

- | **50-minute university lesson**
- | One identity case
- | Evidence + a defensible explanation

| **IDENTIFY a claim**

| COMPARE two independent sources

| JUSTIFY an identity decision

| Later: secrecy, access, leakage, forged orders, integrity, recovery

- | **Open cipherfell.pages.dev**
- | Test movement, dialogue, sound, save
- | Use a separate demonstration profile
- | Prepare screenshot backup; local saves only

- | **Both consent choices allow play**
- | Explain any collection in advance
- | Use institutional handling procedures
- | Logging is separate from participation credit

00-05 Frame the evidence question

05-10 Demonstrate controls

10-25 Paired investigation

25-35 Compare decisions

35-45 Transfer to a new situation

45-50 Exit ticket

- | **Read the stranger's claim aloud**
- | Ask: what would check this independently?
- | Show one conversation and the Case board
- | Pause before submitting an answer

- | **NAVIGATOR: operates the game**
- | EVIDENCE CHECKER: questions the claim
- | Record claim, source, observation, alternative
- | Switch roles halfway through

- 1. **Which objective are you following?**
- 2. Which source did you check?
- 3. What remains uncertain?
- Offer Help, shared controls or screenshot discussion

- | **Which source is independent?**
- | What could be copied or misunderstood?
- | What evidence would change your mind?
- | Evaluate the explanation; invite revision

FICTIONAL SCENARIO

- “Campus IT: reset your password now.”
- Name the claim; identify a separate trusted channel
- Explain what to verify and where the game analogy ends

- | **CLAIM 0-2 points**
- | INDEPENDENT EVIDENCE 0-2 points
- | JUSTIFICATION / TRANSFER 0-2 points
- | CSV requires logging; use your own exit ticket

- | **Collect one change in reasoning**
- | Continue in the same browser
- | Dungeons and town jobs: optional extension
- | Frame → Investigate → Compare → Transfer → Reflect