Be@CyberPro
Fostering cybersecurity careers

NEWSLETTER
3rd issue | February 2021

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

Copyright © Be@CyberPro Consortium

LATEST ABOUT THE PROJECT

We are excited to share with you that our multiplier events in Sofia and Madrid were a success! The local multiplier event in Madrid, Spain was hosted by our Spanish Partners, Colegio JOYFE with the support of Universidad Europea de Madrid, and the University of Alcala. The Bulgarian local multiplier event was hosted by the European Software Institute – Center Eastern Europe (ESI CEE) and supported by the 125 High School "Boyan Penev". The events aimed at raising awareness of the importance of encouraging young people, and especially girls to pursue careers in cybersecurity, as well as to disseminate the core project outcomes and products.

Additionally, we finalized the Be@CyberPro videogame game development and design, led by the Cork Institute of Technology from Ireland. The game is free and ready to be played – more information is available here. Our Hungarian partners from PROMPT-H Information Technology Educational, Trade, and Service Ltd and Számalk-Salesian Post-Secondary Technical School published an eBook, based on the teacher training carried out under the Be@CyberPro project. We also had our 4th project transnational meeting in November 2020, which was, unfortunately, held virtually, due to COVID-19 travel restrictions.

Part of the materials developed and used as part of the Be@CyberPro Local Multiplier Event in Spain, aiming to show empowering examples of women in cybersecurity.

Selva Orejón

Estudió: Licenciatura publicidad, relaciones públicas y comunicación

Trabajo actual: CEO de onBRANDING. Perito judicial en Identidad digital, SOCMINT, OSINT, PRIVINT, Reputación online.

Miembro de
https://www.nationalcyberleague.es/

Experiencia laboral: 25 años
Experiencia laboral en ciberseguridad: 20 años

"He tenido muchísima suerte porque las empresas en las que he trabajado requerían gente que tuviera conocimiento acerca de comunicación y seguridad"

BE@CYBERPRO - EXTENDED

The Be@CyberPro Project has been extended with an expected project end of 04.05.2021!

Due to disruptions arising from the international response to the COVID-19 pandemic, the Be@CyberPro project has been extended to ensure the successful and fruitful completion of all project tasks.

Among the most important activities that will benefit from this extension are the student pilots, which were initially delayed due to the dynamically changing situation in schools within the four partnering countries.

Currently, all activities are aligned according to the new schedule and deadlines and are going as planned. Be@CyberPro continues to monitor the situation and posts regular updates on our website and social media profiles at:

Erasmus+

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

THE BE@CYBERPRO STUDENT PILOTS

As part of the activities for students, we have developed an online module on cybersecurity based on the Digital Competence Framework for Citizens, DigComp, as well as an interactive educational game to explore cybersecurity career profiles and challenges.

About the pilots

The Be@CyberPro videogame, as well as the educational resources for students created under the project, are currently being piloted with students from the 4 partnering countries in secondary and vocational education schools with more than 200 students overall. A qualitative and quantitative analysis of the students' experience with the game is performed, 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 videogame.

Ongoing pilots

Two student pilots are currently underway, with two more to be organized. The ongoing pilots are being organized in Bulgaria and Hungary respectively. The Bulgarian pilot is lead by the 125 High School "Boyan Penev" with the support of the other Bulgarian partner, the European Software Institute – Center Eastern Europe (ESI CEE). The Hungarian pilot is led by the Számalk-Salesian Post-Secondary Technical School with the support of the other Hungarian partner PROMPT-H Information Technology Educational, Trade, and Service Ltd.

Pilot Results

The results from the feedback analysis and the tutor reflections, conducted as part of the evaluation protocol of the pilots in the schools, will be aggregated and reported. An aggregation of the milestones of the pilots' analysis will be published on the project's official website. The feedback received by students and teachers alike will serve to help improve the learning materials and the videogame in a way, that best reflects the key points addressed by the students and the teachers, aligned with the desired learning outcomes based on the Digital Competence Framework for Citizens, DigComp.

Check out the new, redesigned website of the Be@CyberPro Project, with the designed and development of the European Software Institute – Center Eastern Europe

BE@CYBERPRO - EBOOKS

Looking to direct your students and their parents towards valuable resources to raise awareness on cybersecurity? Or are you a teacher who would like to integrate an introduction to cybersecurity fundamentals as part of their school hours, but you do not know where to find suitable resources and guidelines on how to use them?

Whether you are a teacher who plans to supplement the existing school curriculum on cybersecurity with additional materials, or you are looking for ways to engage students in cybersecurity and inspire them, and especially the younger women among them, to consider cybersecurity as a potential career, we have the resources for you

The Be@CyberPro project is dedicated to bridging the skills and gender gaps in the cybersecurity sector, by inspiring students, empowering teachers, and involving parents. For this purpose, the project consortium has developed an electronic platform and a set of educational materials for teachers and students, as well as an educational game and other informative and inspirational materials, such, videos, infographics and others.

Among these inspirational resources are two eBooks, which we are currently finalizing:

- An **eBook for teachers**, and, potentially, for parents, including didactical and methodological guidelines for introducing students to cybersecurity, including best practices and guidelines on how to include the Be@CyberPro educational materials and the Be@CyberPro videogame in the classroom or at home.

- An **eBook for students and especially, for younger women**, aiming to inspire them to consider and pursue cybersecurity as further education or career path. The book contains inspirational excerpts from interviews, conducted with female cybersecurity professionals from the four partnering countries.

Would you like to receive the eBooks?

Let us know by contacting us or subscribe to our newsletter to be among the first to receive information on how to access the eBooks.

What is next?

We are finalizing the student pilots and will be releasing aggregated results on our website by the end of March 2021. Furthermore, we will soon release the two eBooks, as well as a few sets of informational materials for parents. Equally important, we will be improving the student materials based on the feedback received by teachers and students and will be releasing an improved version of them again by the end of March. One multiplier event, organized by our partners at the Irish Computer Society is still upcoming. Follow us on our website and on social media to learn how you can participate!
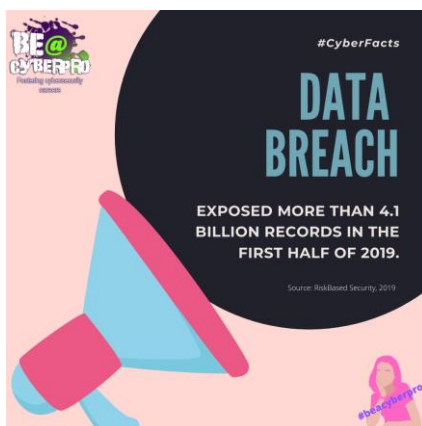
Follow us on social media for weekly cybersecurity facts. Cyber Facts is a recent initiative of the Be@CyberPro Project, aiming to shed light on interesting or unpopular facts about cybersecurity