

AI4Debunk brings together an interdisciplinary consortium, encompassing a wide range of disciplines – from sociologists and media professionals to software developers and AI & ML experts, with the goal of covering the whole scope of disinformation processes in a comprehensive way.

Universities
and research
organisations

Think tanks,
NGOs &
Foundations

Industry and
SMEs

Media
companies

48

MONTHS

14

PARTNERS

8

COUNTRIES

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AI4Debunk

Innovative AI solutions to support trustworthy online activity



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www.ai4debunk.eu

Empowering truth in the digital age

AI4Debunk is a pioneering European project that aims to equip citizens with the tools they need to navigate the digital media landscape safely and make informed decisions.

The project's methodology taps into human-AI collaboration to revolutionise the fight against disinformation. It includes:

Holistic set of technologies

Language models
and large language
models

Vision models and
large vision
models

Speech
processing

Multimodal
machine learning

Human-in-the-loop
mechanisms

Knowledge
graphs

Dedicated case studies

Russian propaganda related
to the war in Ukraine

Manipulated content on
climate change

Interactive learning materials

Comic books to promote
media literacy in schools

Classroom games for fake
news detection training

Introducing a fact-checking hub

AI4Debunk will develop 4 interfaces to help users detect disinformation, powered by the first-of-its-kind open-source debunking API.



Web plug-in

Designed for web browsers and social media platforms. It will provide real-time notifications to users, offering insights into the reliability of the content they are viewing, regardless of its format.



Disinfopedia

Collaborative platform built in a Wikipedia format. Users will be able to directly report suspicious content that will then be checked by human experts and potentially removed from circulation.



App

Developed for smartphones and tablets. It will verify the accuracy of online content, including news articles, social media posts, product reviews and images. Users will be able to input information (URLs, text or images) and the app will identify its risk level for falseness.



AR/VR interface

Integrated into the mobile app and compatible with AR glasses/headsets, smartphones, tablets, or wearable technology. It will deliver a more immersive and engaging experience for users, detecting whether data inputs from both the virtual and the physical worlds are true or fake.