search yourself
teacher handout

overview

Search Yourself is a game that can be used with several curriculum modules or on its own. The game can be useful for introducing concepts of privacy, safety, and security or re-enforcing a lesson. It can be played in groups of 3-5 in 15-30 minutes. The main objective of this handout is to introduce students to the ideas of online privacy and that once they post something online it's there forever. After completing this handout students will be able to:

- explain how different types of data have different levels of privacy.
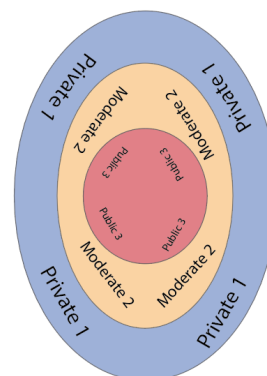- consider the consequences of sharing their data online.

materials

These are the materials needed to facilitate one game.

Cards
- Data: 128
- Function: 96
- Search: 8
- Blank: 56

- Game board
- Instructions

board diagram

Print out cards and directions. Cut the cards out to make the main deck and time deck. The main deck consists of data cards and function cards. The time deck is composed of blank and search cards.

The game board can be assembled by printing and taping the 4 sheets of paper together. Combined they create an oval with 3 different tiers: public (3), moderate (2), and private (1), which represent the different privacy settings under which students post their data. Each tier has a point value associated with how many people will be able to see the data (refer to the diagram on page 1).

Shuffle the main deck so that function and data cards are mixed together. Organize the time cards into blank cards and search cards. Divide the blank cards into 4 piles of 9 and shuffle one search card into each pile. Stack the 4 piles of cards on top of each other to make the time stack. (there are extra blank and search cards provided, add more piles for longer games)

An overview of the rules is provided for students playing.

Start the game by reading the general play section of the teacher handout, this provides a general idea of the mechanics and reason for playing this game.

types of cards

Data card:
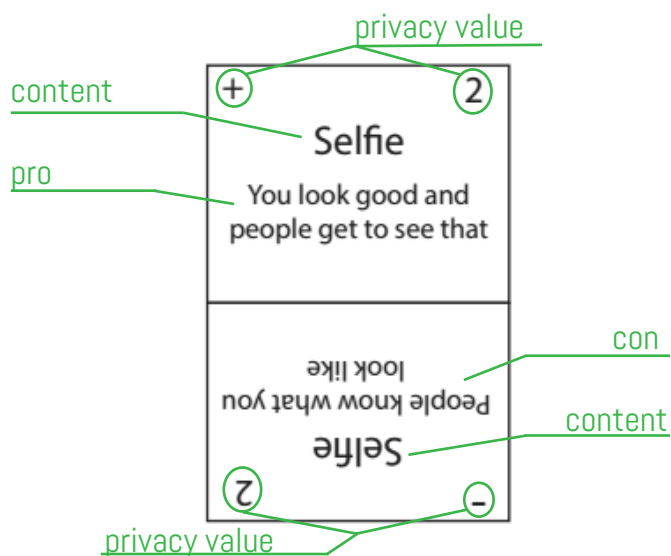
Function cards are typically external factors that players can use to affect data that is in play.

Search cards mean that someone has looked up everyone in the game and sees the current status of your data. The points are recorded and the board is cleared.

Blank cards are placeholders with no affect.

general play

The goal of this game is to collect as many reputation points as possible. You are creating your online presence by making posts to be seen by others. However, once the data is out there it can be seen and affected by anyone. Also keep in mind that once you post data it can only get more public. You get points when the players are "searched online". When a search card is revealed from the time deck the points are totaled and the board is cleared.

Points are earned based on the type of data you post and where you post it. The sum of the privacy value and the tier it is currently in determines how many points you will earn (a +3 data in moderate results in +5 points). If your data is flipped to the negative value the sum of the points will be negative (-3 data in moderate results in -5 points).

The player with the most points after 4 searches come up wins.

your turn

Draw 5 cards. You should always have 5 cards in your hand. Choose a player to start and go clockwise. After each player has gone once, begin flipping over the top card of the time deck at the start of each player's turn. If the card is blank proceed as normal; if it is a search card each player's data is tallied up for points and then cleared from the board.

You are allowed 2 actions per turn. Actions include:

Playing 1 piece of data: Data can be placed anywhere on the board, but once placed it can only ever become more public. Play the data with the + side facing you. Your data starts positive, but may become affected later.

Playing a function card: Function cards can affect either your own data or other people's data. It is important to keep in mind that functions which negatively affect other players are not the result of a malicious player, but possible because of outside factors and how public your data is.

Drawing new cards: During your turn you can discard as many cards as you like and draw back up to five as one action.

The following questions are intended to help guide discussion after the game has been completed.

- If you used a share function to affect someone else's data, what happened to it?
- What are the pros/cons of sharing someone else's data?
- Did you ask the orignal poster if you could before sharing data?
- Have you ever posted something online before that was misinterpreted or used in a way you didn't intend? (like posting something as a joke, but then having it be taken seriously)
- Was there a tier you preferred to put your data cards in(private, moderate, public)? Why? Did that change over time? Did it reflect how you actually share information online?
- Were there any data cards you intentionally didn't play? Did you agree with the privacy levels for the cards? If not what do you personally consider more or less private?

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how to play

Draw 5 cards. You should always have 5 cards in your hand. Choose a player to start and go clockwise. After each player has gone once begin flipping over one time card at the beginning of each player's turn. One time card is flipped over at the beginning of each turn. If the card is blank proceed as normal; if the card has a search all of the data on the board is tallied up for points and then cleared from the board.

Score is calculated by adding the privacy value number to the number of what tier that data is in. Whether that value is positive or negative depends on the orientation of the card.

So -2 data in the public tier (3) would be -5 points and a +3 in private (1) would be worth 4 points.

You are allowed 2 actions per turn. Actions include:

Playing 1 piece of data: Data can be placed anywhere on the board, but once placed it can only ever become more public. Play the data with the + side facing you. Your data starts positive, but may become affected later.

Playing a function card: Function cards can affect either your own data or other people's data. It is important to keep in mind that functions which negatively affect other players are not the result of a malicious player, but possible because of outside factors and how public your data is.

Drawing new cards: During your turn you can discard as many cards as you like and draw back up to five as one action.