LOCK IT UP

A card game to supplement Akili network's
TV comedy series Flash Squad that addresses Internet Safety

THE SOLUTION

Lock-it up
is a card-based strategy game that
helps children and young people
build internet savviness
even if they don't have access
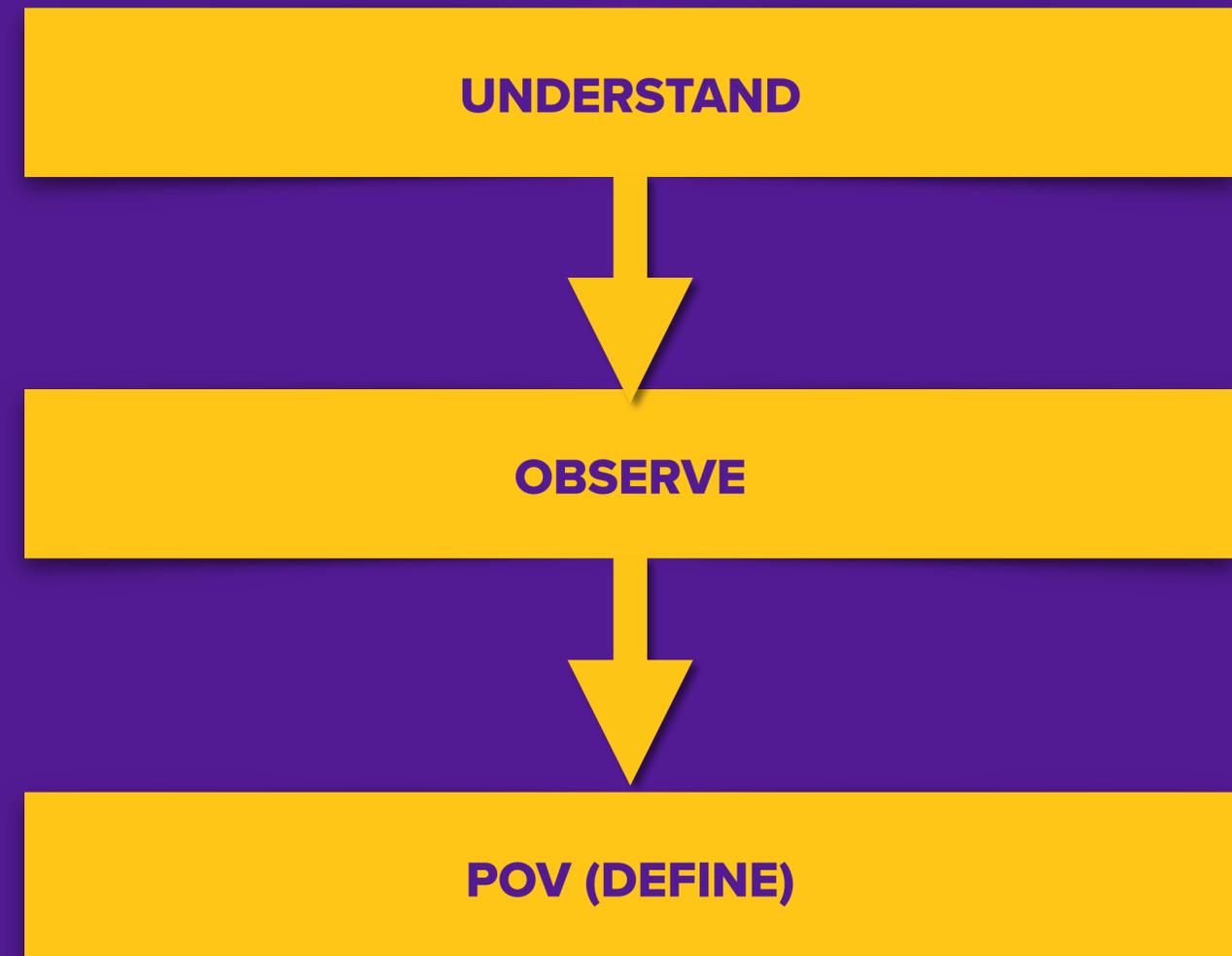to a mobile phone or internet.

THE CHALLENGE

"Children's online safety in the time of COVID-19 and Beyond"

Using Design Thinking methodology, the Theme 5 BEBB team considered the topic above and produced Lock-It Up card game as a solution to address the challenge.

THE PROBLEM FINDING SPACE

UNDERSTAND

↓

OBSERVE

↓

POV (DEFINE)

THE PROBLEM FINDING SPACE

|	Who is experiencing a problem?	Young people between 18 and 25. Age where most people lack information/ digital age. Active and vulnerable group online	12 - 25 years. Youth in discovery stage	Adults as agents of change	Class 1 Students	Adolescents
WHAT WE UNDERSTOOD						
WHAT WE OBSERVED	What is the nature of the problem?	Looking for jobs. Challenge with getting the right information/Fake jobs/Sending their personal information to fake sites	Using online for gaming and chatting. Connect to wrong people and get wrong information. Can lead to grooming and other unsafe actions	1. Ignorance 2. High levels of online illiteracy 3. Lack of general ICT skills 4. Vulnerability/bullying leading to depression etc 5. Wanting to be something you are not (higher social status etc)	Not enough teachers to teach IT. Not enough teachers knowledgeable on how to guide students	Insufficient policies? Implementation and awareness of policies? Why are policies ineffective?
DEFINING THE PROBLEM	Why is the problem worth solving?	Ensuring that people use the right links. Use of online is increasing due to COVID and how the world is moving. Save on time and money. Personal information safer	Better safety measures from app developers. Reduced number of young people using unsafe sites		Bridge the digital divide between urban/ rural different demographics etc. Better equity online	

THE PROBLEM FINDING SPACE

- Ignorance is the core problem children, families and the society face when it comes to online safety.

- We need to equip children with skills for a future we don't even understand ourselves.

- Our best option is to equip children with critical thinking skills.

- When children can make informed decision, the county will progress faster. Less poverty, bigger middle class.

THE SOLUTION FINDING SPACE

IDEATE

PROTOTYPE

TEST
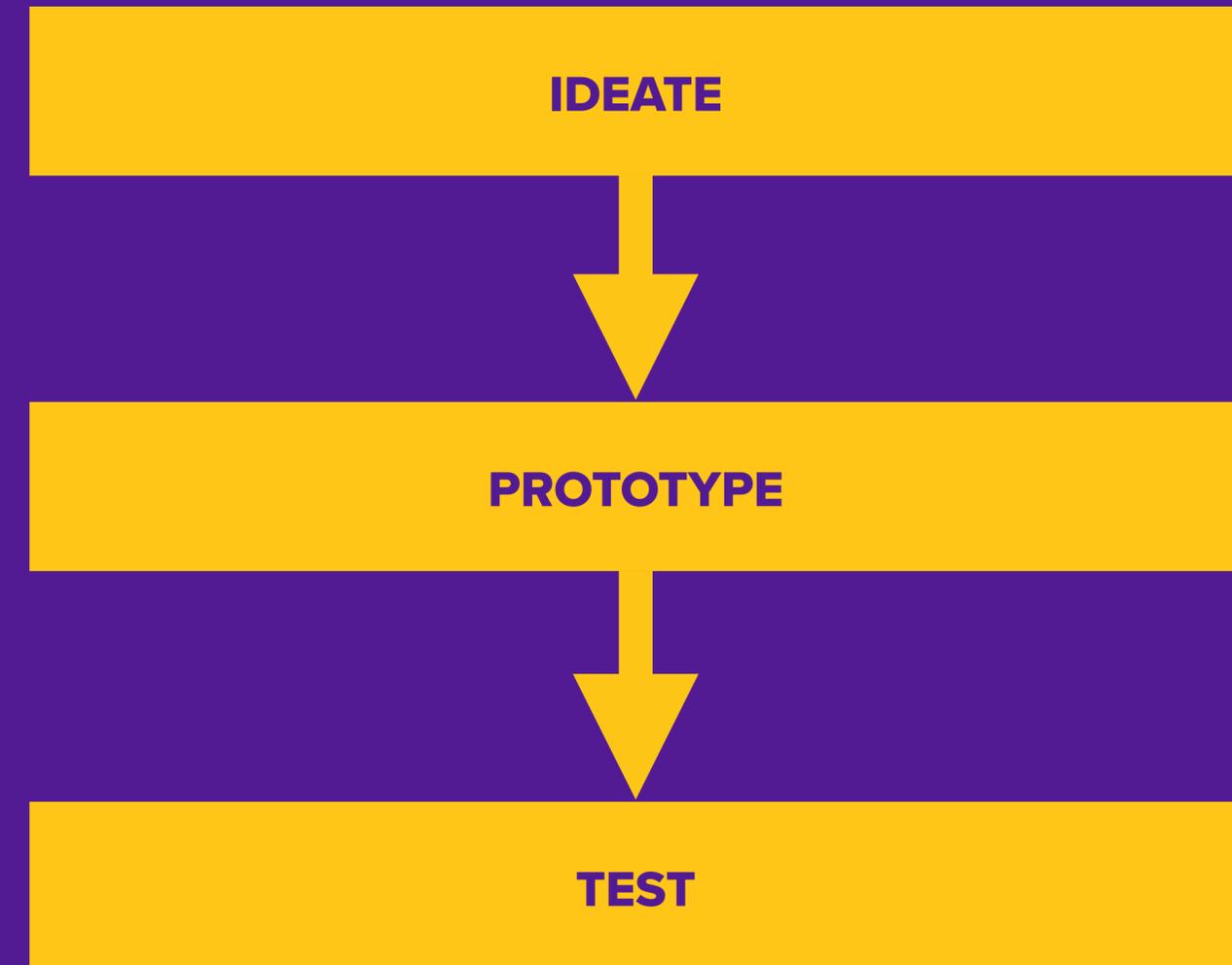
THE SOLUTION FINDING SPACE

IDEATE

Our Goal!

Low tech solution to prepare children for a high tech future...

LEARNING CYCLES

FLASH SQUAD
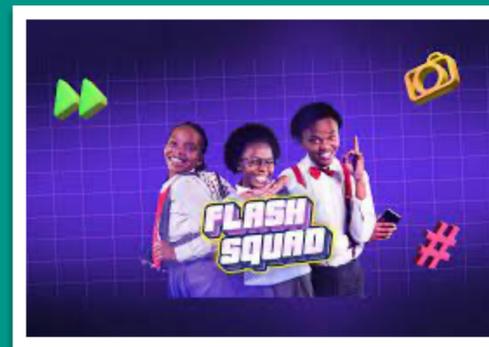
THEATRE IMPROVE

GAMIFICATION

LEARN BEST FROM PEERS

THE SOLUTION FINDING SPACE

PROTOTYPE

CHILDHOOD GAME: POLICE & THIEF + = **LOCK IT UP CARD GAME**

THE SOLUTION FINDING SPACE

TEST

- Played among ourselves.
- Still some gaps and in the game rules and mechanics.
- Opportunity for further development.

ABOUT
LOCK-IT UP

ABOUT LOCK- IT UP

A card-based strategy game that supplements the internet-safety TV series Flash Squad

Purpose of the game

Target Age Group: 12 years and up

Games are an effective tool for teaching young people important skills like teamwork, problem-solving and general social skills. Young people love games, and they can be great way to introduce concept that they may not encounter in day-to-day life.

Children learn many things while playing games. By playing this game, young people will be able to think critically, preparing them for the internet and the dangers they could face through inappropriate content, scams and phishing.

Benefits of the Game

1. Improves logical thinking
2. Enhances observation skills
3. Teaches deductive reasoning, which encourages critical thinking (Players must learn to plan and develop strategies to ensure they do not reveal too much and get eliminated, yet listen attentively to identify harmful messages).
4. Promotes Problem solving

SETTING UP THE GAME

Deck of cards

Dice
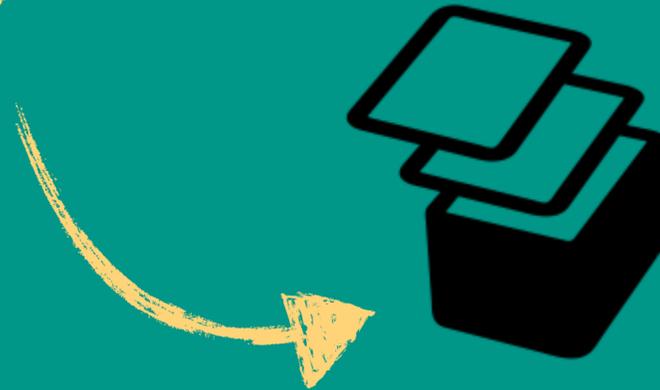
"Afande" identifier

Watch an episode of Flash Squad eg Phishing

Step Two:
From the deck of cards, select the pack that corresponds to the episode you have just watched, eg Phishing Pack.

Step Three:
Role a die, the person with the highest number is the 'Afande'. There can only be one Afande per game.

Step Four:
Distribute the description cards from the pack to all players expect the Afande. Players can have more than one card.

You are now ready to play

Rules

1. Only one Afande per game
2. Distribute all cards among players (how many cards?)
3. Players can only answer "yes" or "no"
4. Anyone can declare "Lock-It Up" (how long should game last)
5. If Player is asked to reveal their card and the card is not harmful, the player is eliminated from the game

HOW TO WIN

YES

YES

NO

One of the cards describes a harmful/suspect messages. All the others cards are not harmful message. The Afande must determine which card is a harmful message by asking players questions.

Players can only answer with a "yes" or "no".

If the Afande suspects a card to be a harmful message, they can **declare 'Lock-It Up'**.

The player holding the card must then reveal if their card is a harmful message or not. If it is, the Afande wins.

If Player is asked to reveal their card and the card is not harmful, the player is eliminated from the 'interrogation', but can join the Afande as an assistant to help identify the 'suspect'.

Any player at any time can also 'accuse' another player of being a harmful message by declaring lock it up. The first person to lock it up correctly wins. If no one is able to decipher the card, the player with the harmful card wins.

LOCK IT UP!!

EXAMPLE: PHISHING DECK

Anatomy of a phishing message

1. Unknown number/ email
2. Spelling grammatical errors
3. No branding or 'fake branding'
4. Link

✉ I am an email:

Email sender: Nancy Anunja
nancy.anunja89@gmail.com

Email Subject: <none>

Email Message: do you have internet bundles? can't access my school assignment, kindly help me. Link below…

Link: https://fb/uhuisd/89

THEME: PHISHING

1

I am a Text Message:

Phone Number: 897987979

Message: am a project manager. we are hiring a team. you can work home, daily salary from 800KES. I need ur ID, certificate, etc. Accept job on WhatsApp

Link: http://jkkl/k98722l

THEME: PHISHING

2

I am a Text Message:

Phone Number: Naivas

Message: Sign up to win up to 80% off your next shopping.

Link: http://deals/0980sk

THEME: PHISHING

3

? Which card is a harmful phishing message? ?

GAPS

During testing some questions and gaps arose that need to be addressed at future iteration of the concept.

1. Time limit? How long does the game run for?
2. Levels - how do you make the game relevant once teams have played multiple times?
3. Themed play (phishing) or open play (any theme)... this could be away to increase difficulty as teams re-play the game.
4. Instructions for 'supervisor/adult'?
5. How distribute game? Bought in store? Free as part of 'tool kit' to schools/communities?
6. If team can't watch an episode of Flash Squad (no internet/TV) - story card included?

NEXT STEPS

The next steps would be:

1. Address gaps in game mechanics
2. Design prototype
3. Test
4. Ideate distribution strategy
5. Distribute

THANK YOU

Theme 5 BEBB