Seniors are more likely to encounter false information and to be victims of cybercrime

“...age was positively and significantly associated with increased levels of exposure to fake news sources across all political groups.”

Online deception and disinformation pose enormous challenges to our communities, including:

- Financial losses
- Emotional distress
- Isolation, polarization, radicalization
- Inability to face emerging crises
- Weakening of democratic institutions

Current Digital Literacy Interventions aren't Working

- They focus on content and critique rather than how deception spreads in communities.
- Bad actors target older adults; current interventions do not.


DART Users
- DART is being developed in collaboration with older adults so our solution will be engaging to seniors.
- DART’s interventions are designed with the cognitive differences of older adults in mind:
  - Attention and perceptual processing
  - Working memory
  - Long-term memory
- DART has two entry points:
  - Users will be introduced to DART Learn during facilitated training at senior centers, libraries, etc.
  - Users can find DART Play in app stores or through recommendation from friends (the original social network)

DART Learn
- A structured, engaging environment with feedback, adaptive guidance, and customization.
- Periodically updated and adapted to incorporate new deception schemes.

DART Play
- Mobile games designed by professional game designers for the accessibility needs and game type preferences of older adults.
- An entertaining, effortless, and intuitive introduction to online deception themes to make users aware of the concepts and language operative in a variety of successful schemes.
- Will use proven game design incentives, such as “rewards” and “gameplay bonuses” that encourage players to stay engaged.

DART Practice
- Interactive web-based gamified system simulating scenarios of real-life online deception on social media.
- Designed to take advantage of the protégé effect by simulating situations in which participants can help others recognize and respond to online deceptions.
- Will enable users to explore and learn from their mistakes without real-world consequences.