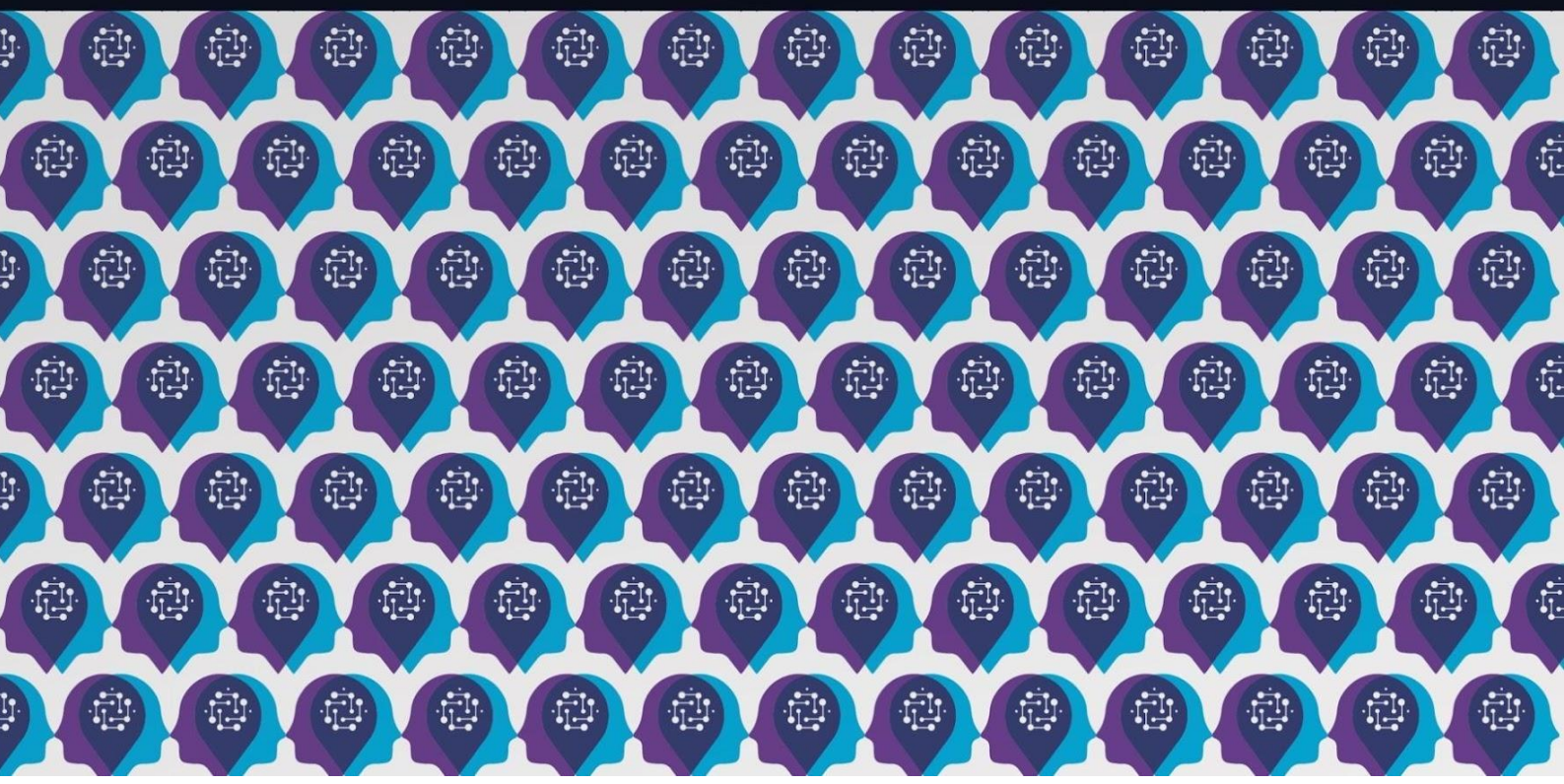




AI4Debunk

D5.3 Report on requirements
September 2025 (2nd release)





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D5.3 REPORT ON REQUIREMENTS

2ND RELEASE

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Reviewers	Jamal Nasir, University of Galway (NUIG)
Abstract	<i>REPORT ON REQUIREMENTS</i> DESCRIBES AND DEFINES THE REQUIREMENTS OF THE FUNCTIONALITIES AND TECHNOLOGICAL SOLUTIONS, IMPLEMENTED IN WP6, WP7, WP8 AND WP9, TO INTERACT WITH THE AI4DEBUNK PLATFORM. SUCH REQUIREMENTS WILL CONSTITUTE THE REFERENCE FOR THE DEVELOPMENT OF THE DIFFERENT INTERFACES WITHIN WP10 AND WP11.
Keywords	Requirements, Functionalities, End-User, Interfaces, Platform

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Dissemination level	
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STATEMENT ON MAINSTREAMING GENDER

The AI4Debunk consortium is committed to including gender and intersectionality as a transversal aspect in the project's activities. In line with EU guidelines and objectives, all partners – including the authors of this deliverable – recognise the importance of advancing gender analysis and sex-disaggregated data collection in the development of scientific research. Therefore, we commit to paying particular attention to including, monitoring, and periodically evaluating the participation of different genders in all activities developed within the project, including workshops, webinars and events but also surveys, interviews and research, in general. While applying a non-binary approach to data collection and promoting the participation of all genders in the activities, the partners will periodically reflect and inform about the limitations of their approach. Through an iterative learning process, they commit to plan and implement strategies that maximise the inclusion of more intersectional perspectives in their activities.

DISCLAIMER

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ABBREVIATIONS

WP	Work Package
TX.Y	Task X.Y
EC	European Commission

EXECUTIVE SUMMARY

The deliverable D5.3 – *Report on requirements* describes and defines the requirements of the functionalities and technological solutions, implemented in WP6, WP7, WP8 and WP9, to interact with the AI4Debunk platform. Such requirements will constitute the reference for the development of the different interfaces within WP10 and WP11.

The document is organized as follows: a brief introduction on the objectives and the expected outcome of Task 5.3, whose D5.3 refers to, is provided, then the adopted methodology to get the requirements is described and the obtained requirements, subdivided with respect to the input and output functionalities, are given and discussed. In Section 3, it is reported in some more details how the requirements have been received and accounted for in the development of the interfaces. In the end, some conclusions and considerations are drawn.

1 INTRODUCTION

The deliverable D5.3 introduces the objectives and expected outcomes of Task 5.3, which consist of the definition of the requirements that the different developed tools should satisfy to ensure proper access and interaction with the functions for disinformation detection and management.

Two releases of D5.3 have been given, the first at M12 (31 December 2024) and the second, a refined and updated version, at M21 (30 September 2025).

1.1 OBJECTIVES

The deliverable D5.3 aims to define the needs of an end-user to interact with the interfaces and the tools of the AI4Debunk platform towards the needs of the technical implementation of such instruments. This document will provide a basic reference to be taken into account during the design and development phases.

1.2 EXPECTED OUTCOME

The expected outcome of Task 5.3, consequently reflected in the deliverable D5.3, is a primary list of, as specific as possible, indications and requirements that can be passed to the work packages in charge of the technical development to guide their activity. After that, the second version of D5.3 (M21) integrates and revises the original document with an update of such requirements to adequately address further needs that can be collected and to properly adapt to the technical feasibility of the required tools. In addition, it is illustrated how such requirements have been received in the interface implementation.

2 PROCEDURE FOR THE DEFINITION OF THE REQUIREMENTS

In this section, the procedure followed within T5.3 for the definition of the requirements is presented. In particular, requirements have been divided in *input* and *output* with reference to the functionalities related to the way input data will be passed to the AI4Debunk platform (see Figure 1) and output data will be then received back from the platform itself.

2.1 INPUT AND OUTPUT REQUIREMENTS

First of all, MICC-UNIFI and CNIT, during an online meeting (19/09/2024), have reintroduced to the AI4Debunk consortium partners the main features of the AI4Debunk platform (as pictured in Figure 1) and established which was the goal of the requirements definition activity.

The AI4Debunk platform will provide access to the end-users through four possible ways: a smartphone app, a web plug-in, a collaborative platform and an AR/VR interface. All these modalities are agnostic with respect to the underlying architecture; they just pass input data and receive feedback results as output data that are then differently managed, only in terms of presentation, by the various modalities. A more particular case is constituted by the collaborative platform that will be analysed in detail later.

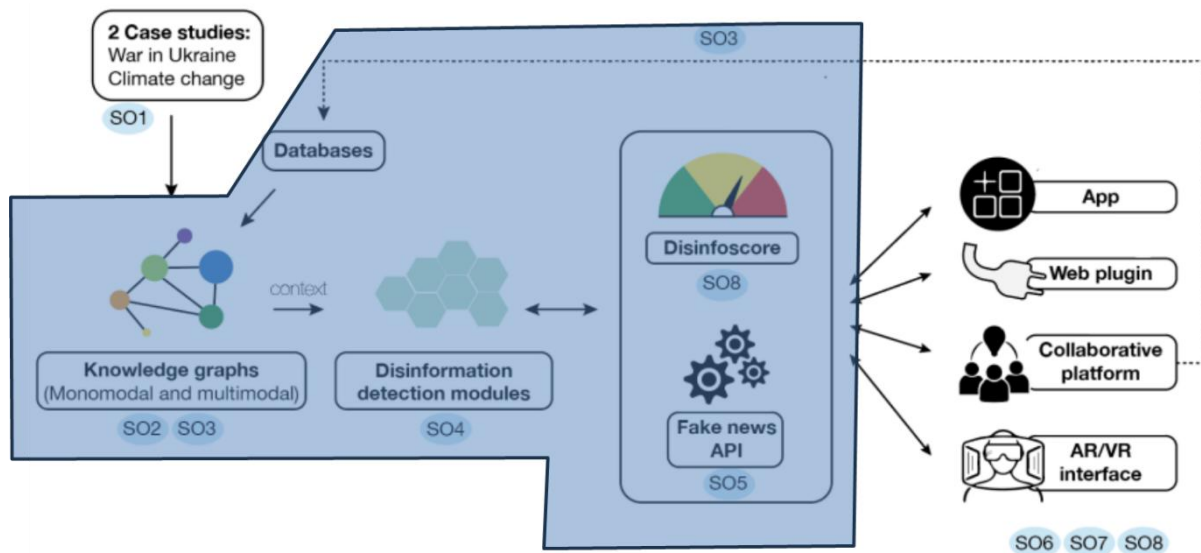


FIGURE 1. AI4DEBUNK PLATFORM OVERVIEW

On this basis, the analysis and definition of the requirements have been split into two main parts as evidenced in Figure 2. The first one concerns how input data is provided by the end-user to the AI4Debunk platform; so, more generally, the question to be answered was basically “How are news passed to the AI4Debunk platform?” (see Figure 2, left side). This impacts both on the format of the data (audio, text, images, videos, etc.) and on the way they are conveyed towards the platform, for instance, as a web URL or a file.

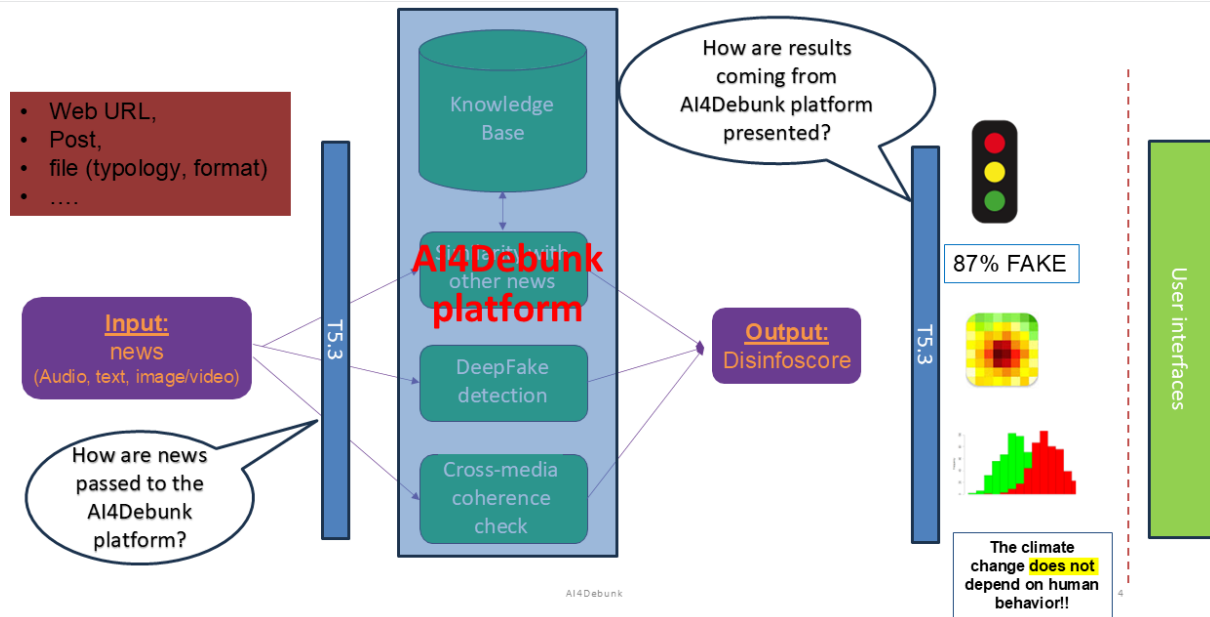


FIGURE 2. INPUT/OUTPUT AI4DEBUNK PLATFORM

Conversely, the second part regards how output results are returned to the end-user; in this case the question to be answered was “How are results coming from the AI4Debunk platform presented?” (see Figure 2, right side). So, in this case, it is important to establish which are the different modalities of results that can be obtained. For instance, the result can just be a number (1 or 0) that indicates if the checked news is pristine or fake, or, alternatively, the answer could be more structured with a sort of “confidence measure” such as: possibly fake (red), uncertain (yellow) and possible real (green). Going ahead, it could be imagined having an even more detailed answer with indications concerning the localization of tampered areas and/or text.

It is fundamental to underline that requirements definition will then determine the design and development of the diverse user interfaces for each of the four modalities both from the point of view of the presentation and of the functionalities. According to this, a specific analysis must be done for the case of the Collaborative Platform that will have some needs as evidenced in Figure 3. In this circumstance, the end-user must be able to provide input data (e.g., metadata) to be fed into the knowledge graph for its update and, at the same time, to interact with the graph itself to analyse the output answer obtained after having invoked the AI4debunk verification process on a certain news to be checked.

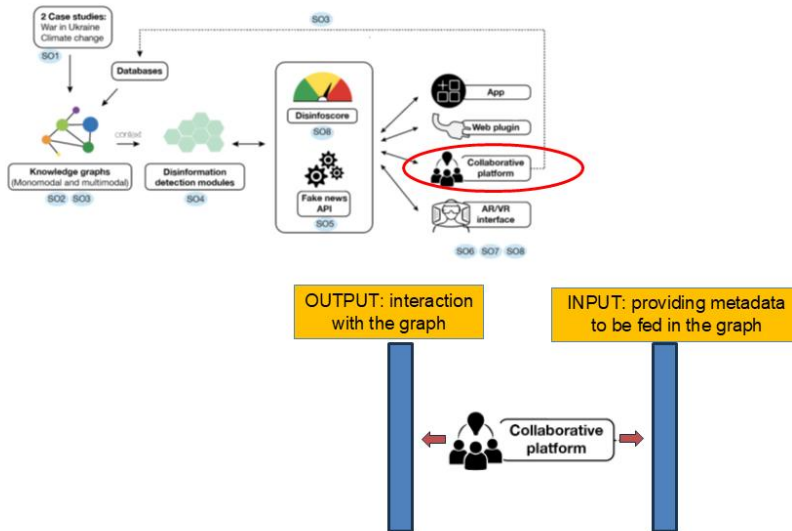


FIGURE 3. INPUT/OUTPUT COLLABORATIVE PLATFORM

2.2 REQUIREMENTS DEFINITION

After the previously described phase, an on-line shared document has been created to collect from the consortium partners indications on the possible needs and requested functionalities to perform requirements definition. Such a document has been structured as a table, one for input data and one for output (see Table 1 and Table 2) containing three columns. In both the cases, the first column required to define the type of input (output) data, the second concerned the format and the third one the modalities of insertion (reception). Hereafter, in Table 1 and Table 2, it is possible to see a filtered and revised version of all the different requirements that have been collected. Such requirements have been presented, discussed and fine-tuned during the general project meeting in Utrecht on 23/10/2024.

Input requirements		
How does the end user enter the incoming news to the AI4Debunk services?	Which format?	Which insertion modalities?
Web URL	http://www....	Manual, copy&paste
Web content	Html, other	Sharing (URL, browser extension, ...)
Image file	Jpg, png, tiff, other.	Upload, drag&drop
Video file, stream	Mpg, avi, h264, other.	Upload, drag&drop
Audio file, stream	Mp3, other.	Upload, drag&drop
Text file	Plain text (Txt), other	Upload, drag&drop

<p>The user must fill in as much metadata as possible to be fed in the graph (metadata is filled automatically and then manually checked by regulator)</p>	<p>title, link to the news, dates, authors, corresponding links, etc. similar types of data as the ones collected in the knowledge graph explainability labels: bounding box around the face of someone indicating that it is not the person mentioned in the text tagging part of text indicating the disinformation</p>	<p>Copy&paste if text, upload/drag&drop files</p>
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TABLE 1. INPUT REQUIREMENTS

OUTPUT REQUIREMENTS		
HOW DOES THE END USER GET THE RESULTS FROM THE AI4DEBUNK SERVICES?	WHICH FORMAT?	WHICH OUTPUT MODALITIES?
TRAFFIC LIGHT	IMAGE, ICONS, OTHER	FRAME IN A PAGE, POP UP, ASYNCHRONOUS ANSWER
NUMERICAL VALUE (E.G., FAKE 87%)	NUMBER/TEXT, OTHER	FRAME IN A PAGE, POP UP, ASYNCHRONOUS ANSWER
HEATMAP	IMAGE, MATRIX, OTHER	FRAME IN A PAGE, POP UP, ASYNCHRONOUS ANSWER
PROBABILITY HISTOGRAM / GRAPH	PLOT, IMAGE, OTHER	FRAME IN A PAGE, POP UP, ASYNCHRONOUS ANSWER
TEXT	TEXT BOX / HIGHLIGHTED TEXT, OTHER	FRAME IN A PAGE, POP UP, ASYNCHRONOUS ANSWER
STARS	ICONS, OTHER	FRAME IN A PAGE, POP UP, ASYNCHRONOUS ANSWER
DISINFORMATION SCORE (E.G. 87%) WITH EXPLAINABILITY	TEXT SUCH AS “TRUE”, “POSSIBLY TRUE”, “POSSIBLY FALSE”, “FALSE”.	BROWSER ADD-ON, POP UP, WITH REFERENCES OF SIMILAR ARTICLES THAT HAVE BEEN FLAGGED AS MISLEADING/FAKE AND/OR THE MOST RELEVANT FACTORS IN THE DECISION.
[FOR THE COLLABORATIVE PLATFORM] INTERACTION WITH THE GRAPH (CAN NAVIGATE IT AND SUGGEST MODIFICATIONS)	N/A	N/A
RESULT SAVING / SHARING	OPTIONS TO SAVE OR SHARE RESULTS DIRECTLY ON SOCIAL MEDIA OR EMAIL	

TABLE 2. OUTPUT REQUIREMENTS

Regarding explanations for the AI module decisions, they will be presented as heatmaps on an image or video, highlighting important areas suggestive of disinformation, as well as highlighted text, to signal important tokens/words in the decision.

Optionally, detailed profiles for target users will be created (e.g., journalists, educators, public, regulatory bodies) to clarify their specific needs and interaction patterns with the platform. Including a definition of user roles and permissions (e.g., viewer, contributor, administrator) to ensure secure and streamlined access.

3 REQUIREMENTS ADOPTION IN INTERFACE DESIGN

This Section defines how the requirements established in Section 2 have been received by WP10, T10.1, and consequently adopted for the design of the different applications (interfaces) intended for the final users. One of the crucial aspects that have been taken into account is how data are passed to the tool interfaces and how results are then provided to the users according to what has been evidenced in Table 1 and Table 2 respectively.

As reported in Figure 4, the AI4Debunk project foresees designing and develop four interfaces: a smartphone application, an AR/VR app, a browser plugin, and a collaborative platform.

T5.3 partners have actively participated in the initial actions of WP10 to facilitate the understanding of the requirements and, at the same time, verify the actual correspondence with the designed tool interfaces.

On the other hand, it has been evaluated if the established requirements are feasible according to the technological capabilities and the inherent characteristics of the tools.

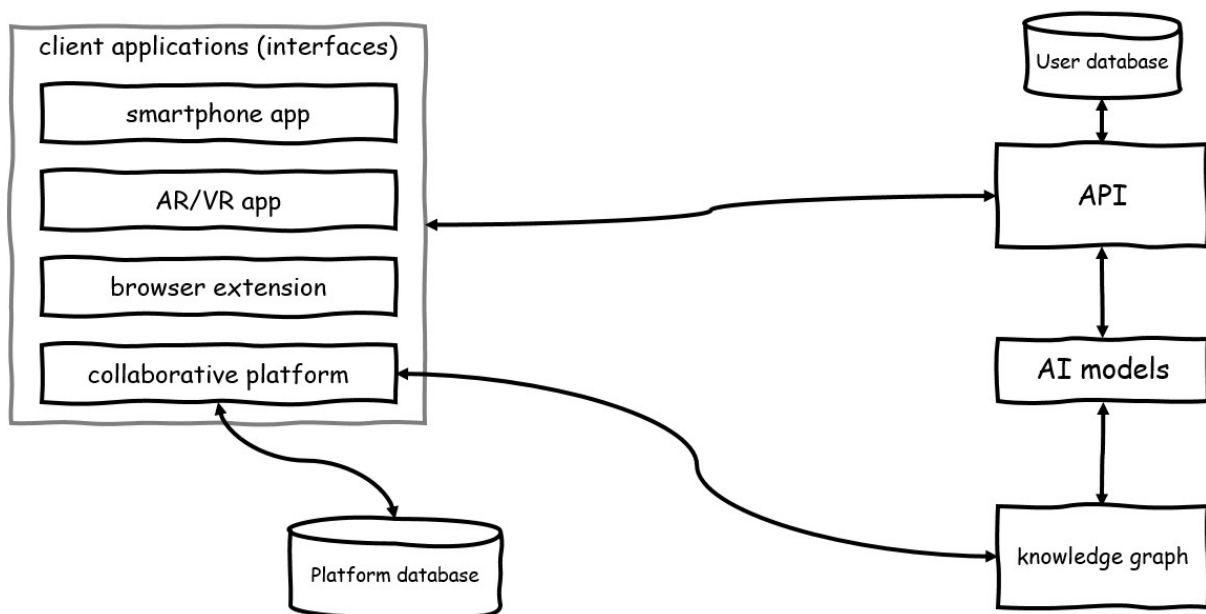


FIGURE 4. DEPENDENCIES BETWEEN INTERFACES, THE AI MODULES AND THE KNOWLEDGE GRAPH.

In the following subsections, the characteristics of the different interfaces are reported in detail.

3.1 SMARTPHONE APP

For the **AR/mobile**, an overview is first provided; then, the main functionalities are summarized considering the respective requirements; finally, the output management is illustrated.

OVERVIEW

The **mobile application**, developed by DOTSOFT (HU) in collaboration with the project partners, is a core user-facing component of the AI4Debunk platform. Its main goal is to provide citizens, journalists, and educators with an easy-to-use tool for identifying, analysing, and understanding online disinformation, using both standard and Augmented Reality (AR) interfaces.

MAIN FUNCTIONALITIES

- **Multi-Modal Content Handling:**

Users can submit information in several ways:

- **Text or URLs:** Manually pasted or typed into the app.
- **File Uploads:** Users can upload images, videos, audio, or documents for analysis.
- **Real-Time AR Scanning:** Using the device’s camera, users can scan physical objects such as printed newspapers, posters, flyers, or digital screens. The AR module recognizes and processes the content directly from the camera feed.

- **Augmented Reality (AR) Experience:**

The AR functionality is a distinctive feature of the app. When the user points their smartphone camera at a source of information—such as a newspaper article, TV broadcast, or a digital display—the app overlays live analytical feedback onto the camera view.

- **Visual Overlays:** The user immediately sees a disinformation score, traffic light indicator (e.g., green/yellow/red for trustworthiness), and source credibility ratings displayed directly on their screen.
- **Explainability in AR:** For images and text, the app can highlight suspicious sections (e.g., specific paragraphs, faces, or image areas) using heatmaps or bounding boxes, helping users understand what has been flagged and why.
- **Interactive Elements:** Users can tap on overlays to receive more details, such as explanations of why certain content was detected as misleading, and cross-references to verified sources or fact-checks.

- **Results and User Feedback:**

The results from the AI4Debunk analysis are shown in clear, user-friendly formats, both in standard and AR modes. Outputs include:

- **Disinformation Scores:** Numeric ratings or categorical results (e.g., “likely true,” “possibly misleading,” “likely fake”).
- **Detailed Explanations:** Each result is accompanied by explanations, such as which elements triggered the detection, how source credibility was assessed, and what manipulation techniques were found.
- **User Dashboard:** Users can view their activity history, see how many items they have analysed, and track patterns over time.
- **Reporting and Sharing:** Users can save results, share them via email or social media, and report questionable outcomes for further review.

Input Management

The app is designed for flexible, user-friendly input:



- **Manual Entry:** Pasting or typing text/URLs.
- **File Upload:** Drag and drop or select files (images, audio, video, text).
- **Camera/AR Input:** Scanning live content in real time, with optional automated metadata extraction (title, date, author) and user verification.

The app’s input handling supports various data types, ensuring compatibility with different user habits and scenarios—making the process accessible for both quick checks and in-depth analysis.

OUTPUT MANAGEMENT

Outputs are delivered in intuitive, actionable ways:

- **On-Screen and AR Overlays:** Immediate, visual results overlaid on the analysed content, with simple colour codes, numerical ratings, and explainable feedback.
- **Detailed View:** Users can access in-depth explanations, reference links, and evidence supporting the assessment.
- **History and Learning:** A searchable log of past analyses encourages learning and helps users build their critical thinking skills over time.
- **Engagement Options:** Options to save, share, or report results, supporting community-based verification and transparency.

All functionalities are designed in accordance with the defined requirements ensuring:

- **Multi-format, easy input submission**
- **Transparent, understandable output**
- **Explainability and user engagement**
- **Data privacy and ethical handling**

3.2 VR APP

For the VR app, the main functionalities, the input and output management are summarized below with reference to the received requirements.

MAIN FUNCTIONALITIES

The VR training application developed by DOTSOFT (HU) is designed as an interactive, scenario-based educational tool that helps users develop advanced media literacy and digital resilience skills. The key functionalities include:

- **Immersive Training Scenarios:** Users participate in a variety of VR scenarios that simulate real-world information environments. These scenarios include chaotic news feeds, social media echo chambers, debate rooms, and public forums, each targeting specific critical thinking skills (such as source evaluation, emotional manipulation detection, logical fallacy identification, and recognizing conspiracy narratives).

- **AI Virtual Assistant (NUTRU):**
The AI assistant NUTRU guides users throughout the experience, providing feedback, instructions, hints, and reflective prompts. NUTRU also helps users understand the reasoning behind each challenge, fostering the learning process interactive and adaptive.
- **Gamified Learning:**
The app uses mini-games and challenges to reinforce core competencies. For example, users trace the origins of news stories, debate non-player characters (NPCs) that use manipulative tactics, and solve puzzles requiring them to identify misleading information.
- **Progressive Learning Path:**
The VR app structures learning from foundational skills (e.g., identifying fake news) to more advanced critical thinking tasks (e.g., metacognitive reflection), ensuring a gradual increase in challenge and depth.

INPUT MANAGEMENT

- **User Interactions:**
Users interact with the VR environment using gesture controls, motion controllers, and gaze-based selection. Input includes selecting, sorting, or tagging information, choosing answers in quizzes, or “grabbing” digital objects for closer inspection.
- **Scenario Responses:**
Players provide responses to in-app prompts and make decisions within interactive narratives, which the app uses to tailor feedback and adapt the progression.

OUTPUT MANAGEMENT

- **Immediate Visual and Audio Feedback:**
The app provides real-time feedback within the virtual environment through color-coded indicators (e.g., green for correct analysis, red for manipulation detected), progress bars, and in-context explanations from the AI assistant, NUTRU.
- **Explainability and Debriefing:**
After each challenge or scenario, users receive clear explanations for why their choices were right or wrong, including highlights of manipulative content, logical errors, or emotional triggers.
- **Performance Tracking:**
The app tracks user progress across sessions, displaying improvements, badges earned, and skill mastery levels.
- **Adaptive Difficulty:**
Based on user performance, the app can adjust scenario complexity, ensuring the training remains engaging and effective.

3.3 BROWSER EXTENSION

The browser extension is one of three user interfaces that can be used to identify, analyse, and understand online disinformation. Consequently, it supports many of the same features, inputs and outputs as the smartphone app, which are processed and presented in a similar way. So, to avoid any redundancy, only

major differences offered by the browser extension with respect to the smartphone app are reported hereafter:

1. Whereas the smartphone app is made for mobile devices that can be used virtually anywhere, browser extensions are generally only supported in web browsers that are used on stationary devices such as smart boards, desktop computers, and laptops. Because image and video capture are impractical – and sometimes even impossible – in desktop environments, the browser extension does not include augmented reality features and only supports standard interfaces.
2. The browser extension has direct access to all content on the user's active browser tab. This enables it to extract information from web pages with greater accuracy than other interfaces, which depend on web scraping by anonymous bots that can encounter login screens, paywalls, or be blocked entirely. The extension therefore does not need to support manual URL input.

3.4 COLLABORATIVE PLATFORM

The collaborative platform is a web application that similarly allows users to identify, analyse, and understand online disinformation using a user interface that is largely identical to that of the browser extension, both on a presentational and technical level.

It sets itself apart from the other user interfaces in three major ways:

1. As web applications may potentially be used on larger monitors that offer more screen estate than mobile devices or browser extension popups, the collaborative platform supports more detailed presentation of outputs when viewed on large screens.
2. The collaborative platform provides a user interface that allows users to interact with the knowledge graph. This means, among other things, that users can:
 - a. browse the knowledge graph
 - b. discover interesting information via automated and/or curated recommendations
 - c. search for and view specific information from the knowledge graph
 - d. rate information in the knowledge graph
 - e. discuss and provide feedback on information in the knowledge graph
 - f. validate information before it is incorporated into the graph (committee-only)

As a rule of thumb, all content on the collaborative platform is publicly visible. Not only does this lower the threshold for human users to participate, but this also allows web crawlers from search engines and AI companies to scrape content off the collaborative platform. The platform explicitly facilitates this using semantic markup that makes it more likely that debunks will surface in search engines, personalised news feeds, and LLM output.

4 CONCLUSIONS

This deliverable reports on the definition of the desired requirements for the AI4Debunk platform. It contains the basic indications concerning the management of the input data to be verified and of the output data received as answer. Such requirements have consequently guided the design and development of the various technological tools and interfaces planned for the AI4Debunk project.

Review Sheet of Deliverable/ Milestone Report

D5.3 Report on Requirements

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Review date	26-09-2025

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What do you think is the strongest aspect of the deliverable?				The deliverable's greatest strength is its proven utility, as it effectively translated user and system requirements into actionable guidelines that directly guided the development of the platform's tools and interfaces.
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Does the document present a consistent outreach and exploitation strategy?			NA	
Are the methods and means correctly explained?			NA	
What do you think is the strongest aspect of the deliverable?			NA	
What do you think is the weakest aspect of the deliverable?			NA	
Please perform a brief evaluation and/or validation of the results, if applicable.			NA	

SUGGESTED IMPROVEMENTS

PAGE	SECTION	SUGGESTED IMPROVEMENT

CONCLUSION

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Document grade	1	1.5	2	2.5	3	3.5	4	4.5	5
									X