

At university, they decided to create a game called 'Ray's Blog', a media literacy programme that educates through entertainment.



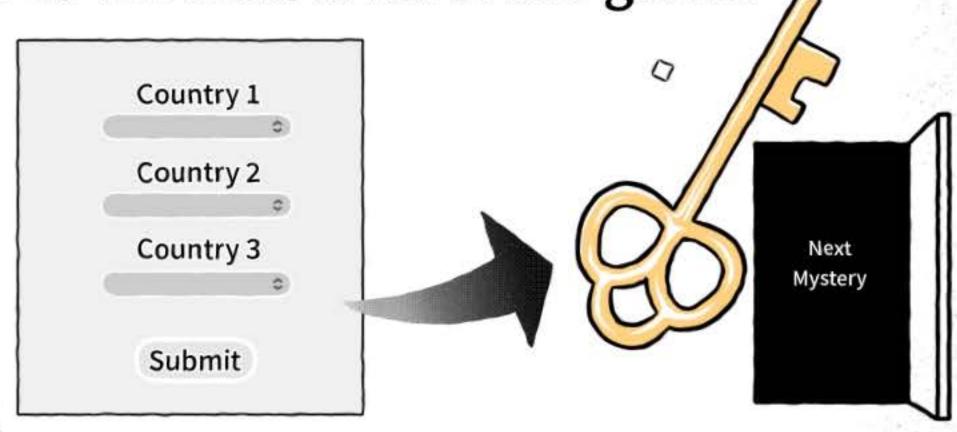
Ray's Blog is a mystery-solving game.

The game begins with a letter from a guy named Ray.



Suddenly Ray reaches out and invites you to a site where you can answer questions, and insert the accurate information you found.

If correct, you will receive a keyword that will lead you to the next level of the game.



THE ONE ABOUT ASIA'S

DECLINING POPULATION

RATE? IS THAT SO????

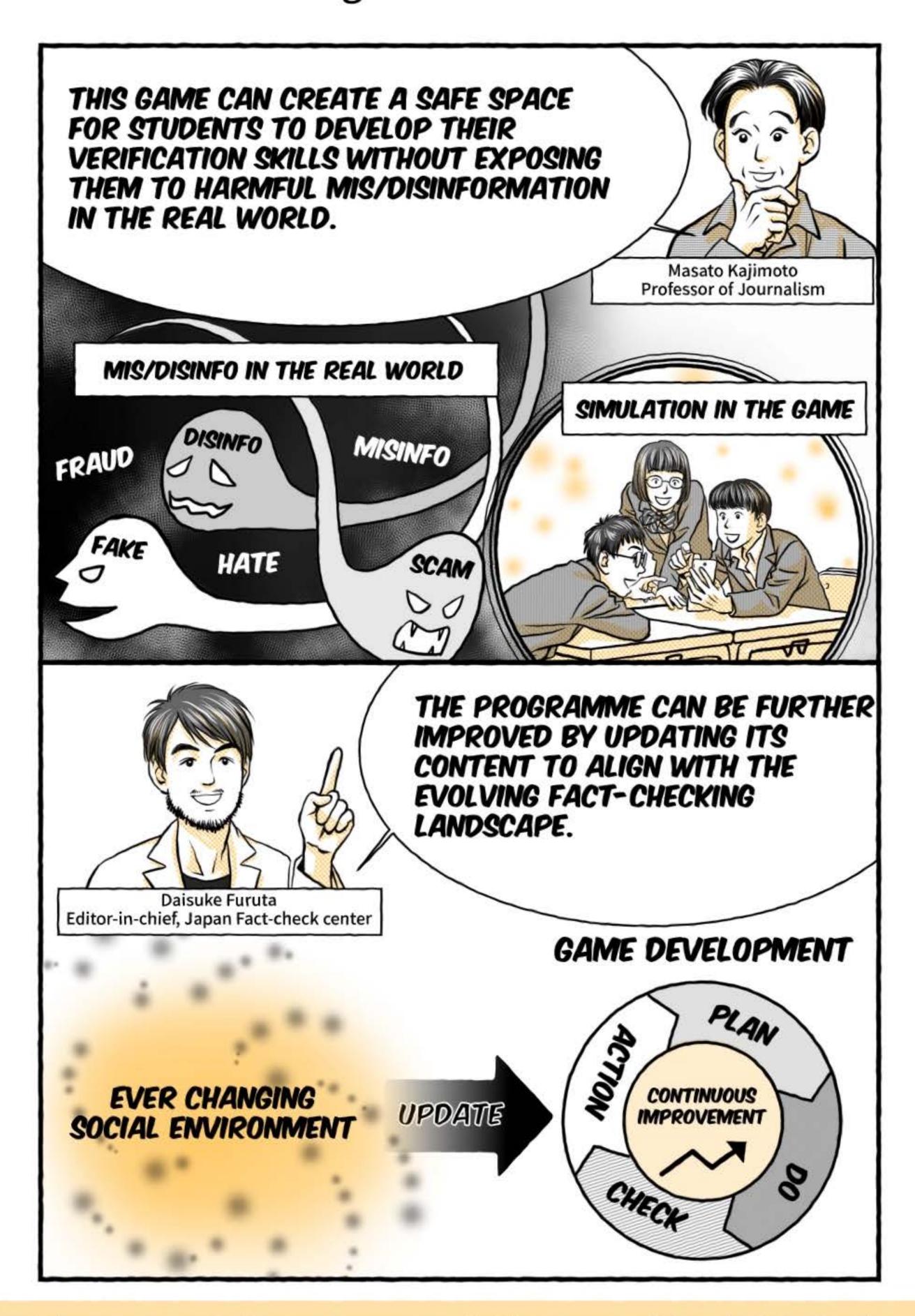
LOOK IT

When you have collected all the keywords...



The game wants to boost participants' confidence in problem-solving and help them remember educational content better.

The game has been developed with advice and feedback from third-party experts in journalism and fact-checking.



The experts' recommendations and insights help improve the programme continuously and reinforce the game's credibility and educational impact.

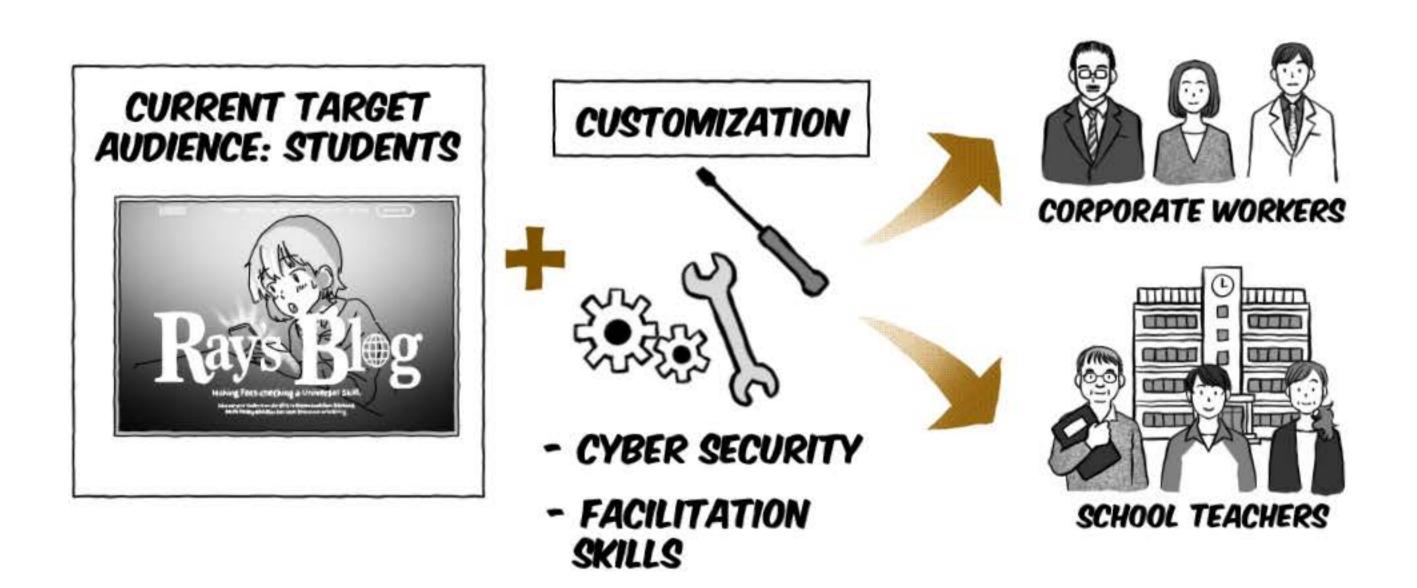
While the game seems effective, the team behind 'Ray's blog' struggles to make it financially viable.



In their experience, school budgets are tight and funding from large companies tends to diminish each year.



So, they tried new ways to grow it as an educational tool.



Ultimately, the goal is to develop the skills needed for fact-checking such as critical thinking and verification, regardless of someone's age, nationality, occupation or social background.





