Simulation and Role Play in the Classroom: The *CyberWhispers* Game

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The Rationale

- **IDS 1600: Unit on digital privacy/internet security**
  - “Digital generation” tech-savvy, but less sophisticated about privacy, etc.
  - How to bring interactivity and active learning in?
  - *Simulation:* important element of active learning...and can be fun!
The Solution: *CyberWhispers*

- Simulates the flow of digital messaging
  - Students/players are “moving parts”:
    - Message gatherers, decoders, diverters, blockers
  - Simulates how messages surveilled, interpreted, or captured by commercial/governmental interests
The Solution: *CyberWhispers*

- **Purpose:** to “decode” and assemble a mystery quote from individual pieces of paper
  - Offense: “Gatherers” (message deliverers) and “Decoders” (solvers)
  - Defense: “Sellers” & “Renditioners” (message interceptors/diverters)
  - Neutral: “Journalists” putting together a “story”
Welcome to *CyberWhispers*

- Observe the “flow” of the game
- What do you notice?

http://youtu.be/XDnDzzgE4WI

- What did students think about the game?
The “secret” message (Seller/Renditioner words in large print):

“The only thing we have to fear is **fear** itself—nameless, unreasoning, **unjustified terror** which **paralyzes** needed efforts to **convert** **retreat** into **advance**” — Franklin Delano Roosevelt (1933)