

DIGITAL MEDIA PROJECTS

TROLL BUNKER - ESCAPE GAME

https://link.yle.fi/trollbunker

been trapped by an Internet troll who produces misinformation and fake news. You should find your way out of the house - but how? In this Troll Bunker game based on 3D technique, the player is a reporter trapped in the apartment of a lie-manufacturing Troll. The player must solve a series of tasks in order to find clues to progress from room to room and, eventually, out of the house. Most of the tasks are related to media skills such as identifying false information, unrevealing fake social media profiles and recognising misleading photoshopping. The game does not leave the player in trouble: if the journey gets too tricky, the player can get hints from a phone located in the apartment. The game follows the logic of escape rooms, and the visual and aural expression are familiar from the game world. The game is like any other modern-day video game that the player experiences from a first-person perspective. The main target group of this game is teenagers ranging from 12-18 years of age. While the game is appealing and addictive, it is also educational. Both teens and their educators love it. Troll Bunker is a browser game, so you do not need to download anything on your device. The experience is enhanced on a larger screen, so a computer rather than a phone is recommended. Only right information can help a player escape the house. Are you ready for an exciting adventure?

You step into a room and the door locks behind you. You realise you have

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TROLLIBUNKKERI-PAKOPELI

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Production context stand-alone

Digital distribution Page views: over 117,000, Average time spent on game: 8 mins, Hours spent on game: over 15,000 hours, Playthrough percentage: 34 (exceptionally high). Date of publication 11 November 2020

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