FAKE NEWS DETECTIVE

Interactive Cyber Safety & Media Literacy Game

A Step-by-Step Tutorial Using Canva AI Code

1. Subject Matter Expert Details

- Name: Dr. Chandni Agarwal
- Designation: National ICT Awardee 2017
- Project / Tutorial: Fake News Detective
- Target Users: Teachers and students
- Tool: Canva AI – Code

2. Objectives

- Build awareness of cyber safety and media and information literacy through an interactive quiz game.
- Help learners identify possible fake news and verify information before sharing it.
- Enable learners to evaluate online sources and recognise clickbait.
- Encourage learners to question and carefully assess possible AI-generated misinformation.
- Reinforce learning through question rounds, feedback, scores, badges and a certificate.
- Demonstrate how Canva AI Code can be used to create and publish an interactive educational game without manually writing code.

3. Problem Statement

Students encounter news, images, headlines and messages through social media, websites and messaging platforms. Some content may be misleading, taken out of context, designed to attract clicks, or generated using AI. Learners may share such content before checking its source or confirming whether it is accurate.

Traditional explanations alone may not provide enough practice in spotting warning signs and verifying information. Students need a safe, engaging way to practise these skills, receive immediate feedback and revisit concepts. Fake News Detective addresses this learning need through an interactive quiz game focused on cyber safety awareness and media and information literacy.

4. Project Introduction and Description

Fake News Detective is an interactive educational game created using Canva AI Code. It invites learners to investigate examples of online information and practise deciding what to check before trusting or sharing a claim.

The game focuses on identifying fake news, verifying information, evaluating online sources, detecting clickbait and recognising possible AI-generated misinformation. It includes a start screen, learning outcomes, interactive quiz activities, and a teacher dashboard. The teacher dashboard is designed to display class-level summary information and teaching tips; performance data appears after a quiz has been completed.

Learning is reinforced through feedback and game-style progress elements such as scores, badges and a certificate, as configured in the game. The aim is not to label every unfamiliar claim as fake, but to encourage learners to pause, check evidence, and consult reliable sources.

- Game link: https://drchandniagarwal.my.canva.site/fake-news-detective

5. Tools Required

- Canva account with access to Canva AI Code.
- Computer or laptop and a modern web browser.
- Internet connection to create, preview and publish the game.
- A prepared prompt describing the learning goals, question types, feedback, badges and certificate.

6. Step-by-Step: Create the Game Using Canva AI Code

Step 1: Open Canva

1. Sign in to Canva and open the Canva homepage.
2. Choose Code from the available creation options, or open Canva AI and select the Code option. The exact labels may vary as Canva updates its interface.

Step 2: Write the game prompt

3. Describe the target audience, learning objectives, game flow, question categories, feedback, score tracking and visual style. Use the master prompt in Section 7 as a starting point.

Step 3: Generate the first version

4. Submit the prompt and wait for Canva AI Code to generate the interactive game.
5. Review the home screen, quiz screens, navigation, question flow and end-of-game summary.

Step 4: Test the game

6. Play through the game as a student. Check that answers can be selected, feedback is understandable, score/progress updates correctly and the game can be restarted.
7. Check different question sets or categories, including source verification, clickbait and AI-generated misinformation.

Step 5: Refine with follow-up prompts

8. Ask Canva AI Code for specific improvements, such as clearer instructions, age-appropriate questions, more varied examples, better contrast, or a working certificate screen. Make one group of changes at a time and test again.

Step 6: Preview and publish

9. Use Preview to test the experience on desktop and mobile-sized screens.
10. When satisfied, publish the Code creation as a website and copy the published URL. Canva's current publishing steps may vary slightly by interface.

Step 7: Demonstrate and reflect

11. Show the game introduction, one or two quiz questions, feedback, final score, badge/certificate reinforcement and the teacher dashboard. Explain how the game encourages learners to verify claims rather than sharing them immediately.

7. Master Prompt for Canva AI Code

Create an interactive educational game called “Fake News Detective” for students. The purpose is cyber safety awareness and Media & Information Literacy. Make it a complete, responsive, browser-based game with a polished dark-purple and violet interface.

LEARNING OBJECTIVES

- Identify warning signs of fake or misleading news.
- Verify information before sharing it.
- Evaluate online sources and their credibility.
- Detect clickbait headlines.
- Recognise that images, audio or text may be AI-generated or manipulated, and understand that appearance alone is not proof.
- Practise pausing, checking the source, finding independent coverage and tracing claims to original evidence.

GAME FLOW
1. Welcome screen with the title “Fake News Detective”, a short introduction and a Start button.
2. Brief game instructions and an option to choose Student Mode or Teacher Mode.
3. Several quiz rounds with different sets of age-appropriate questions. Include multiple-choice questions and short scenario-based questions about headlines, sources, online posts, clickbait and possible AI-generated content.
4. After each answer, show clear, encouraging feedback and a short explanation. Do not rely only on whether a statement “looks real”; teach learners how to verify it.
5. Show progress through the quiz, score and category-wise performance where appropriate.
6. At the end, show a summary of results and practical verification tips, including the SIFT approach: Stop; Investigate the source; Find better coverage; Trace claims, quotes and media to the original context.
7. Reinforce learning with a badge for completion or achievement and a certificate screen that can be printed or saved if supported.
8. Include a Teacher Dashboard with class summary placeholders, questions-per-session information, category performance after a quiz is completed, and practical teaching tips. Do not invent class results when no learner data exists.
9. Include navigation controls such as Home, Previous, Next and Restart where appropriate.

DESIGN AND ACCESSIBILITY
- Use a professional purple/violet theme, high contrast, readable text and clear buttons.
- Make the game responsive on desktop, tablet and mobile.
- Use simple language suitable for school students.
- Provide keyboard-friendly controls and visible feedback.
- Keep examples fictional or clearly labelled as practice scenarios; avoid presenting fabricated examples as current real news.
- Do not collect personal information from students.
- Make buttons, score tracking, navigation and quiz feedback functional.
- If cross-session storage, live class analytics or downloadable certificates are not supported in this version, state the limitation rather than pretending the feature works.

Before finishing, test the quiz flow, answer feedback, score calculation, restart control, teacher dashboard empty state and certificate/badge screen. Provide a short checklist of what works and any limitations.

8. Useful Follow-up Prompts

Improve question variety

Add a balanced new question set with scenarios about checking the original source, comparing independent coverage, clickbait and possible AI-generated media. Use fictional examples, explain every answer, and avoid teaching that a single visual clue proves something is fake.

Check scoring and feedback

Test the answer-selection flow, feedback messages, score calculation, progress indicator and restart control. Fix any broken interactions and explain the changes.

Improve badge and certificate reinforcement

Make the completion badge and certificate screen clear and encouraging. Show the learner's score only if it is actually calculated by the game. Do not claim that a certificate is externally accredited.

Improve teacher mode

Make the Teacher Dashboard clearly distinguish actual session data from empty or sample data. Show category performance only when quiz results are available and include practical discussion prompts for teachers.

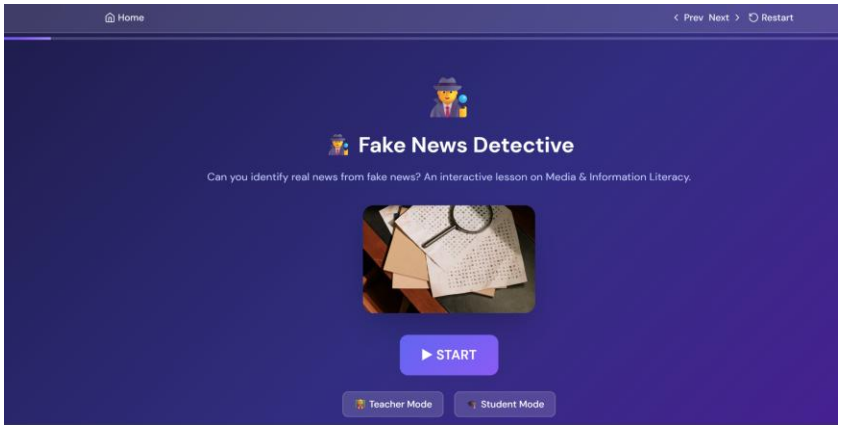
9. Expected Learning Outcomes

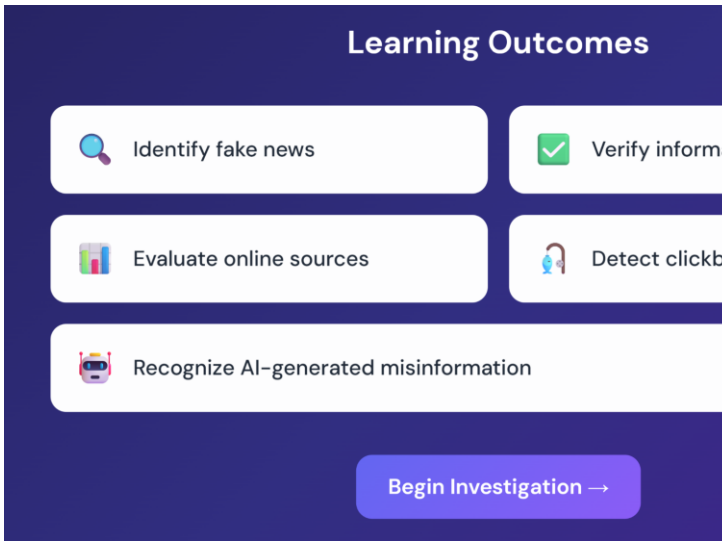
After completing the activity, learners should be better prepared to:

- Pause before forwarding surprising or emotionally charged content.
- Check who published a claim and whether the source is credible.
- Look for independent reporting or original evidence.
- Recognise clickbait and other common warning signs.
- Question potentially manipulated or AI-generated media without assuming that appearance alone proves authenticity.
- Apply verification steps in future online interactions.

10. Screenshots for the Tutorial Report

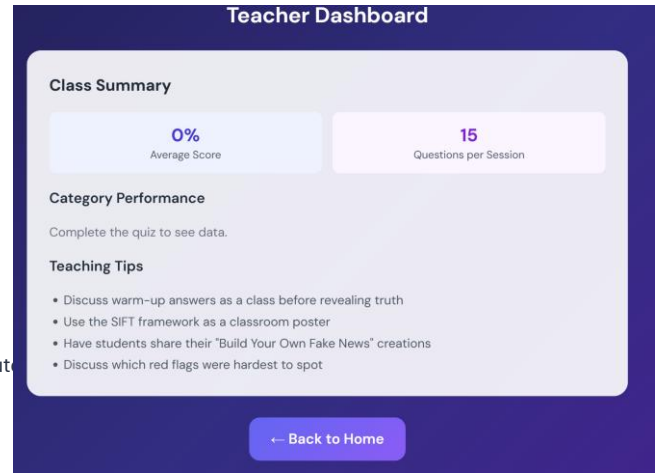
The screenshots below document the current game interface shared by the project creator. Additional screenshots from quiz rounds, badges/certificate and question feedback can be inserted later.



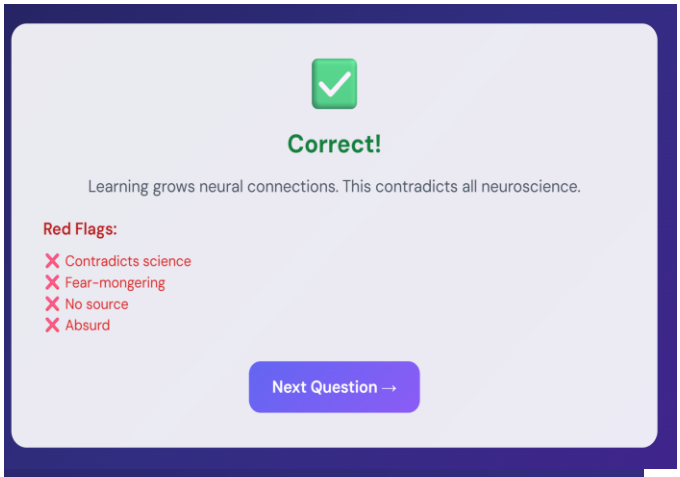


Screenshot 1. Learning outcomes

Screenshot 2. Fake News Detective start screen

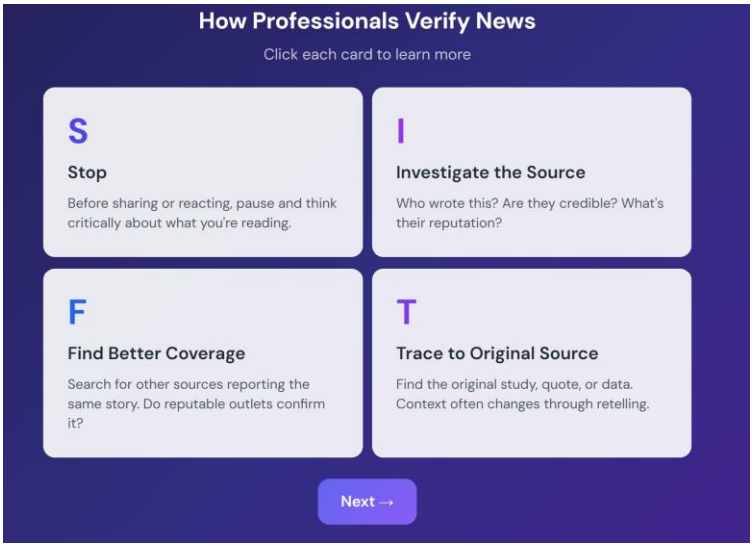


Screenshot 3. Teacher dashboard



11. Conclusion

Fake News Detective demonstrates how Canva AI Code can be used to create an interactive learning game for cyber safety awareness and media and information literacy. By combining quiz practice, immediate feedback and game-style reinforcement, it gives students a structured opportunity to practise checking information before sharing it.



The game supports learning and discussion; it is not an automated fact-checking authority. Learners should verify real-world claims using reliable sources and original evidence.

12. References

- Fake News Detective game: https://drchandniagarwal.my.canva.site/fake-news-detective
- Canva Help Center — Create interactive designs with Canva Code: https://www.canva.com/help/canva-code-ai/
- Canva Help Center — Publish and manage Canva Code websites: https://www.canva.com/help/publish-canva-code/