





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.





What happened?

A lot has happened since our last newsletter. We met as a team in Porto, Portugal, at one of our partners (Virtual Campus). In addition to the general team building, we were again able to advance some work on our project and the preliminary results make the partners positive and full of anticipation for further proceeding and work.

Compendium

The Compendium is still being assessed by an external evaluator and will be adjusted accordingly. It will soon be available for download on the project and partners' institutional websites. We will also share it with you on our social media channels! So be curious.

Scenarios

The scenarios, which have been developed in the meantime, were presented in Porto.

These scenarios were compiled from the research and interviews on different cybersecurity cases in the partner countries in our first output – the compendium.

Accordingly, six ideas for scenarios have already emerged and were discussed in the meeting.

The topics cover a variety of areas:

Phishing and Social Engineering (SE), CEO Fraud, Passwords and social media, and moreover Smishing These six scenarios discussed will be mixed up into three game scenarios using the Escape Room Model.



Welcome to the website of the Erasmus+ project EyesOnCS!



Game Design Development

The first tangible and visible results of the virtual Escape Room have now also been seen. Here the EyesOnCS team could already discover the first developed Escape Room learning space and got a first good insight. At the same time, the excitement of all partners increased, and the imagination was boosted a bit more.



Output 1 Compendium of Cyber Security Cases (in progress)



Output 2 Cyber Alert Scenarios Design



Output 3 Virtual learning environment

What is coming next?





Output 1 COMPENDIUM – Cyber Case Studies⁺ •

The Compendium is in its final stages. Only a few minor adjustments will be made and then the compendium will be available.



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 developed Scenarios from Output 2 and the resulting games for the virtual Escape Room will be adapted in a Game Design Document. The development of the game design will continue, and the Escape Room will slowly continue to take shape. **Output 2** Cyber Alert Scenarios Design

The six Scenarios gathered and described will now be developed into three games that fit the Escape Room model.

The virtual escape room platform and the scenarios will be tested in different phases, both by partners and end users. Their feedback will then guide any neces-

sary further improvement, the platform and tested scenarios, till when the final version of the platform will be made openly available to all potential stakeholders.



Stay tuned!

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