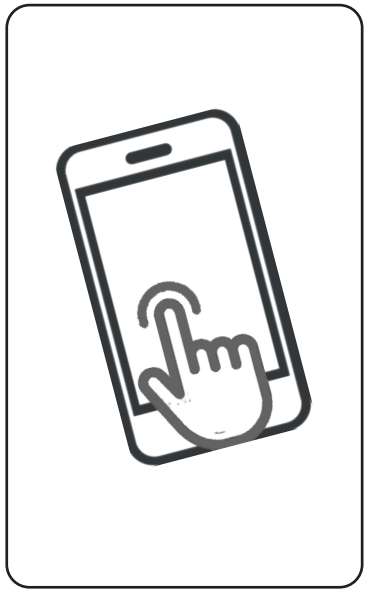
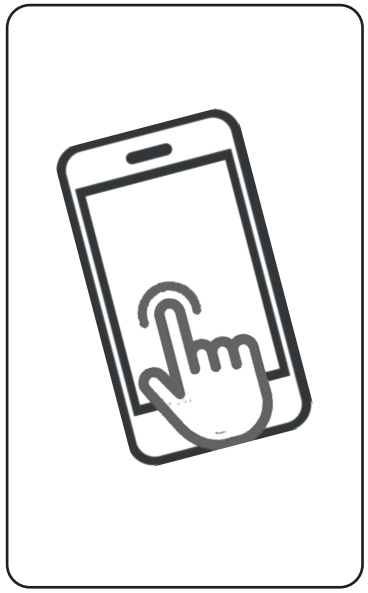
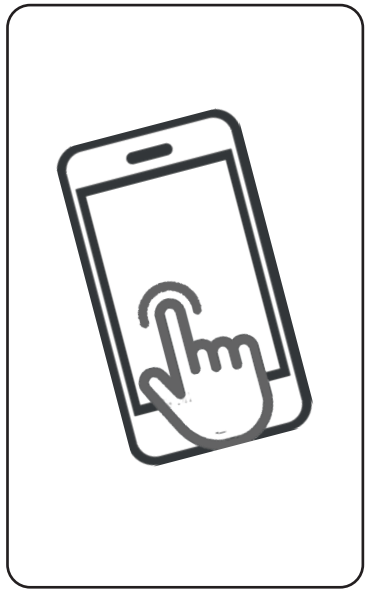
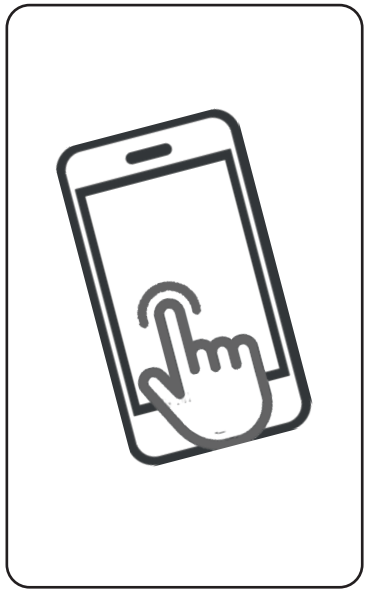
Do you really want to give permission to your location even if you don't use the app?

3. Check the screen time of your mobile device. What are the apps you have used recently? Share your findings with the other players. If you don't have screen time activated to check this, take another card.

No one right answer

4. Check the location settings of your phone for 2 different apps. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.

No one right answer

5. Look at your mobile device, how many photos have you taken the last three days? Share your findings with the other players.

No one right answer

6. Look at your networks, what date is your last post? Share your findings with the other players.
If you are not active on social media channels, take another action card.

No one right answer

7. Look at your networks, what date is the last interaction someone had with your content? (e.g: a comment, a like, an endorsement …)
Share your findings with the other players.
If you are not active on social media channels, take another action card.

No one right answer

8. Check the settings of your map app. Are the settings appropriate or do you give more permissions than really needed? Share your findings with the other players.

Do you really want to give permission to your location even if you don't use the app?

9. Think: What advertisement have you recently noticed in your networks? Maybe you want to have a look at your phone to remember. Share your findings with the other players.

No one right answer

10. Look at your networks and think: Can you relate the advertisements you receive to previous searches on a search engine? Share your findings with the other players.

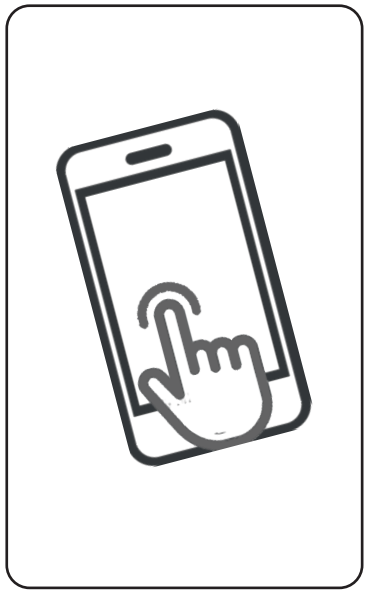
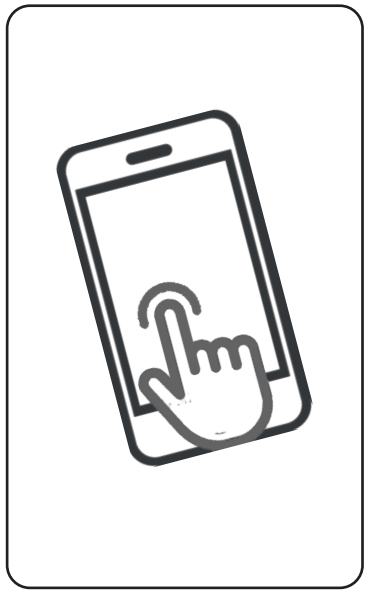
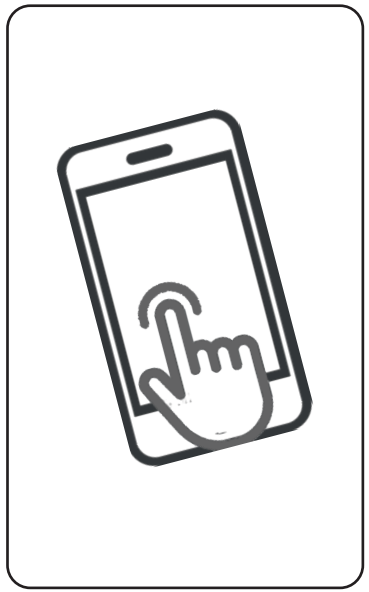
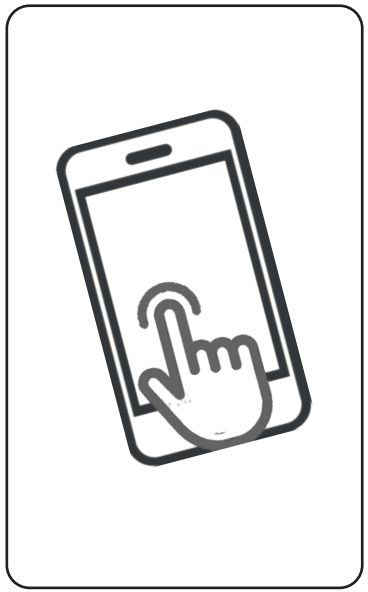
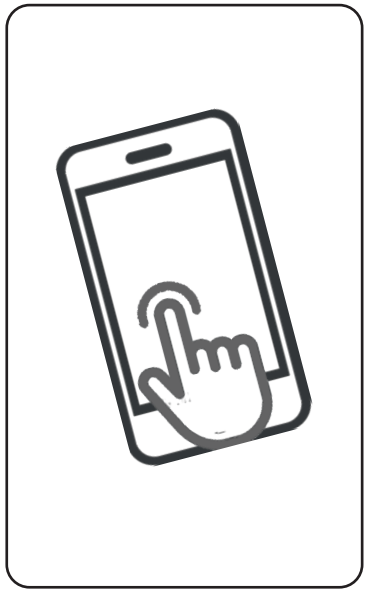
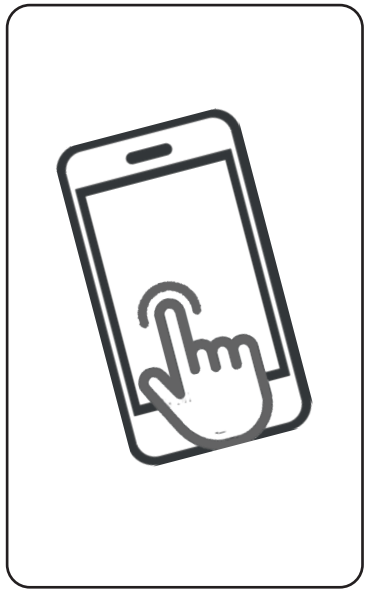
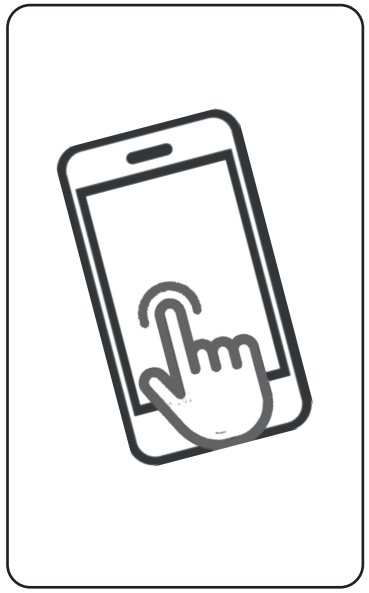
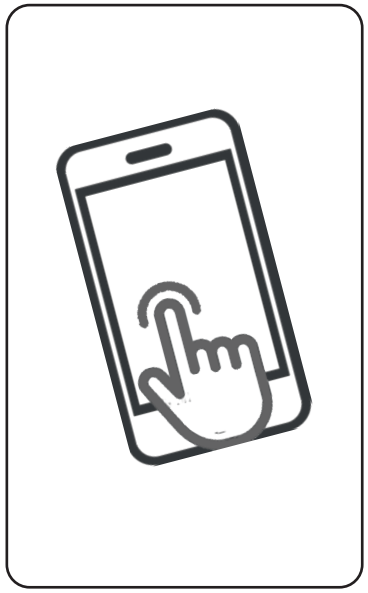
No one right answer

11. Look at the last pictures you have uploaded. Do you normally tag many people? Share your findings with the other players.

No one right answer

12. Think of your social media: Do you follow influencers?
If you are not active on social media channels, take another action card.

No one right answer

13. Look at the last comment you left to a friend, what time did you send it? Share your findings with the other players.

No one right answer

14. Data are not obligatorily electronic data: Draw a graph that shows how you spent the hours of the day yesterday (e.g., time spent per activities during the day). You have 1 minute for this task.

No one right answer

15. Data are not obligatorily electronic data: Draw a graph that shows how you spent the last three days. You have 1 minute for this task.

No one right answer

16. Look at your mobile device: How many photos have you received in your favorite messaging app in the last three days? Share your findings with the other players

No one right answer

17. Look at the settings of your favorite game app: Is the option to show personalized advertisements selected?

Do you really want to give permission to receive personalized advertisements? This option is critical in terms of data protection.

18. Look at the settings of your calculator app: Is the option that voice control can learn from the way you use it selected?
If you don't find this information, take another action card.

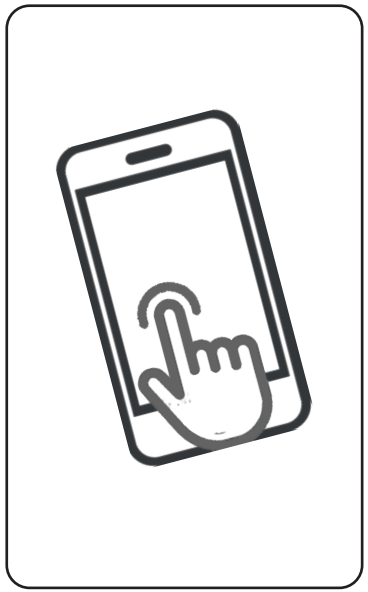
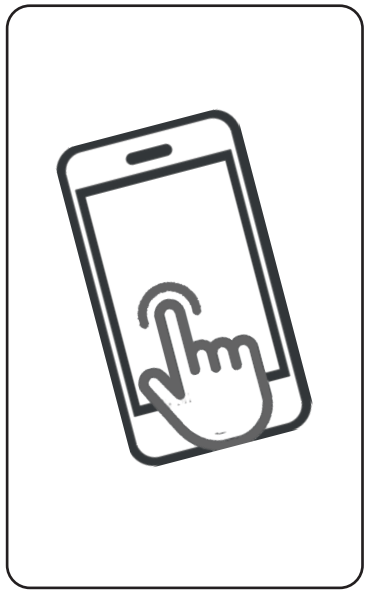
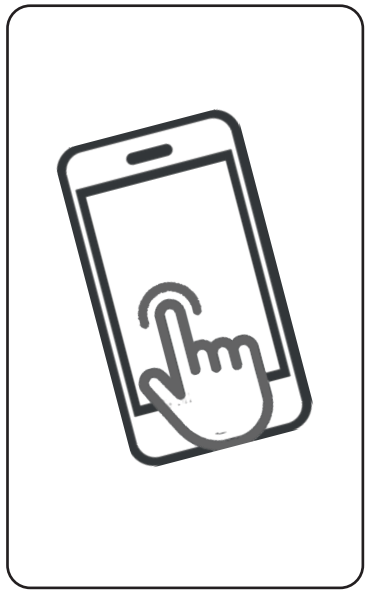
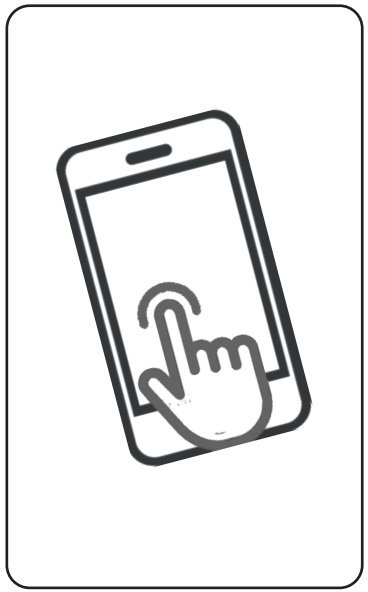
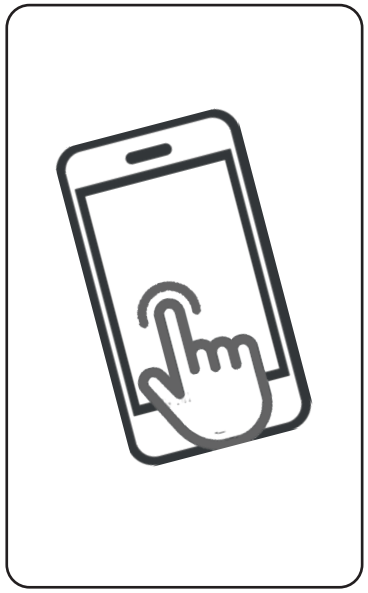
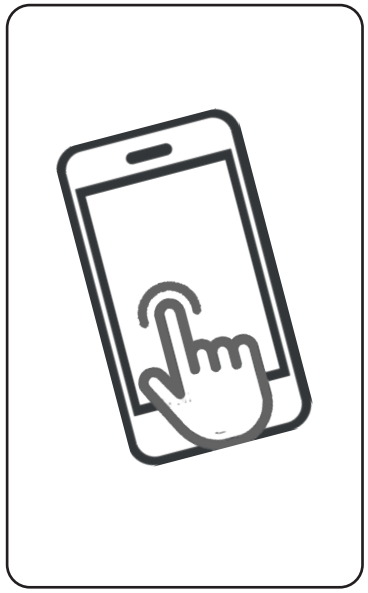
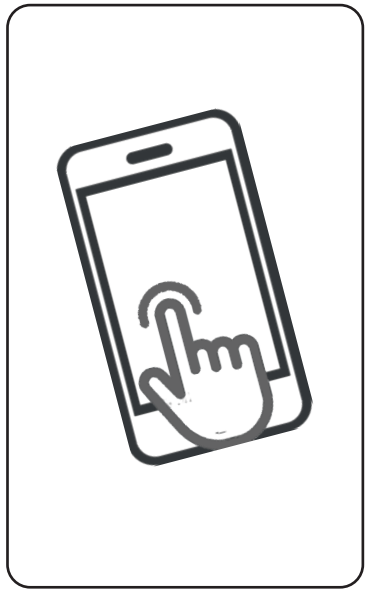
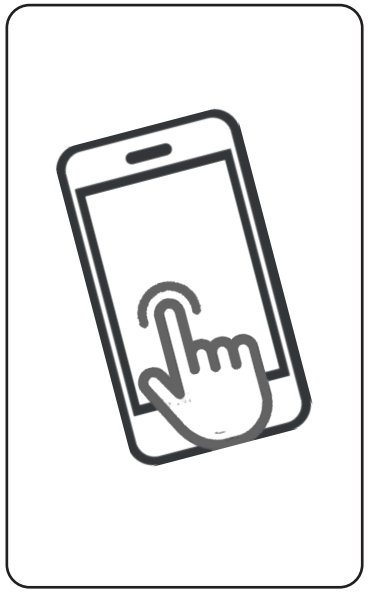
No one right answer

19. Look at the settings of your calendar app: Is the option that voice control can learn from the way you use it selected?
If you don't find this information, take another action card.

No one right answer

20. Look at the settings of your camera app: Is the option that voice control can learn from the way you use it is selected?
If you don't find this information, take another action card.

No one right answer

1. If you upload your own content on your blog, what license can you use? You can answer this question even if you don't have a blog.

You are free to choose the license you prefer when creating and sharing content. But if you choose open licenses, you are doing the good, keeping the attribution for you but allowing others to use your content.

2. If you have the choice between two similar lantern apps, what factors should you take into consideration when you decide which one to download?

The less appealing app will probably be the one that respects data privacy more. It's your choice ;)

3. If you are downloading an app, and it needs registration, is it - in terms of privacy - recommended that you use your existing account on a big network?

No, because the big network will also be able to track your data in the new app.

4. If you download an app with advertisements, it might ask to track your data to offer personalized advertisement. What - in terms of privacy - should you do?

You should only accept if you are interested in receiving personalized ads and be aware that you give away your data.

5. If you share news from a news site, what can you do to avoid engaging with fake news?

You better cross-check sources (account of the original user who posted it, date of the original post and origin of the visuals in the post) and be aware of your own biases. Maintain a critical mindset.

6. If you use a health app that tracks your steps, would you check it to see if you have done the recommended number of steps in a day?

Health apps are not recommended in terms of privacy, and there are surely other ways to develop a healthier lifestyle. It's your choice ;)

7. How is a 'feed' generated on social media?

It is generated via our interactions, ads, personal data, etc., and so I will be offered the posts of users that I most interact with in the first place.

8. Data are not obligatorily electronic data. Think: How many hours did you spend reading books last week? Share your findings with the other players.

No one right answer.

9. If you use an app to listen to music, and it recommends you to turn the volume down, what should you do?

You should take advantage of your data, and follow the recommendation from the app.

10. If you are tagged in a news post which has been shared thousands of times, what should you do before sharing it again?

You should check if the news is true or if it could be fake news.

11. What should you consider before sharing a news article on social media?

You should check if the information in said article is true or not.

12. If a site asks you to accept essential cookies, would you accept?

Essential cookies allow you to browse the website and use its features, such as accessing secure areas of the site. Cookies that allow web shops to hold your items in your cart while you are shopping online are an example of necessary cookies.

13. Data are not obligatorily electronic data. If you are writing a letter on a piece of paper, are you creating data?

Yes, the text is the data.

14. If you take a photo of a friend, who is the owner?

The person who takes the photo is the owner, which in this case is you.

15. If you take a photo of a friend, can you upload it on your networks?

If you take the photo of someone, even if you are the owner, you cannot upload it on the networks if the person hasn't given his/her consent.

16. If you want to disseminate that a content is fake news, why shouldn't you post a link to it?

If you disseminate that something is fake news, you would be further promoting it if you post the link.

17. If you select the option that voice control can learn from the way you use your map app, what are you doing?

You give permission that the app learns from your usage.

18. If you select the option that voice control can learn from the way you use your clock app, what is the consequence?

You give permission that the app learns from your usage.

19. Data are not obligatorily electronic data. Think: How many coffees have you drunk today? Share your findings with the other players.

No one right answer

20. Data are not obligatorily electronic data. Think: How many hours do you normally listen to music during the weekends? Share your findings with the other players.

No one right answer

Wifi and

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Common