



# NEWSLETTER

2<sup>nd</sup> issue | May, 2020

BE@CYBERPRO: A VIDEO GAME FOR FOSTERING  
CYBERSECURITY CAREERS IN SCHOOLS

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## WHAT'S NEW WITH US?

A lot has been done during the past 1 year. Chronologically, first we had the Short-Term Joint Staff Training Event in Madrid, Spain in July 2019, hosted by our Spanish Partners, [Universidad Europea de Madrid](#), [Colegio JOYFE](#) and [University of Alcalá](#). The aim of this event was to conduct the first pilot of the educational materials on cybersecurity, targeted towards teachers and obtain the participant's feedback and recommendations for improvement. Furthermore, with this event, we aimed at multiplying the short- and long-term effects of the project's objective on the dissemination of professional careers in cybersecurity.

Additionally, we had the ongoing game development and design, led by the [Cork Institute of Technology](#) from Ireland. Our other Irish partners, from the [Irish Computer Society](#), on the other hand, were the host of the 2<sup>nd</sup> transnational project meeting in June 2019. We also had our 3<sup>rd</sup> project transnational meeting in December 2019, hosted by our Hungarian partners, [SZÁMALK](#) and [PROMPT](#). All partners actively participated in the creation of educational materials targeted towards teachers, and in the beginning of 2020, we had our first pilots with local teachers within the four partnering countries.

*Captured moments from Be@CyberPro's 3<sup>rd</sup> transnational meeting in Budapest, Hungary, hosted by our Hungarian partners: [SZÁMALK](#) and [PROMPT](#)*



## LOCAL MULTIPLIER EVENTS

*We started carrying out our multiplier events with the first multiplier event taking place in Sofia, Bulgaria in March 2020.*

Due to the Covid-19 outbreak, the Bulgarian partners from the [European Software Institute - Center Eastern Europe](#) and [125<sup>th</sup> Secondary School in Sofia](#), decided to organize the first local multiplier event online.

The event was attended by more than 30 teachers from Bulgaria and received very positive feedback. The participants were especially happy that they could participate in a career development event even under quarantine.

More multiplier events are coming in Ireland and in Spain. For more information, or in case of interest to participate in such event, please contact us at:



# BE@CYBERPRO – THE VIDEO GAME

*The Be@CyberPro Videogame is one of the highlights of the Be@CyberPro project and its development has been ongoing since the onset of the project! Find out more about the game here!*

## Design

The design approach followed an identification of the desired learning outcomes, as well as the assessment activities and the learning content from the other project outputs. Our designers analyzed the audience to identify the most effective game genre and accompanying mechanics to facilitate the learning experience and raise the general awareness on cybersecurity careers by including cybersecurity challenges and mini games. The result is awesome - an enjoyable and inspiring game-based learning experience for secondary school students.

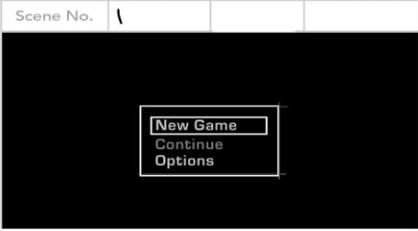
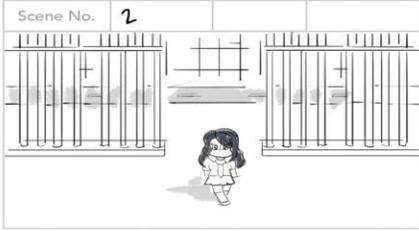
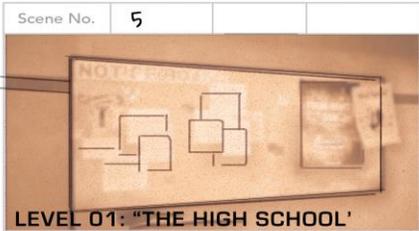
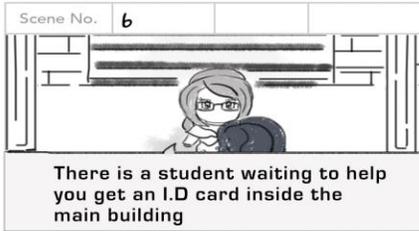
## Development

Our developers designed an interactive browser-enabled digital game, to enable students from various contexts and with a different equipment to be able to play. The gameplay is designed to span between 40 minutes and 1 hour – the duration of a regular school class. The game follows a role-playing game immersion style, where players assume the roles of characters in a fictional setting. The main protagonist, a high school girl, is set out to solve a variety of cybersecurity-related challenges, native to different cybersecurity career profiles, to help her friends and schoolmates in a set of situations.

## Pilots

The Be@CyberPro video game, as well as the educational resources for students created under the project, will be piloted with students from the 4 partnering countries in the secondary and vocational education schools. A qualitative and quantitative analysis of the students' experience with the game will be performed, in order to assess and validate the educational impact of the game, the relevance for learning, the motivation and the degree of satisfaction of students and teachers with the educational resources and the video game.

*Check out the first page of the Be@CyberPro Gameplay Storyboard, provided by the game development team from [Cork Institute of Technology](#) in Ireland*

Title: Cyberpro Gameplay storyboard		Page: 1
<p>Scene No. 1</p>  <p>Action: Player selects to begin game Dialogue: none Notes: Selection includes 'New Game', 'Continue' or 'Options'.</p>	<p>Scene No. 2</p>  <p>Action: Player enters school gates for the first time Dialogue: none Notes: Gameplay Outside school building</p>	<p>Scene No. 3</p>  <p>Action: Player notices first non-player character (NPC) waiting outside school building and walks to her. Dialogue: none Notes: Gameplay Outside school building</p>
<p>Scene No. 4</p>  <p>Welcome to our school. I am the principal</p> <p>Action: Player reaches NPC. NPC speaks Dialogue: "Welcome to our school. I am the principal" Notes: Gameplay Outside school building</p>	<p>Scene No. 5</p>  <p>LEVEL 01: "THE HIGH SCHOOL"</p> <p>Action: First cutscene begins. Level is revealed. Notes: Cutscene offers a brief glimpse inside the school building and reveals text: Level 01: The High School'</p>	<p>Scene No. 6</p>  <p>There is a student waiting to help you get an I.D card inside the main building</p> <p>Action: Cutscene transitions back to NPC. NPC speaks again. Dialogue: "There is a student waiting to help you get an I.D card inside the main building" Notes: Gameplay Outside school building</p>

## EDUCATIONAL RESOURCES FOR TEACHERS

*Be@CyberPro aims to foster cybersecurity as a career choice among high school students. To do this, the project consortium developed and piloted a dedicated learning platform, containing sets of learning materials aimed at teachers on cybersecurity and cybersecurity careers in English, Spanish, Hungarian and Bulgarian.*

In order to raise awareness on the topic of cybersecurity as well as the career opportunities in the sector, the Be@CyberPro consortium decided to start by addressing the high school teachers first. The consortium developed an online educational system to be used by schools and to support the transfer of project results.

Through this system, in the beginning of 2020, we piloted the online course with teachers from the partnering countries, based on the curriculum we have been developing for the past year. The online course contains four modules, covering the fundamentals of cybersecurity for teachers, so that they have the appropriate knowledge to teach their students on cybersecurity. In addition to training for the development of competencies related to information

security, the course will contain a module on cybersecurity professions so that teachers have the knowledge necessary to motivate students. The content was developed based on the competences defined in the European digital competency frameworks (Digcomp and DigCompEdu) and was highly appreciated by the teachers, who took part in the pilot online course.

Currently, the Be@CyberPro team is concentrated in creating cybersecurity educational, awareness and inspirational content for students. The upcoming pilot courses with students are planned for the beginning of September and the final materials will also be uploaded to the knowledge transfer platform as independent resources, so that they could also be used in extracurricular activities.

### What's next?

Apart from completing the educational materials and the video game for the students, we are focusing on producing an inspirational e-book for students, and especially girls, on the professional opportunities within the field of cybersecurity and cybersecurity as a field.

Given the great influence that families have on the final choice of their children's professional careers, we are also developing awareness materials for families and students alike. Lastly, we are working hard on publishing another e-book with didactical and methodological guidelines for teachers. In this e-book, we will also include technical guidelines for the online learning platform and advice on how to incorporate it as part of the regular or extracurricular classroom activities.



*Short-Term Joint Staff Training Event in Madrid, Spain, July 2019, hosted by [Universidad Europea de Madrid](#), [Colegio JOYFE](#) and [University of Alcalá](#)*



*Students from [125<sup>th</sup> Secondary School](#) visit the Cybersecurity Lab @ Sofia Tech Park, managed by the [European Software Institute – Center Eastern Europe](#)*

