



Co-funded by
the European Union

Ref. Ares(2024)6153743 - 30/08/2024

NEWSARCADE - Seriously, Play the News!

Project Number: 101060250



D3.3 NewsArcade Final Version and Manual



World Association
of News Publishers





DATE

30th of August 2024

VERSION

Version 1.0

REPORT AUTHORS

This report has been written by IN2 Digital Innovations and PortaPlay

- Hans von Knut (Author)
- Alexandru Stan (Author)

COMMISSIONED BY

European Education and Culture Executive Agency (EACEA), European Commission

DISCLAIMER

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or EACEA. Neither the European Union nor the granting authority can be held responsible for them. [Project Number: 101060250]



TABLE OF CONTENTS

1. Introduction	4
1.1 About this report	4
2. Main changes in the Final Release	5
Supporting the journalist in creating stories	7
Facilitating the visualisation of stories published	8
Changes to the CMS (authoring tool)	11
3. Conclusion and ongoing work	12
ANNEX I -- System Usage Manual	13



1. Introduction

Since the media industry transitioned to online distribution of digital products, attracting younger audiences to journalistic content has become a significant challenge for news organisations worldwide. This situation presents a paradox in our information society: despite being known as "digital natives" who are typically early adopters and prolific users of digital media, younger demographics remain difficult to engage and convert to loyal subscribers.

NewsArcade is a project designed to tackle this issue and transform it into an opportunity. NewsArcade aims to provide publishers with strategies to draw young adults to online news offerings, emphasising how news narratives can encompass diverse, pluralistic perspectives while adhering to fundamental journalistic principles.

At the heart of NewsArcade is the integration of journalism and news consumption through gamification. The project designed, implemented and experimented with a new gamified news format and the authoring tool needed to create such online experiences. Instead of using gamification as a one-off project, NewsArcade enables journalists to have a replicable framework and tool for creating a constant flow of gamified news stories while spending only a limited amount of resources for doing so.

As an additional objective, the initiative seeks to enhance news literacy among young adults, foster critical thinking skills, and support the growth of well-informed citizens. It also aims to bolster reputable media organizations by increasing engagement with high-quality news and journalism.

1.1 About this report

The project follows an interactive development methodology with multiple cycles of design, development, experimentation and piloting, evaluation and refinement of design. Following the release of NewsArcade v3 (documented in Deliverable D3.2) and the final cycle of piloting with journalists and scale-up experiments, valuable feedback has been collected as to how to improve the format and the underlying Content Management System (CMS) which enables the creation of the NewsArcade stories. Internal meetings were organised and, also using an interactive process, improvements were proposed, discussed and evaluated by the consortium. Finally a key set of changes were agreed on and implemented, which led to the final release of the NewsArcade format and Authoring Tool/CMS. This document accompanies the final release (NewsArcade v4), describing the main changes that were implemented and providing a manual for how to use the system.



2. Main changes in the Final Release

The final version release has seen changes to both the format and the visualisation of the NewsArcade story as well as the Authoring Tool /CMS. In this section we point out the main changes and improvements from the previous version.

The general focus has been to improve the experience and flow and prepare the product for later scaling. See example changes below

Changelist from vers. 3 to vers. 4

- User experience
 - Redesign of the visual design to appeal more to a younger audience
 - Redesign of the Tags and score screens, for improved communication
 - Addition of animations, transitions and sounds, to increase the gamification feel
 - Shortening of all texts and pages, to increase user retention and click-through rates
 - Addition of more pages with choices
 - Redesign of the “rate elements” and “compare with others” functionality
 - Several iteration rounds on all texts and buttons, to improve communication
 - Changes to the crafting pages and final article, to reduce creation time for the journalist
 - Numerous bugs fixed, for improved user experience.

- System
 - Under-the-hood changes to support language localization
 - Under-the-hood changes to support visual skinning (allow the CMS to modify the colors and looks of the experience, e.g. for fitting with publishers visual identity)
 - Addition of metrics tracking for creating user statistics

See next page for some “before and after” comparisons” (left is V3, right is V4):

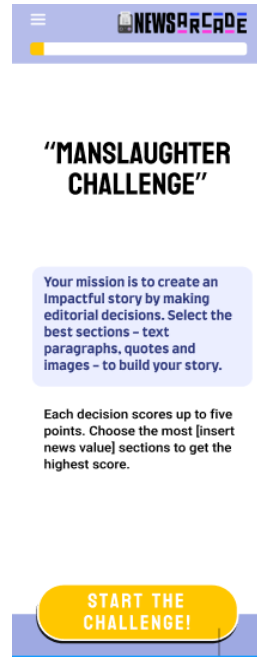


Figure 1: Evolution of story visualisation from v3 (left) to current version (right)



Supporting the journalist in creating stories

PortaPlay and IN2 created supporting documentation, to better onboard the journalists that are to create interactive stories. See example of such onboarding documents below, collecting all the created resources for convenience:

The screenshot shows a document titled "NEWSARCADE - Link-list for creating a story". At the top left, there is a logo for "Co-funded by the European Union". The title is in large blue font. Below the title, it says "List of needed and useful links, when creating a NewsArcade story:". The list is organized into five numbered sections:

1. **Learning how to create a story - references**
 - a. [Course for professionals](#) - video "nano modules" explaining the key aspects behind NewsArcade and how to get started
 - b. [Example story - manslaughter challenge](#) - this is an example of an interactive story, that you can try.
 - c. [Reference Manuscript: Manslaughter Challenge](#) - Manuscript of the example story
 - d. [Visualization of the full flow](#) - this is a figma-visualization of the flow of a typical story
 - e. [Video showcasing the flow](#) and user experience, using the Manslaughter story as example. |
 - f. [Video tutorials](#) - for creating and implementing stories, using the manslaughter story as example
2. **Creating a story**
 - a. [The cms system](#) - this is where you create your own stories.
 - b. [The manual](#) - this is a document describing how to create a story with template text (examples of what you need to prepare of text)
3. **Training in creating a story**
 - i. Google drive folder with videos about using the CMS:
 - Training
 - ii. Google drive folder with videos about creating stories
 - VIDEOS WITH SUBTITLES
4. **Publishing a story**
 - a. [The embedding instructions](#) - this is the instructions on how to embed your stories on your own website.
5. **See already published stories**
 - a. [List of other NewsArcade stories](#)

At the bottom of the document, there is a row of logos for various partners: IAS (DAS PUBLISHING HOUSE LTD), IN2, PORTA PLAY, SDU (University of Southern Denmark), SOUND & VISION, WAP (IFRA), World Association of News Publishers, Alliance de la presse d'information générale, and SUD OUEST.

Figure 2: NewsArcade onboarding resources index



Example of created supporting resources:

- Reference story for inspiration:
<https://ambitious-ocean-0c48cb803.5.azurestaticapps.net/?storyID=18373&visitorHasPreview>
- Overview of the full experience flow for reference:
<https://www.figma.com/design/Lf47Xm55wDQUXw43qd19Vt/News-Arcade-Flow?node-id=48-1041&t=sQ3OzLnYALWazkzR-1>
- Embedding instructions for webmasters etc:
<https://docs.google.com/presentation/d/1DuXUjAbFqAZtrcxXj4cb9JOEbCXIW5eIIPhbM-FCYgl/edit?usp=sharing>

In the Annex of this document we include the manual prepared.

Facilitating the visualisation of stories published

IN2 implemented dedicated visualisation of all the finished stories (i.e. stories marked as “Published“ in the CMS): <https://newsarcade.in-two.com/stories/>

This visualisation facilitates the presentation of the NewsArcade stories to readers, as story cards, minimising the time needed to publish a new story online (i.e. create a new story cover entry). The CMS user can now add a cover photo for their story. The story card contains information about the title, organisation who created the story, when it was created, goal news value that the story has and as visual the story cover uploaded by the user.

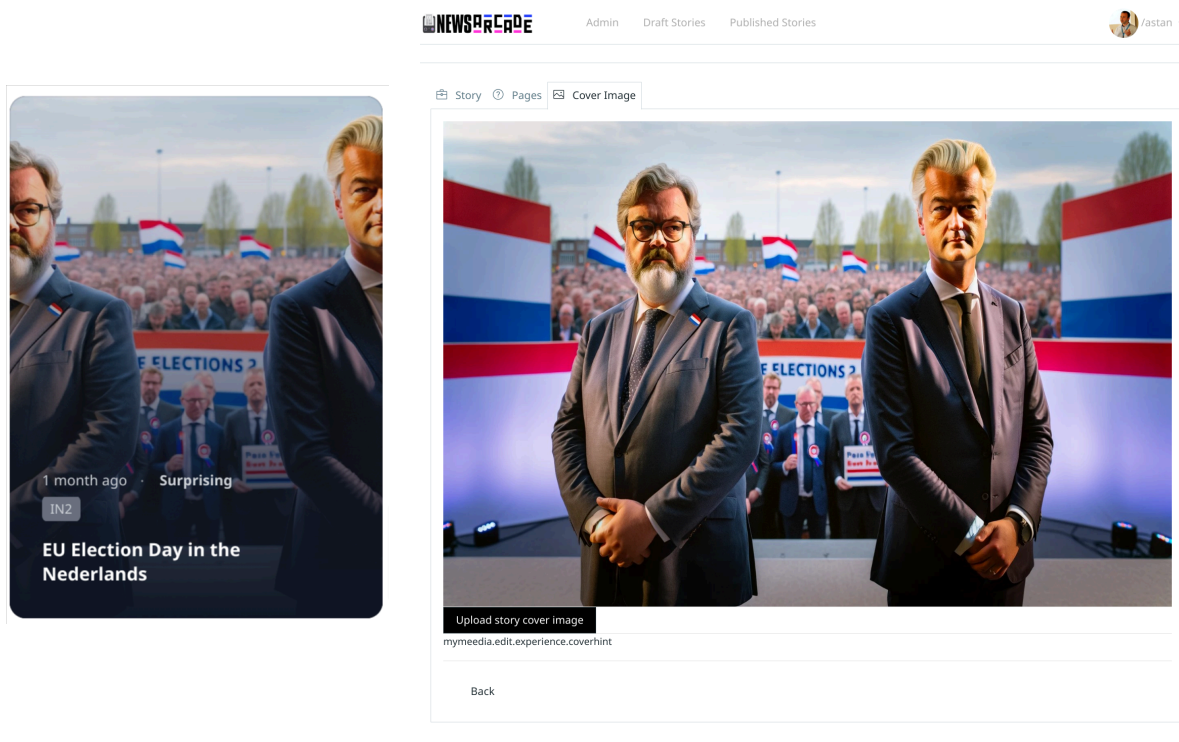


Figure 1: Story card (left); screenshot of CMS UI for changing the cover image (right)



Moreover, the CMS was adjusted in order to allow users to get immediate access to the link of a story that was made public (see below), i.e. the URL with a story card visualisation which can be embedded into an external website, such as a news publisher website.

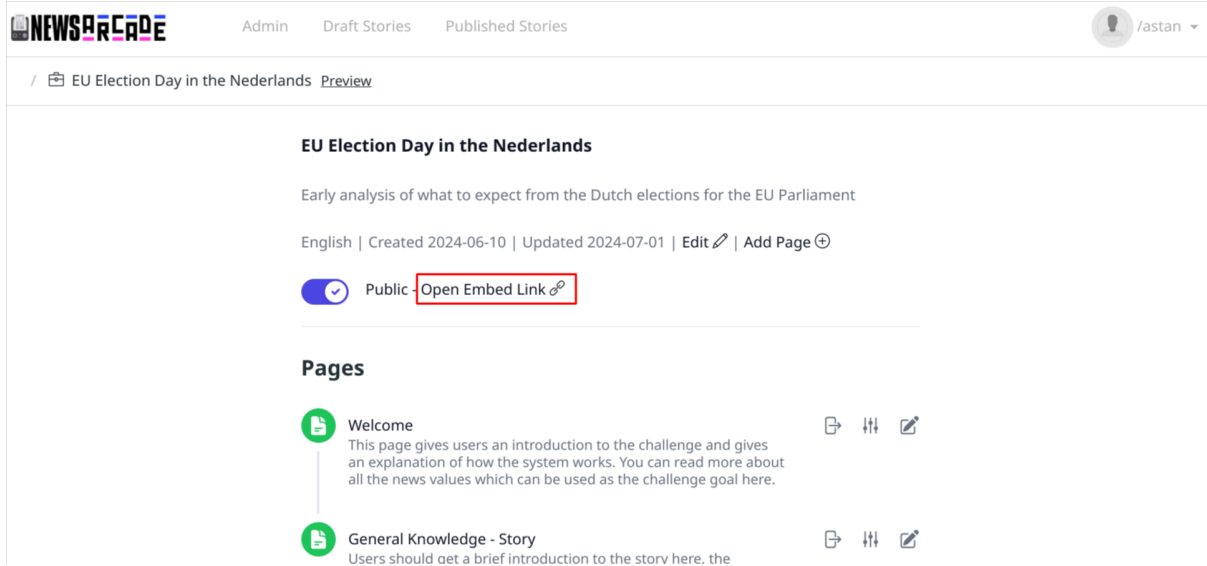


Figure 2: Highlight the new button to open the embed link of a public story

An additional change that was necessary was to assign user accounts of the CMS to a manually defined organisation (e.g. SudOuest, DIAS, IN2, etc); multiple user accounts can be assigned to the same organisation. In this way we could then enable the visualisation of all stories created by a given organisation:

- DIAS: <https://newsarcade.in-two.com/stories/DIAS>
- SudOuest: <https://newsarcade.in-two.com/stories/sudouest>
- WAN-IFRA: <https://newsarcade.in-two.com/stories/wan-ifra>
- APEM: <https://newsarcade.in-two.com/stories/apem>

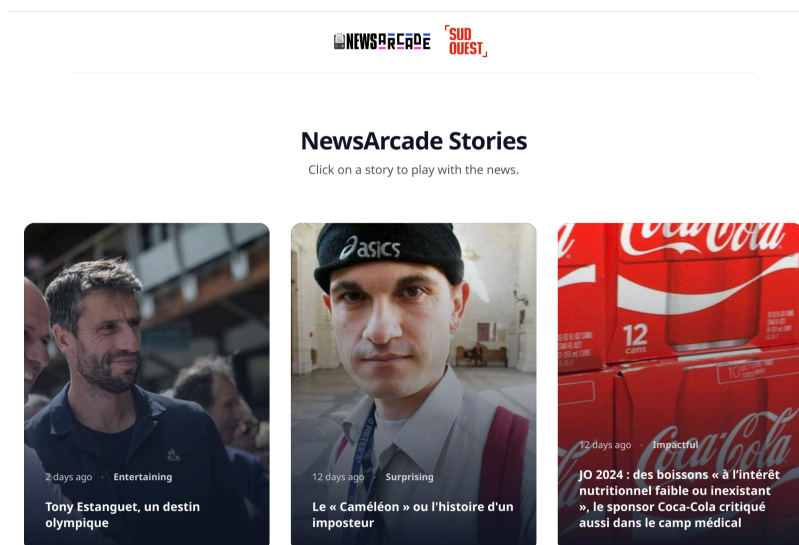


Figure 3: Screenshot of the visualisation of all stories done by SudOuest



The UI of the visualisation of the finished stories is responsive, so that it looks good on both mobile and desktop devices. Moreover, it was built with the goal of being easily embeddable into external websites, such as the news publisher websites. To embed the following code snippet can be used (where the value of “src=” could be any of the URLs above):

```
<iframe class="mm-embed" src="https://newsarcade.in-two.com/stories" style="width:100%; border: 0px; "></iframe>
<script src="https://hubs.tellitapp.com/public/javascripts/mm_embed_host.dist.js" type="text/javascript" charset="utf-8"></script>
```



THE ARCADE

Welcome to the Arcade, where news becomes a challenge! Dive into our innovative news games, each offering a unique and immersive experience. Explore diverse stories from around the globe in various languages, engaging your curiosity and critical thinking. Check back regularly for new stories and enjoy a fresh challenge every time. Play the news, unlock knowledge, and learn about journalism!



NewsArcade Stories

Click on a story to play with the news.

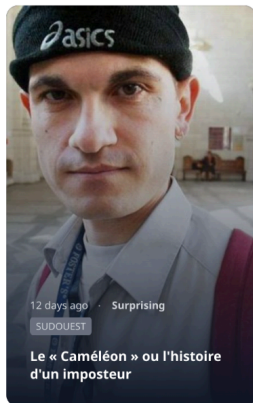
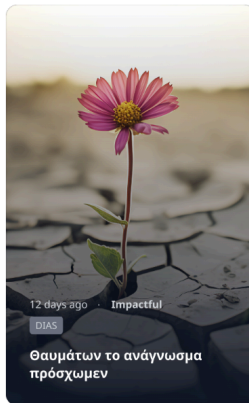
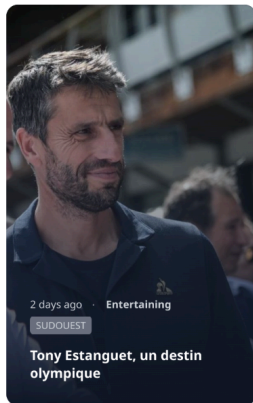




Figure 4: Screenshot of the project website containing the embed of all the published stories

Changes to the CMS (authoring tool)

The CMS can be accessed at the same link as before: <https://newsarcade.in-two.com/>

The main changes and improvements in the final release version of the CMS have been towards:

- a) Backend data export (communicating with the game UI implemented by PortaPlay) in order to support the new changes in the format and the text editorial changes
- b) Adjustments to the story template and CMS in order to reflect the changes in the format (e.g. adding goal news value for a story).
- c) Adjustments/improvements of the hints, naming CMS UI interface elements
- d) Adjusting all translation files in order to ensure text in all languages reflect the latest changes.
- e) Better highlighting the sections which need to be filled in by the journalist (use of a different red colour to make it stand out)
- f) Automation, i.e. automatically add the goal news value in the text of the template story upon selection at story creation time (thus eliminating manual tedious work of the journalist)

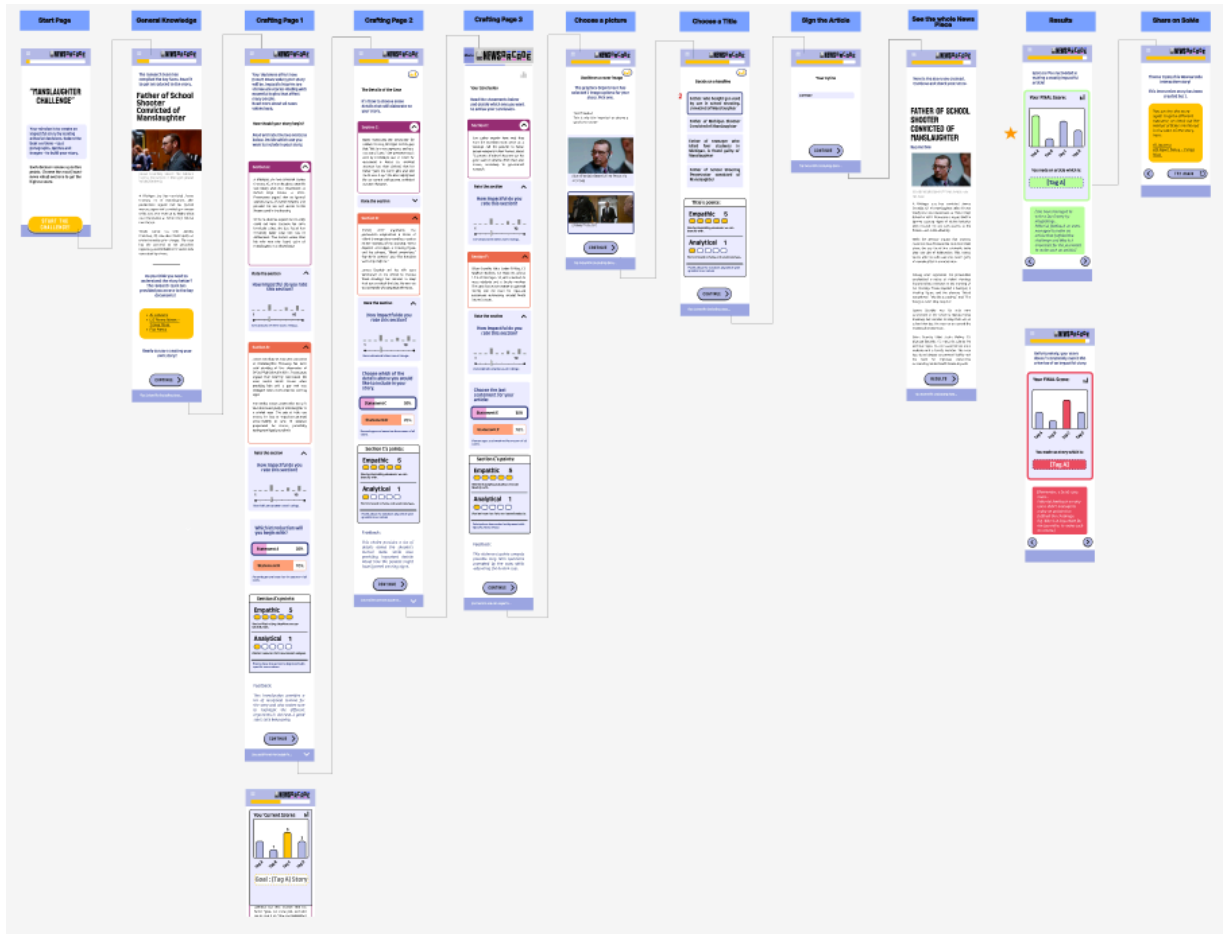


Figure 6 - Figma design of the new improved story format

3. Conclusion and ongoing work

With this final release of NewsArcade significant improvements over the previous version were reached. With this final version of the NewsArcade format and authoring tool (CMS) we have reached a maturity level that allows publishers and educators to use the format and tool in pilots and even operational conditions.

As more user feedback will be collected further improvements and refinements are foreseen even after the end of the project, when the solution will be exploited by the consortium partners. Deliverable “D3.7 Business Plan” provides more details about this exploitation plan. Moreover, there are concrete plans to further investigate how NewsArcade can be further streamlined and adapted especially for educational purposes (see NewsArcade in the Classroom project).



ANNEX I -- System Usage Manual

NEWSARCADE - Link-list for creating a story

List of needed and useful links, when creating a NewsArcade story:

1. Learning how to create a story - references

- a. [Course for professionals](#) - video "nano modules" explaining the key aspects behind NewsArcade and how to get started
- b. [Example story - manslaughter challenge](#) - this is an example of an interactive story, that you can try.
- c. [Reference Manuscript: Manslaughter Challenge](#) - Manuscript of the example story
- d. [Visualization of the full flow](#) - this is a figma-visualization of the flow of a typical story
- e. [Video showcasing the flow](#) and user experience, using the Manslaughter story as example.
- f. [Video tutorials](#) - for creating and implementing stories, using the manslaughter story as example

2. Creating a story

- a. [The cms system](#) - this is where you create your own stories.
- b. [The manual](#) - this is a document describing how to create a story with template text (examples of what you need to prepare of text)

3. Training in creating a story

- i. Google drive folder with videos about using the CMS:
 - ▣ Training
- ii. Google drive folder with videos about creating stories
 - ▣ VIDEOS WITH SUBTITLES

4. Publishing a story

- a. [The embedding instructions](#) - this is the instructions on how to embed your stories on your own website.

5. See already published stories

- a. [List of other NewsArcade stories](#)

NewsArcade User Manual

Version 1.0

28.08.2024

CMS system website: <https://newsarcade.in-two.com/login>

Introduction

In order to create your NewsArcade interactive experience for users, you can get an overview using this document.

You can use the CMS directly to create your story or make a copy of this manual and use it as a template to be filled in with content before you transfer it to the CMS. Up to you.

Let's go!

General Guidelines:

- You can fill anything inside the boxes with your own content (some of the text there can be left as it is).
- Only the text inside the boxes are shown to the users
- Please use landscape pictures for all the pictures you add.
- You can see the picture of wireframe of each page type at the end of the page, you can access all the wireframes (Story Example, Template and Page Types) in [Figma](#),
- See an example story [here](#)
- You can find an example of a story in google docs in [Reference Manuscript: Manslaughter Challenge](#).
- Course for professionals with video nano-modules: <https://newsarcade.eu/ccourse-for-professionals/>
- More documentation resources available here:
[NEWSARCADE - Link-list for creating a story](#)

News Value system and challenge guideline:

- At the beginning, we are introducing a challenge for the users. So you have to set a News Value as a goal for players to achieve. This goal can be edited at any time.
- You need to use 4 to 6 different news values when selecting the various parts -sections, headlines- of the story for the player to choose from. Each part carries 2 news value (for example first section is Surprising and Empathetic")

- Note: two competing sections can have 1 similar News Value (for example: Section A could have the news value of Analytical and Impactful; Section B, which is the other option presented to the end-user, can have Analytical and Constructive).
- The next step is to give points to each News Value you assigned to the sections, to show how much the section is aligned with the given News Values (the most aligned News Value is 5 and the least is 1)
- Make sure you use each News Value several times in different sections (if a News Value is only assigned to 1-2 sections, there is no possibility for it to get the highest score).
- Make sure the point distribution for different News Values are similar
- Assign News Values to headlines as well.

News Value options are:

- **Analytical:** Stories based on facts and sound analysis.
- **Confrontational:** Stories highlighting strong points of view.
- **Empathetic:** Stories illustrating situations we can identify with.
- **Entertaining:** Stories to take the audience away from daily life.
- **Impactful:** Stories to take the audience away from daily life.
- **Constructive:** Stories proposing solutions or meaningful initiatives.
- **Surprising:** Stories built around unexpected incidents.
- **Trending:** Stories that seize the mood of the moment.

You can read more about what each News Value means [here](#) and default feedbacks which you can use as your feedback to the final result [here](#).

Question: Sliders

In “Crafting Pages” after each section, there is a slider, asking users to rate the section they just read. The question for these sliders is about how aligned do users think the section is with the given news value, but it could also be about any other opinion they have about the section. The purpose of these questions are to nudge the users to evaluate what they read and help them choose their favourite section for their story.

Color Code for what you will see in this manual:

[Headline] Instruction of what the Headline should be

Headline

[Call to action] Instructions of what the text should be.

Call to action - Placeholder text made by the team - the text can be changed or edited as long as it has the similar content- otherwise the provided text can be used for all the stories.

[Body text] Instructions of what the text should be.

Body text- Should be filled with information about the context

Section

[News Values:] Choose 2 News Values : use the instructions

Feedback

Feedback on all the sections

Welcome Page

This page gives users an introduction to the challenge and gives an explanation of how the system works.

You can read more about all the news values which can be used as the challenge goal [here](#).

1.

Challenge name

“Manslaughter Challenge”

2.

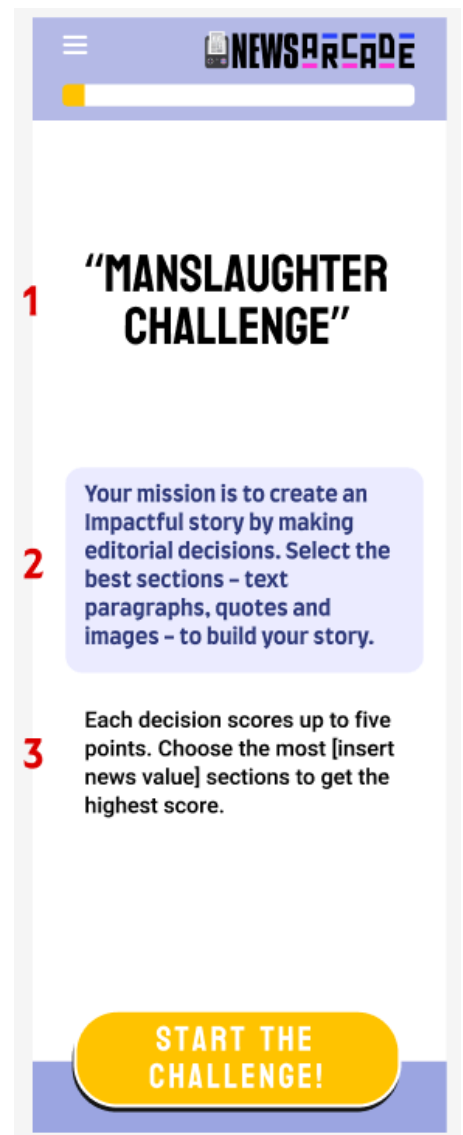
Introduction text: mentioning story’s subject and the goal

Your mission is to create an Impactful story by making editorial decisions. Select the best sections - text paragraphs, quotes and images - to build your story.

3.

Text to explain the point system

Each decision scores up to five points. Choose the most Impactful sections to get the highest score.



General Knowledge - Story

Users should get a brief introduction to the story here, the information needs to give them enough overview about the story so they have a good understanding about it.

1.

A text to explain about this page

The research team has compiled the key facts. Read it to get introduced to the story.

2.

Story Headline

Father of School Shooter Convicted of Manslaughter

3.

Photo + context and credits

James Crumbley enters the Oakland County Courtroom in Michigan [Mandi Wright/Reuters]

4.

Introduction to the story - This text will show up in user's final story, as the first part of the story - If you want to add any text here which you don't want to appear in the final story, you have to add another text element in this page and add that text there

The screenshot shows the NEWSARCADE interface with a news article. The article title is "Father of School Shooter Convicted of Manslaughter". The article text includes: "The research team has compiled the key facts. Read it to get introduced to the story." and "A Michigan jury has convicted James Crumbley, 47, of manslaughter, after prosecutors argued that he ignored warning signs and provided gun access to his son, who went on to fatally shoot four classmates at Oxford High School, near Detroit." The article also includes a photo of James Crumbley and a caption: "James Crumbley enters the Oakland County Courtroom in Michigan [Mandi Wright/Reuters]". The interface includes a "CONTINUE" button at the bottom.

1 The research team has compiled the key facts. Read it to get introduced to the story.

2 **Father of School Shooter Convicted of Manslaughter**



James Crumbley enters the Oakland County Courtroom in Michigan [Mandi Wright/Reuters]

4 A Michigan jury has convicted James Crumbley, 47, of manslaughter, after prosecutors argued that he ignored warning signs and provided gun access to his son, who went on to fatally shoot four classmates at Oxford High School, near Detroit.

Weeks earlier, his wife, Jennifer Crumbley, 45, was also found guilty on related manslaughter charges. The case has the potential to set precedent regarding parental liability for violent acts committed by minors.

5 Do you think you need to understand the story better? The research team has provided you access to the key documents!

6

- [Al Jazeera](#)
- [US News News - Times Now](#)
- [Fox News](#)

7 Ready to start creating your own story?

CONTINUE >

A Michigan jury has convicted James Crumbly, 47, of manslaughter, after prosecutors argued that he ignored warning signs and provided gun access to his son, who went on to fatally shoot four classmates at Oxford High School, near Detroit.

Weeks earlier, his wife, Jennifer Crumbley, 45, was also found guilty on related manslaughter charges. The case has the potential to set precedent regarding parental liability for violent acts committed by minors.

5.

Call to action about researching and checking sources

Need more background on the topic? Access the research team's key documents here!

6.

Resources: hyperlink (you can use the text and embed the links to them)

- [Al Jazeera](#)
- [US News News - Times Now \(timesnownews.com\)](#)
- [Fox News](#)

7.

Call to action about starting the challenge

Ready to start creating your own story?

Crafting Page - First

This is the first page where users start to create the story aligned with the given News Value. So they are provided with two different sections and they need to choose which one to use in their story.

1.

A text to explain what does the news value goal mean + some editorial tip about how to achieve the goal (you can use the [news value descriptions](#) to fill here)

Your choices will affect how your story meets the goals of being Impactful.

Impactful stories deal with essential topics that affect many people.

Read more about all News Values [here](#).

2.

Headline related to the subject relevant to both sections presented in this page or relevant to the step

Choose your Introduction

3.

A text to explain the next step - Choosing a section

Read and rate the two sections below. Decide which one you want to include in your story.

The screenshot shows the NewsArcade interface with a navigation menu at the top. The main content area is divided into several sections:

- 1 Your decisions affect how impactful your story will be.** Impactful stories are stories dealing with essential topics that affect many people. Read more about all news values [here](#).
- 2 How should your story begin?**
- 3 Read and rate the two sections below. Decide which one you want to include in your story.**
- 4 Section A:**

A Michigan jury has convicted James Crumbly, 47, of manslaughter, after his son fatally shot four classmates at Oxford High School in 2021. Prosecutors argued that he ignored warning signs of violent behavior and provided his son with access to the firearm used in the shooting.

While the defense argued that Crumbly could not have foreseen his son's homicidal plans, the jury found him criminally liable after one day of deliberation. This comes weeks after his wife was also found guilty of manslaughter in a related case.
- 5 Rate the section**

How impactful do you rate this section?

1 10

Bars indicate all other users' ratings.
- 6 Section B:**

James Crumbly, 47, has been convicted of manslaughter, following his son's fatal shooting of four classmates at Oxford High School in 2021. Prosecutors argued that Crumbly overlooked his son's mental health issues when providing him with a gun and was negligent when confronted by warning signs.

The verdict comes weeks after his wife was also found guilty of manslaughter in a related case. The pair of trials are among the first to empathize parental accountability in acts of violence perpetrated by minors, potentially setting new legal precedents.
- 7 Rate the section**

How impactful do you rate this section?

1 10

Bars indicate all other users' ratings.

Optional text related to the two sections given in the page

4.

Section A

Page one's first section which users can choose for their news article. The section can end up in the final article and therefore it should be a complete section on its own

Prosecutors argued that he ignored warning signs of violent behavior and provided his son with access to the firearm used in the shooting.

While the defense argued that Crumbly could not have foreseen his son's homicidal plans, the jury found him criminally liable after one day of deliberation. This comes weeks after his wife was also found guilty of manslaughter in a related case.

Feedback

This introduction provides a lot of analytical context for the story and also makes sure to highlight the different arguments in the case. A good start! Let's keep going.

-Analytical 3

- Confrontational 3

5.

Scale: A question to help users think about the previous section and reflect on it. Can be optional or mandatory

How Impactful do you rate this section?

6.

Section B

Page's second section which users can choose for their news, the whole section can end up in the final article and therefore it should be a complete section on its own

Prosecutors argued that Crumbly overlooked his sons mental health issues when providing him with a gun and was negligent when confronted by warning signs.

The verdict comes weeks after his wife was also found guilty of manslaughter in a related case. The pair of trials are among the first to empathize parental accountability in acts of violence perpetrated by minors, potentially setting new legal precedents.

Feedback

This introduction focuses on the human and emotional elements of the tragedy, while also emphasizing the long term implications of the verdict. A strong start. Let's keep going.

- Empathic 9

- Impactful 4

7.

Scale: A question to help users think about the previous section and reflect on it. Can be optional or mandatory

How Impactful do you rate this section?

6 Section B:
⬆

James Crumbly, 47, has been convicted of manslaughter, following his son's fatal shooting of four classmates at Oxford High School in 2021. Prosecutors argued that Crumbly overlooked his son's mental health issues when providing him with a gun and was negligent when confronted by warning signs.

The verdict comes weeks after his wife was also found guilty of manslaughter in a related case. The pair of trials are among the first to empathize parental accountability in acts of violence perpetrated by minors, potentially setting new legal precedents.

7 Rate the section ⬆

How impactful do you rate this section?

Bars indicate all other users' ratings.

Which introduction will you begin with?

Statement A

30%

Statement B

70%

Percentages are based on the answer of all users.

Section A's points:

Empathic 5

●●●●●

Stories illustrating situations we can identify with.

Analytical 1

●○○○○

Stories based on facts and sound analysis.

The points indicate how much your chosen statement aligns with the shown value.

8 Feedback:

This introduction provides a lot of analytical context for the story and also makes sure to highlight the different arguments in the case. A good start! Let's keep going.

CONTINUE ➤

journalists are not experts... ⌵

Crafting Page - Middle

Structure-wise, this page is identical to the last page.

Headline related to the subject relevant to both sections presented in this page or relevant to the step

The Details of the Case

A text to explain about this page and hype up the users for the next step

It's time to pick further details to elaborate on your story.

Optional text related to the two sections given in the page

Section C

Page's first section which users can choose for their news, the whole section can end up in the final article and therefore it should be a complete section on its own

Karen McDonald, the prosecutor for Oakland County, Michigan told the jury that "this is a very egregious and rare, rare set of facts." She presented text's sent by Crumbley's son in which he expressed a desire for medical attention but then claimed that his father "gave me some pills and told me to

suck it up.” She also highlighted the lax control both parents exhibited over their firearms.

Feedback

This choice includes some surprising revelations about Crumbly's conduct while also making clear that this set of events was very specific, and not necessarily broad enough to be applied elsewhere.

- Impactful 3

- Surprising 4

Scale: A question to help users think about the previous section and reflect on it. Can be optional or mandatory

How Impactful do you rate this section?

Section D

Page one's second section which users can choose for their news article. The section can end up in the final article and therefore it should be a complete section on its own

Among other arguments, the prosecution emphasized a series of violent drawings discovered by a teacher on the morning of the shooting. These depicted a handgun, a bleeding figure, and the phrases, "Blood everywhere," "My life is useless," and "The thoughts won't stop, help me."

James Crumbly and his wife were summoned to the school to discuss these drawings, but decided to keep their son in school that day. He went on to commit the shooting that afternoon.

Feedback

This choice provides a lot of details about the shooter's mental state, while also providing important details about how the parents might have ignored warning signs.

- Analytical 4

- Empathic 2

Scale: A question to help users think about the previous section and reflect on it. Can be optional or mandatory

How Impactful do you rate this section?

Crafting Page - Last

Structure-wise, the page is identical to all the other Crafting Pages.- Please consider that the sections in this page will be the last paragraph that goes into the user's article.

Headline related to the subject relevant to both sections presented in this page or relevant to the step

Your Conclusion

-A text to explain about this page and hype up the users for the next step:-

Which section do you want to add as your conclusion?

-Optional text related to the two sections given in the page-

Section E

-Last page's first section which users can choose for their news, the whole section can end up in the final article and therefore it should be a complete section on its own-

Gun safety experts have said they hope the Crumbley trials serve as a wake-up call for parents to better secure weapons in their homes. About 75 percent of school shooters got the guns used in attacks from their own homes, according to government research.

Feedback

A good choice for our target article. This helps wrap up the details of the case, while also looking towards the future.

- Analytical 3

- Impactful 3

-Scale: A question to help users think about the previous section and reflect on it. Can be optional or mandatory-

How Impactful do you rate this section?

Section F

-Last page's second section which users can choose for their news, the whole section can end up in the final article and therefore it should be a complete section on its own-

Ethan Crumbly killed Justin Shilling, 17; Madisyn Baldwin, 17; Hana St Juliana, 14; and Tate Myre, 16, and wounded six more students and a faculty member. The case has stirred debate on parental liability and the need for improved awareness surrounding mental health issues in youth.

Feedback

This statement points towards possible long term questions prompted by the case, while reiterating the human cost.

- Empathic 2

- Impactful 4

-Scale: A question to help users think about the previous section and reflect on it. Can be optional or mandatory-

How Impactful do you rate this section?

Choose a Cover Image

In this page users choose a cover image to add to their story. This part is there to show the importance of adding images to your stories. Use landscape images for the options.

1.

-Page Headline-

Decide on a cover image

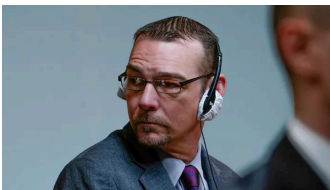
2.

-A text to introduce the next step -Choosing an image-:-

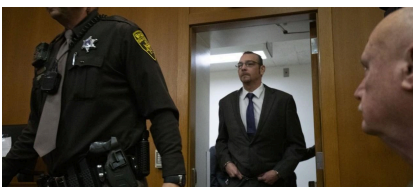
The graphics department has selected 2 image options for your story. Pick one.

3.

[Add two images here]



1. Mandi Wright/Detroit Free Press via AP, Pool



2. Image from AFP


NEWSARCADE

1 Decide on a cover image


2 The graphics department has selected 2 image options for your story. Pick one.

Text if needed
This is why it is important to choose a good cover photo!

3



[Mandi Wright/Detroit Free Press via AP, Pool]



[Image from AFP]

CONTINUE >

Tip: Scientific (including data...

Choose a Headline

In this page users choose a Headline for their story. Each headline reflects a combination of different sections throughout the experience.

1.

-Page Headline-

Decide on a headline

2.

Father of Michigan Shooter Convicted of Manslaughter

- Confrontational 5

- Surprising 3

Father, who bought gun used by son in school shooting, convicted of Manslaughter

- Confrontational 5

- Impactful 3

Father of School Shooting Perpetrator convicted of Manslaughter

- Empathic 3

- Trending 5

The screenshot shows the NEWSARCADE mobile app interface. At the top, there is a menu icon and the NEWSARCADE logo. Below the logo is a yellow progress bar. A small bar chart icon is in the top right corner. The main content area is divided into two sections, labeled 1 and 2. Section 1 is titled "Decide on a headline" and contains four headline options in light blue boxes: "Father, who bought gun used by son in school shooting, convicted of Manslaughter", "Father of Michigan Shooter Convicted of Manslaughter", "Father of teenager who killed four students in Michigan, is found guilty of Manslaughter", and "Father of School Shooting Perpetrator convicted of Manslaughter". Section 2 is titled "Title's points:" and contains two scoring sections: "Empathic 5" with five yellow circles and the text "Stories illustrating situations we can identify with.", and "Analytical 1" with one yellow circle and four white circles, and the text "Stories based on facts and sound analysis." Below the scoring sections is a "CONTINUE" button with a right arrow. At the bottom, there is a tip: "Tip: Scientific (including data...)".

Father of teenager who killed four students in Michigan,
is found guilty of Manslaughter

- Constructive 4

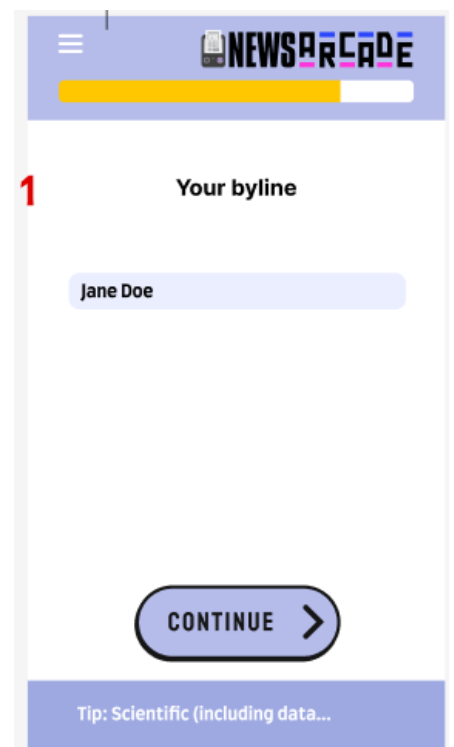
- Impactful 4

Sign the Article

This page is to enhance the personalised experience for the users.

-Page Headline-

Your byline



[Review your news piece !](#)

Users can see the whole story they crafted over here. It includes:

- A headline
- A cover image
- Byline
- The sections

The different scenarios are based on the combination of sections selected by the users.

-A text to introduce the next step -reviewing the article:-

Here is the story you created. Continue and check your score.

[Headline X]

Byline

Picture

section X

section Y

section\ |

The screenshot shows a mobile news application interface. At the top, there is a navigation bar with a hamburger menu icon and the NEWSARCADE logo. Below the navigation bar, a red number '1' is followed by the text: 'Here is the story you created. Continue and check your score.' The main content area features a large, bold headline: 'FATHER OF SCHOOL SHOOTER CONVICTED OF MANSLAUGHTER'. Below the headline is the byline 'By Jane Doe'. A photograph of a man in a suit and glasses is shown. Below the photo is the caption: 'Mandi Wright/Detroit Free Press via AP, Pool'. The article text begins with: 'A Michigan jury has convicted James Crumbly, 47, of manslaughter, after his son fatally shot four classmates at Oxford High School in 2021. Prosecutors argued that he ignored warning signs of violent behavior and provided his son with access to the firearm used in the shooting.' The text continues with: 'While the defense argued that Crumbly could not have foreseen his son's homicidal plans, the jury found him criminally liable after one day of deliberation. This comes weeks after his wife was also found guilty of manslaughter in a related case.' Another paragraph states: 'Among other arguments, the prosecution emphasized a series of violent drawings discovered by a teacher on the morning of the shooting. These depicted a handgun, a bleeding figure, and the phrases, "Blood everywhere," "My life is useless," and "The thoughts won't stop, help me."' The next paragraph reads: 'James Crumbly and his wife were summoned to the school to discuss these drawings, but decided to keep their son in school that day. He went on to commit the shooting that afternoon.' The final paragraph says: 'Ethan Crumbly killed Justin Shilling, 17; Madisyn Baldwin, 17; Hans St Juliana, 14; and Tate Myre, 16, and wounded six more students and a faculty member. The case has stirred debate on parental liability and the need for improved awareness surrounding mental health issues in youth.' At the bottom of the article, there is a blue button with the text 'RESULTS >'. Below the button, a tip is displayed: 'Tip: Scientific (including data...'

Results

This page reveals if users succeeded or failed the challenge, they also get an explanation on why they succeeded or failed.

You can copy the default text as success or fail feedback if you want, find the default feedback text for all the News Values [here](#).

Success state:

1.

-Success text. A clear text to show users that they have succeeded the challenge-

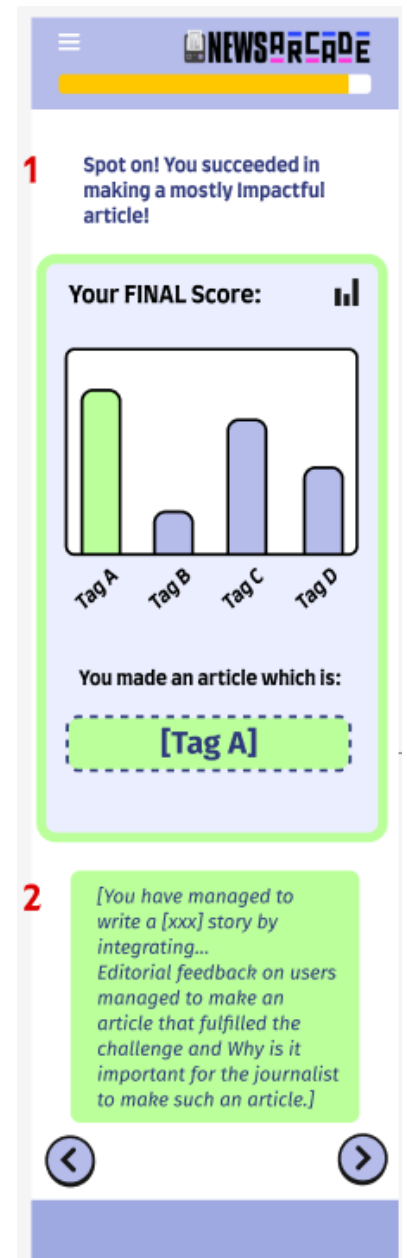
Spot on! You succeeded in making a mostly Impactful story!

Box with scores\ and the most prominent News Value - pre made

2.

-Journalist's feedback about users succeeding the challenge, what was the choices they made to help them succeed, why is it important to make that type of article> you can fill from the NewsValue information document-

Congrats! Your story deals with essential topics that affect many people. This is what makes your story meaningful.



Fail state:

1.

-Fail text. A clear text to show users that they have failed the challenge-

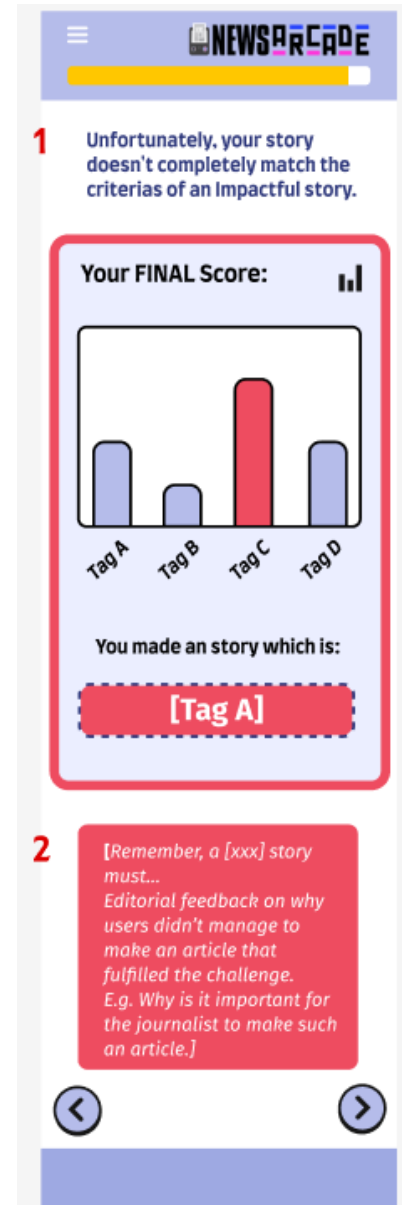
Unfortunately, your story doesn't completely match the criterias of a [News Value] story.

Box with scores\ and the most prominent News Value - pre made

2.

-Journalist's feedback about users failing the challenge, what was the choices would have helped them succeed, why is it important to make that type of article> you can fill from the News\Value information document-

You didn't achieve the goal of making a predominantly impactful story. When writing an impactful piece, focus on the amount of people affected. Want to give it another shot?



Last Page

This page is the last page of the experience, so we want to mention anything that is missing. And give some call to actions for what can be done afterwards.

-Text with any final thoughts, thanks for playing, share on your SoMe, and, mentioning the authors name-

Thanks for News crafting in our Arcade!

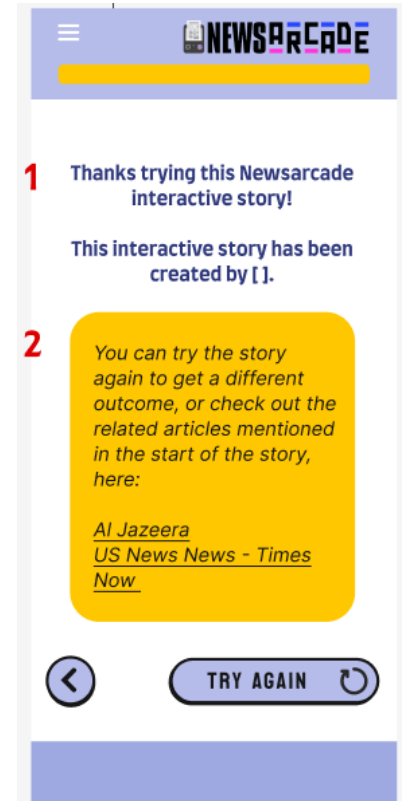
This @NewsArcade story has been created by X.

Please help us improve the future experience by answering a few questions [link to questionnaire]

-Text for what to do next + Resources: hyperlink-

You can try the story again to get a different outcome, or check out the related articles mentioned in the start of the story, here:

- [Al Jazeera](#)
- [US News News - Times Now \(timesnownews.com\)](#)
- [Fox News](#)



NEWSARCADE - Seriously, Play the News!

Project Number: 101060250



Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or EACEA. Neither the European Union nor the granting authority can be held responsible for them. [Project Number: 101060250].

