Ethical considerations for gamification and storytelling in Palimpsest Cities Project

One of the main characteristics of the project is to enable and trigger a student-centered learning process for Heritage awareness through the tools of gamification and storytelling. This requests all learners to take an active role in doing research and take certain responsibilities in interpreting and engaging with existing resources and forms of knowledge (images, texts, etc.) in creating new content. Therefore, as part of the curriculum, there are some ethical considerations we would like to offer to help guide and reflect on the productions from an ethical standpoint.

Please remember to ask yourself these questions in the process, whether you are a tutor, teacher or learner.

Referencing:
In using (quoting, paraphrasing, addressing) any existing written or visual material, the information of the author, title of the work and the year, or any links if exist.

Use of AI:
In the case of using artificial intelligence (AI), have the results (visual or textual) been fact-checked from multiple sources?
Has the use of artificial intelligence been reported in the making of that work? We are not against the use of Aİ, but there must be transparency in its use and the consistency of the knowledge production.

Games:
What is the character of the games created? An open and dynamic one, inviting participation, collaboration and sharing? Does it promote rivalry in a way that inhibits sharing and collective learning? Does it create troubled power dynamics in the group? Is the knowledge-content of the game fact-checked adequately?