



NEWSLETTER

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

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END OF THE PROJECT

AND THE JOURNEY THAT AWAITS AHEAD

It is like yesterday, when we had our first kick-off meeting in Madrid, and now, with a little over two years, we find ourselves at the end of our project.

We set out to create a project, aiming to address the gender gap facing the computer security industry. According to different studies, there is a serious lack of qualified professionals and clear information on professional information security careers. On the other hand, around 90% of the global cybersecurity workforce is male.

At the beginning, of the project, we set out to create a dedicated online platform, which now hosts multilingual cybersecurity educational materials and full courses for teachers and students, based on the

DigComp and DigCompEdu frameworks, as well as an immersive educational video game using real-life context scenarios. Last, but not least, we aimed at creating two eBooks – one aimed at teachers, and one, aimed at students.

Now, two and a half years later, having piloted all of the above with more than 200 students and 20 teachers from the four project countries, we find ourselves surprised by an unexpected outcome – a community of support. To all the teachers and educators, who supported and trusted us with our pilots, especially during these trying times for Europe and the entire world, with the COVID-19 pandemic, we extend our sincere gratitude and respect.

How it all started more than two years ago: Moments from the first project meeting hosted by the project coordinator Universidad Europea de Madrid in Madrid, Spain, December 2018



WHAT IS NEXT?

The Be@CyberPro Project will continue to work with its community of partners

The consortium is dedicated to broadening the community of practice, created around the project, and will continue to organize and participate in joint activities, aimed at raising awareness on cybersecurity among four target groups, namely teachers, schools, students, and parents.

All of the materials and intellectual outputs, created as part of the project, will be maintained and used to continue our mission to inform young people about the cybersecurity profession and provide educators with the tools and confidence to talk about this topic in their classrooms.

All upcoming initiatives and activities will be shared on the social media channels of the project, as well as on the official project website. Interested in joining in? Get in touch:



LATEST FROM THE PROJECT

Conclusions from our student pilots

Be@CyberPro Pilots

Throughout the past 4 months, the videogame and the educational materials, created under the project have been piloted with students from the 4 partnering countries in secondary and vocational education schools. A few over 300 students aged 12-19 participated in the pilots overall. A qualitative and quantitative analysis of the pilots was 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.

The results from the feedback analysis and the tutor reflections, conducted as part of the evaluation protocol of the pilots in the schools, are aggregated and reported on the project website [here](#).

The pilots are overall successful with more than 75% of the analyzed feedback from students, stating that students have learned new things about cybersecurity by participating in our pilot activities. Students generally report an increased interest in the topic, and a willingness to explore the subject further. A milestone from the pilot outcomes is the revelation that there is a need for targeted efforts to

spread more accessible information and awareness on cybersecurity as a domain, and have age-appropriate materials on best cybersecurity practices and techniques for privacy protection online.

With students getting to access the internet at an earlier age than ever, as well as owning their own internet-connected devices, the role of parents and educators is ever more crucial for the cultivation of a good digital culture, let alone safety online. With appropriate initiatives and materials to empower teachers and parents made available, we believe we can influence students and direct them towards good cybersecurity practices.

Our materials are available online and for free.

*Browse our [repositories](#) online and [contact us](#) for more information on how to integrate the Be@CyberPro approach in your classroom or home. **Click the pictures below to find out more:***

Educational Resources



for teachers, students
and families

immersive videogame



for students

eBooks



for students and
teachers