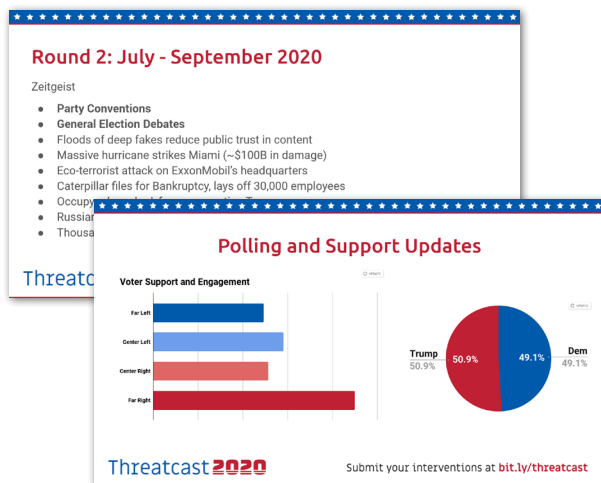# Threatcast 2020

MISLEADING THE NATION

A unique election simulation game, custom-tailored for your group or event.

Dirty tricks are nothing new in politics, but the modern internet has changed the landscape with its potential as a tool for disinformation and propaganda. Campaigns and their backers have new ways to confuse, misdirect, or outright mislead the public — as do a wide range of agitators and other entities, including those sponsored by foreign governments. With new technological innovations emerging all the time, what will the next wave of disinformation look like, and how will it impact the 2020 election?

Threatcast 2020 is a live election simulation that lets your group brainstorm real answers to this question in a fun, fast-paced game that fosters creative thinking. Players join teams representing political factions and agents of chaos, and compete to achieve their goals with deviously creative uses of technology and the internet through a series of rounds charting the 2020 race.

▶ Explore the possibilities for the next wave of political disinformation

▶ Anticipate how groups with vastly different agendas might interact in the 2020 election

▶ Uncover brand new ways that technology can be used (and abused) for political goals

▶ Be prepared for our uncertain political future in 2020 and beyond

After the game, we'll lead the group in a discussion about the most interesting ideas that emerged from play, and compile a summary document for all participants.

"A unique, engaging tabletop exercise that got all of the participants out of their usual modes of operating and into a space that inspired deep, creative thought — while still having fun."

— **Renee DiResta**, *Mozilla Fellowship in Media, Misinformation, and Trust*

We can customize a game of Threatcast 2020 to suit your group size, event constraints, and budget. Contact us at gaming@copia.is to learn more.

copia   Leveraged Play