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| **English** | **Greek** | **Lithuanian** | **Norweign** | **Polish** | **Portuguese** | **Roman** |
| **Censor**  officially and suppress unacceptable  Examine (a book, film, etc.) parts of it. |  |  |  |  | **Censura** |  |
| **Clickbait**  Content whose main purpose is to attract attention and encourage visitors to click on a link to a particular web page. |  |  |  |  |  |  |
| **Debunk**  Expose the falseness or hollowness of (an idea or belief) |  |  |  |  | **Desmascarar** |  |
| **Defamation**  The action of damaging the good reputation of someone; slander or libel. |  |  |  |  | **Difamar** |  |
| **Dissimulate/**  Conceal or disguise (one's thoughts, feelings, or character) |  |  |  |  | **Dissimular** |  |
| **Distort**  Give a misleading or false account or impression of. |  |  |  |  | **Distorcer** |  |
| **False connection** is when headlines, visuals or captions don't support the content  **False context** is when genuine content is shared with false contextual information |  |  |  |  |  |  |
| **Fictitious**  Not real or true; imaginary or fabricated. |  |  |  |  | **Fictício** |  |
| **Fraud**  A person or thing intended to deceive others, typically by unjustifiably claiming or being credited with accomplishments or qualities. |  |  |  |  | **Fraude** |  |
| **Falsehood** is deliberately fabricated to masquerade as the truth |  |  |  |  |  |  |
| **Fabricated content** is a new content 100% false, designed to deceive and do harm |  |  |  |  |  |  |
| **Hoax**  Trick or deceive (someone) |  |  |  |  | **Farsa** |  |
| **Influence**  The capacity to have an effect on the character, development, or behaviour of someone or something, or the effect itself |  |  |  |  | **Influência** |  |
| **Interfaith dialogue** refers to cooperative, constructive, and positive interaction between people |  |  |  |  |  |  |
| **Journalism**  The activity or profession of writing for newspapers, magazines, or news websites or preparing news to be broadcast. |  |  |  |  | **Jornalismo** |  |
| **Lie**  An intentionally false statement. |  |  |  |  | **Mentira** |  |
| **Lying press**  is a term for the printed press and the [mass media](https://en.wikipedia.org/wiki/Mass_media) at large, when it is believed not to have the quest for [truth](https://en.wikipedia.org/wiki/Truth) at the heart of its coverage. |  |  |  |  |  |  |
| **Mass hysteria** is the rapid spread of illness signs and symptoms affecting the society |  |  |  |  |  |  |
| **Media**  The main means of mass communication (broadcasting, publishing, and the Internet) regarded collectively. |  |  |  |  | **Meios de Comunicação** |  |
| **Misleading**  Giving the wrong idea or impression. |  |  |  |  | **Enganosa** |  |
| **Misinformation**  is false or incorrect information that is spread intentionally or unintentionally. |  |  |  |  |  |  |
| **Moral panic** is a feeling of [fear](https://en.wikipedia.org/wiki/Fear) spread among a large number of people that some [evil](https://en.wikipedia.org/wiki/Evil) threatens the well-being of society |  | **\** |  |  |  |  |
| **Omission**  The action of excluding or leaving out someone or something. |  |  |  |  | **Omissão** |  |
| **Paywall** is a method of restricting access to content via a paid subscription**.** |  |  |  |  |  |  |
| **Petabyte(PB)**is a multiple of the unit byte for digital information. The prefix peta indicates the fifth power of 1000 and means 1015 in the International System of Units (SI), and therefore 1 petabyte is one quadrillion (short scale) bytes, or 1 billiard (long scale) bytes. | **I am not sure about this term** |  |  |  |  |  |
| **Propaganda**  Information, especially of a biased or misleading nature, used to promote a political cause or point of view. |  |  |  |  | **Propaganda** |  |
| **Spoof**  Hoax or trick (someone) |  |  |  |  | **Falsificar** |  |
| **Untruthful**  Saying or consisting of something that is false or incorrect. |  |  |  |  | **Adulterado** |  |
| **Two-Faced**  Insincere and deceitful. |  |  |  |  | **Ambíguo** |  |
| **Virtual reality**(**VR**) is an interactive [computer-generated](https://en.wikipedia.org/wiki/Computer_generated_reality) experience taking place within a simulated environment. |  |  |  |  |  |  |