

scam role-playing game

Aim	Understand how online fraud works
Duration	1 hour
Number of participants	at least 10 people
Difficulty	Moderation may be challenging
Conditions	circle of chairs, space for two chairs in the middle, fish bowl method
Material	Adapting the setting for the role play

Preparation

Possible settings:

- blackmailing nude photos
- Transfer money for a service with money transfer
- The bank account details and a TANN experience
- marriage fraud

Description

In a fish bowl setting, two people sit in the middle and play an online fraud sequence. Both are supported by their personal coaches. In three rounds the two try to outwit each other as much as possible. The cheater - tries with all his tricks to cheat the cheated person. The cheated person - suspects that he/she is being cheated, wants to convict the cheater. 2 people observe the game and then report during the reflection where the scam would have worked best. The game itself should not be longer than 15 minutes.

The moderation controls by interrupting (e.g. the Internet could be interrupted, a person could be brought into a meeting...) and allowing the two people to discuss with the coaches and find new arguments.

Since online fraud is involved, the two players must sit with their backs to each other and pretend to write.

Procedure:

5' Role distribution

5' meeting with coaches

5' first round

3' meeting with coaches

5' second round

3' meeting with coaches

5' third round

5' final meeting with coaches

20' reflection:

First the two roles - how did you feel in the role? What has worked? What did not?

Observers: report on their observations

10' Common list: How does online fraud work in direct contact between fraudsters and scammers?

Source ÖIAT/saferinternet.at

Link

<https://peerbox.at/?p=645>