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Newsletter Vol. 1

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Enhancing Cyber Security – Development of trainings using „Escape Room“ Model



**Open your eyes – cyber security is important!
Yes, for you too!**

With the two years project EyesOnCS within the framework of Erasmus+, you can learn more about Cyber Security in an engaging and captivating way. And you don't even need any previous knowledge.

**Cyber Security and fun?
Yes, that's right!**

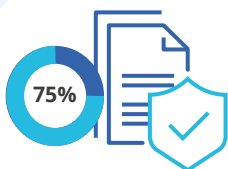
You will have the opportunity to get to know Cyber Security scenarios and cases in an interactive environment. Using the Escape Room approach different situations mimicking the reality of work environments and everyday life will be created and displayed into the virtual learning space.

EyesOnCS deliverables

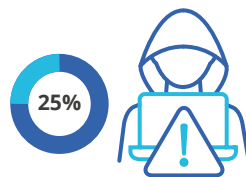
The project aims to improve Cyber Security Skills of non-technical staff / VET students and raise Cyber Security awareness of SMEs and VET institutions. To meet the aims the project is working with different approaches – a mixed form. This mixed form will contain:

- a written compendium with anonymized, real-life case studies on cybercrime in companies on the other hand
- virtual Escape Room with its playful learning actions on the one hand and

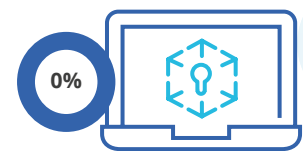
Here is a brief overview of how this will be done over the course of the project:



Output 1
Compendium of
Cyber Security Cases
(in progress)



Output 2
Cyber Alert
Scenarios Design



Output 3
Virtual learning
environment

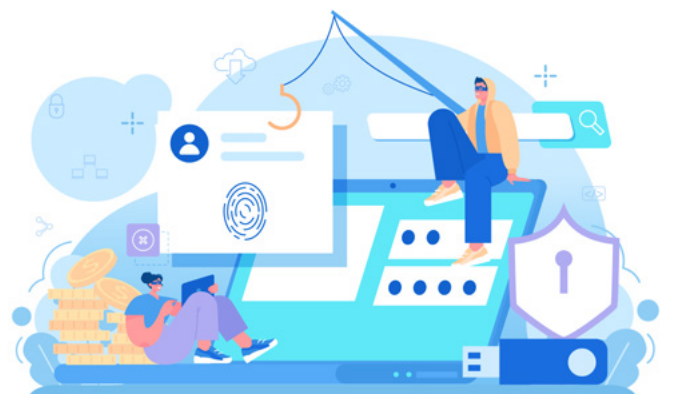
Output 1 Compendium of Cyber Security Cases

Design and creation of a Compendium of Cyber Security Cases – reflecting real-life situations – collected from interviews, media (disclosed cases), or desk research.

Before the Cyber Security Cases were elaborated, the quality criteria and needs for the compendium were defined and a general structure of the document was determined. Afterward, 24 case studies from the different partner countries (Germany, Italy, and Portugal) were collected and included. The chosen Cases illustrated in the Compendium will be integrated as learning and teaching practices into education programs of various levels, mainly addressed to the target group of non-technical VET learners/staff.

The final compendium will be made available on the EyesOnCS website and Social Media accounts with all the results collected up to that point as learning and

teaching studies for educational programs at different levels. Above all, non-technical employees will be addressed and their employers.



Output 2

Cyber Alert Scenarios Design

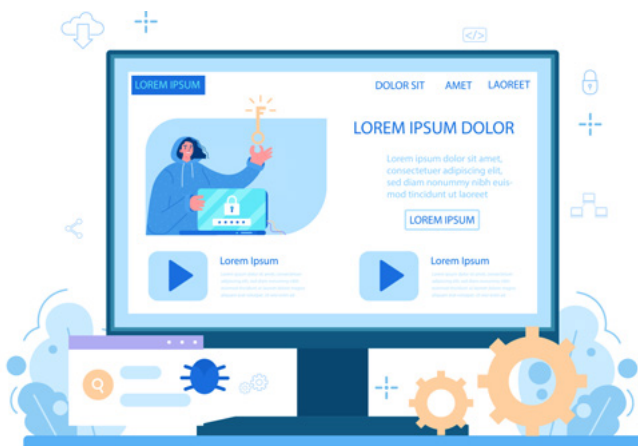
In the second output, six realistic scenarios for cyber attacks will be developed. They are selected out of the 24 collected case studies in Output 1 and will be further developed. This ensures that the scenarios are as close to reality as possible. Within the designing of such scenarios, their learning objectives are to be worked out. As a final outcome, six elaborated and designed scenarios for a virtual Escape Room should be created.



Output 3

Virtual learning environment

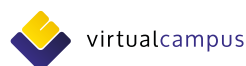
In the last output of the project, Partners will focus on the development and implementation of the Virtual Training based on the Escape Room model. This will expose the learners, according to the scenarios designed in the second intellectual output, to specific situations they might encounter in real working life. The virtual escape room platform will be tested in different phases, both by partners and end users. Their feedback will then guide the further improvements of the platform and tested scenarios, till when the final version of the platform will be made openly available to all potential stakeholders.



Program:
Erasmus+, Key action 2:
Strategic Partnerships

Project lifetime:
01.01.2022 – 01.12.2023

Project coordinator:
Fachhochschule des
Mittelstands (FHM)



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