

# Do Now: What is the job of the news?

Responses:



**Hey Listen Games**

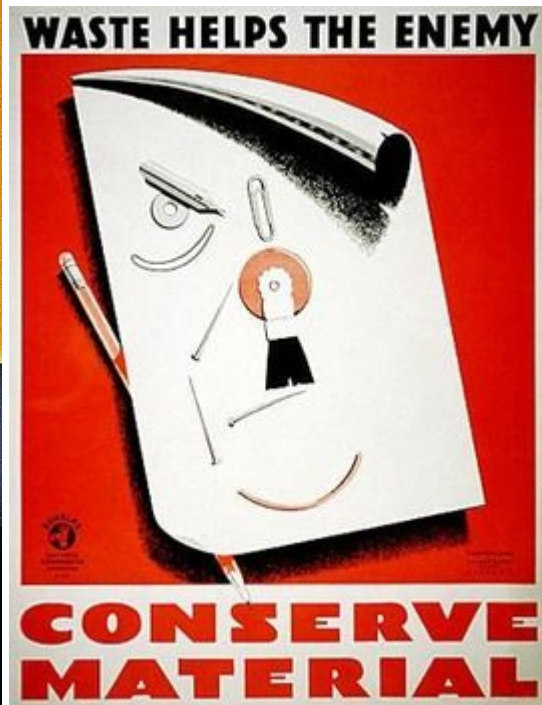
What Can We Learn?

# Aim: How does the news, or media, shape public opinion?



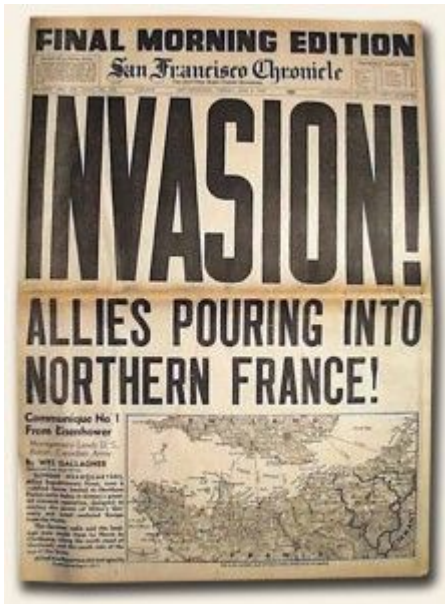
# Propaganda













*The Republia Times* puts you into the shoes of the editor-in-chief of the national newspaper of Republia, a fictional country recovering from a war with its neighbor, Antegria. Republia is run by an Orwellian, totalitarian government, and is “keeping your wife and children in a safe location” until you can increase the loyalty of the public by highlighting good things about the Republian government.



# The Republia Times

Day 1



**Welcome to The Republia Times. You are the new editor-in-chief.**

**The war with Antegria is over and the rebellion uprising has been crushed. Order is slowly returning to Republia.**

**The public is not loyal to the government.**

**It is your job to increase their loyalty by editing The Republia Times carefully. Pick only stories that highlight the good things about Republia and its government.**

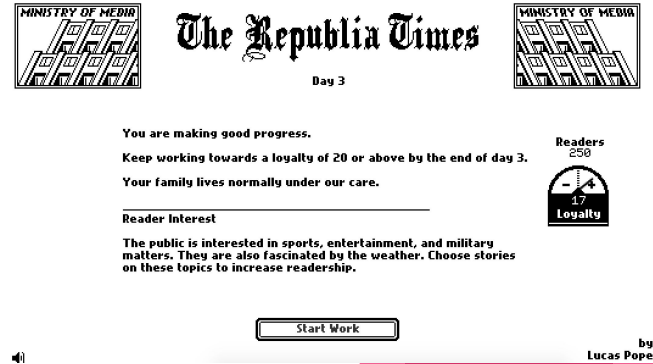
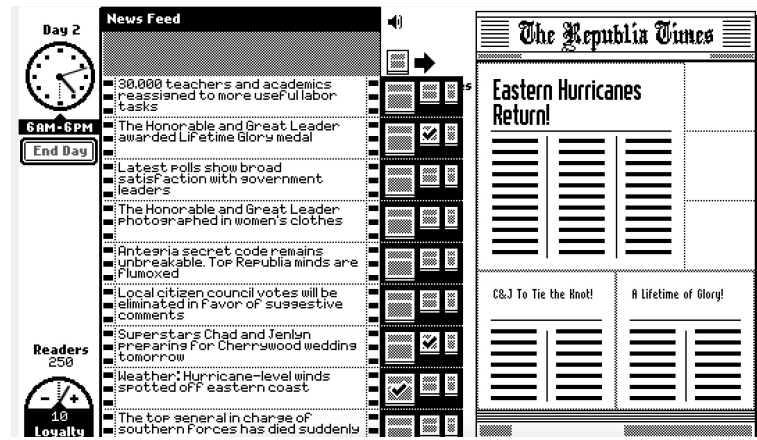
**You have 3 days to raise the public's loyalty to 20.**

**As a precaution against influence, we are keeping your wife and child in a safe location.**

Start Work

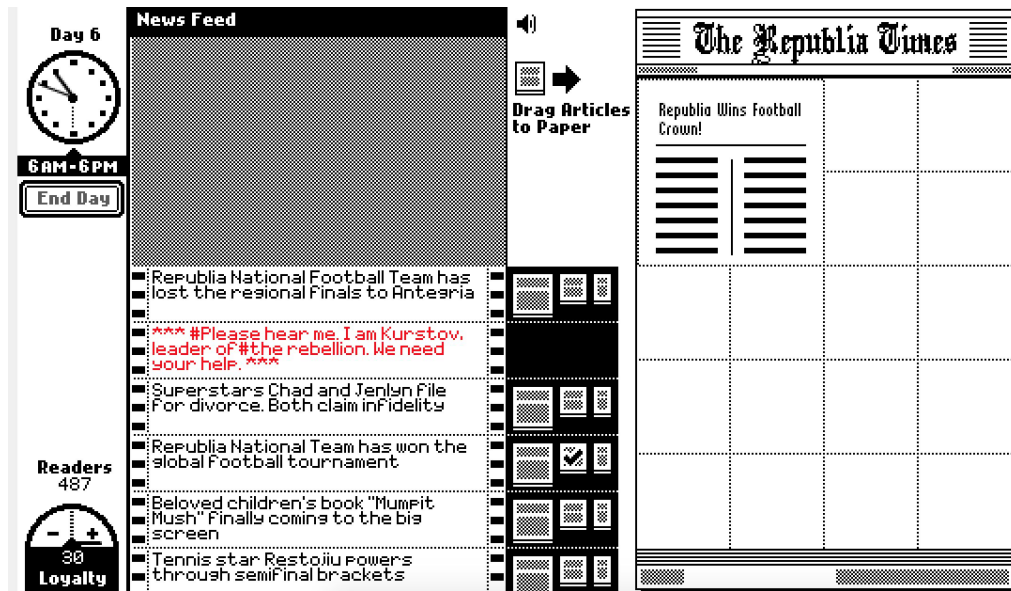


In managing your newspaper (and public opinion), you must select articles as they come into the newsroom, making sure to pick flattering stories – “The Honorable and Great Leader Awarded Lifetime Glory Medal” – and ignoring unflattering stories – “The Honorable and Great Leader Photographed in Women’s Clothes.” The larger that you make articles on the page, the more loyalty they generate. This is good because there is often a lack of positive stories about the totalitarian government as they crush the rebellion and oppress their citizens. The Republica Times is not just a propaganda machine as well, and you must balance your political agenda with interesting articles that will secure a large reader base.





Several days into your work at The Republica Times, you are contacted by the rebellion, who wants you to sabotage Republica by turning the public against its government. Every day within the game, you receive status updates on the condition of your wife and children. The more loyal the public, the better your family is treated. Sabotaging the government means risking not only your life, but that of your family's as well. It is well worth it to play through to the end of the game, even if it takes you several attempts. The conflict – and its resolution – is where this game truly distinguishes itself. How will you act?



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