

EVENT DESCRIPTION SHEET

PROJECT	
Participant:	101081624 LAUREA-AMMATTIKORKEAKOULU OY
PIC number:	991816077
Project name and acronym:	Immunising citizens against dis/misinformation – IMMUNE 2 INFODEMIC

EVENT DESCRIPTION	
Event number:	WP11
Event name:	Student-professional interaction on hybrid disinformation narratives
Type:	Workshop/Information session
In situ/online:	<i>Online</i>
Location:	Finland
Date(s):	22.4., 30.4., 3.5., 7.5., 20.5., 4.6.2024
Website(s) (if any):	https://immune2infodemic.eu/Student-professional-interaction-on-hybrid-disinformation-narratives-results.html
Participants	
Female:	54
Male:	116
Non-binary:	1
From country 1 Finland:	162
From country 2 [Estonia]:	1
From country 3 [Sweden]:	4
From country 4 [Greece]:	1
From country 5 [Spain]:	2
From country 6 [Netherlands]:	1
Total number of participants:	171
From total number of countries:	6
Description	
In the spring 2024, the students in the bachelor's degree Programme in Safety, Security and Risk Management carried out online information sessions (vaccinations) for target groups in	

different organizations in Finland. They took the role of immunisers by reaching out different institutions and organising I2I activities.

Target group organizations: Viherlaakson lukio (high school), Puolustusvoimat/Rannikkolaivasto (Defence Forces/Naval Forces), Mäkelänrinteen lukio (high school), Laurea-ammattikorkeakoulu (University of Applied Sciences), OSAO Kempeleen-Limingan yksikkö (vocational school, security sector), Tampereen seudun ammattiopisto Tredu (vocational school).

At the initial phase, the immuniser students were first trained by I2I project members, who were basically lecturers at Laurea University in a train-the-trainer approach.

The workshop sessions were planned with the teacher/group leader/contact person of the institution and the audience attended the session in hybrid format, either in classroom, following the presentation in Teams/Zoom, or the fully online during an online lesson. The information sessions lasted approximately for 1,5 hours.

The aim of the workshop sessions was to clarify the concepts of disinformation and misinformation, and to show examples of disinformation in the media, to explain the possible threats and opportunities of AI, and to encourage to develop one's digital literacy skills and critical thinking. Tools for identifying and managing disinformation were presented during the lessons/events. The topics of the examples shared in the sessions were elections in different countries and EU elections, health topics, the use of disinformation and information manipulation in military conflicts. The audience was activated through discussions, polls and games during the sessions.

Every student group created their own presentation material by utilizing materials and videos of the I2I project, and specifically the materials of Faktabaari in Finland. The student groups were also encouraged to search suitable source materials by themselves and look for examples that would be particularly interesting to the planned target group of the session.

The student groups collected feedback about their sessions. The feedback was mostly positive. Each target group evaluated the topics as important and interesting. Many people in the audience were already somewhat familiar with the basic concepts, because they had studied the basics at school, but many stated that the examples of different topics in mis-/disinformation and of different tools for identifying mis-/disinformation were very useful and gave them reassurance, as well as deepened their knowledge. It was an indication of a booster effect of our workshops on the immunisation of the target groups, particularly on the selected topics.

The immuniser students also shared their reflection about the session they had planned and conducted. Many groups stated that they would have preferred live events/sessions, because it would have been easier to activate the interaction and observe the audience's reactions. In an online session/event, it is more challenging to engage the participants. The student groups thought, however, that they succeeded in creating interesting materials, presenting relevant examples and in creating audience activating polls and games.