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EYESon**CS**

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f in

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 could learn more about Cyber Security in an engaging and captivating way. And you didn't even need any previous knowledge.

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

You had 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 have been created and displayed into the virtual learning space.

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What happened?

4. Transnational Project Meeting in Essen 🇩🇪

A lot has happened since our last newsletter. In June, the project team met in Essen (Germany) at ASW Akademie. During this physical meeting we were able to make huge advances in the development of our Outputs. We made final decisions for publishing the Compendium (Output 1) in 4 language versions (ENG, DE, PT, IT), advanced in the development of Output 2 and reviewed the status quo of the game development (Output 3). We made use of the presence of project partners in order to hold the multiplier event (organized by ASW). Read the full news on the event here.

4. Transnational Project Meeting in Essen

Multiplier Event in Essen

On June 26, 2023, the mutliplier event titled „Cyber-Security spielend erlernen" (Cyber-security – Learning by playing), drew 17 participants, ranging from 25 to 55 years old. Highlight of the event was the keynote of Uwe Röniger, CEO of mybreev GmbH, who delivered a compelling presentation on „edutainment and the importance of learning by playing" and the presentation of the escape room game. Read the full news on the event here:

Multiplier Event in Essen

Multiplier Event in Rome 🇮🇹

On September 29, 2023 project partner EFFEBI conducted a multiplier event in a face-to-face modality at ITCG "Carlo Matteucci" in Rome, attracting a diverse group of 32 participants, including students (16-18 years old), teachers, and school staff. The center of the event was the piloting of the alpha version of Episode 1 of our escape room game. It added a practical dimension to the event and enabled participants to explore cybersecurity concepts in a dynamic and engaging manner. The testing allowed students to interact, collaborate, and provide valuable feedback, contributing to the refinement of our game. Read the full news on the event here:

Multiplier Event in Rome

Multiplier Event in Bielefeld

On October 16, 2023, the multiplier event organized by project partner FHM, took place at the FHM premises in Bielefeld. The main part of the event was the piloting of the beta version of the escape room game (especially Episodes 1, 2 and 4) on different devices. 30 participants, including students, vocational teachers, and HEI staff and professors from Bielefeld and Ukraine, attended the event and gave valuable feedback for the further development of Output 3. Read the full news on the event here:

Multiplier Event in Bielefeld

5. Transnational Project Meeting in Porto 🇵🇹

In the beginning of November, we met again in Porto (Portugal) for our final project meeting. Besides monitoring project management, evaluation, dissemination and final reporting issues, the focus of the meeting was on discussing the multiplier events and the outcome of the piloting testing sessions of the virtual escape room (output 3) in order to identify areas for improvement and future development. Read the full news on the event here:

5. Transnational Project Meeting in Porto

Multiplier Event in Porto 🇵🇹

On December 5th, 2023, the last multiplier event took place, organized by Virtual Campus Lda with the support of the School of Engineering of the Porto Polytechnic, as well as the associated VET schools in Arouca and Santo Tirso. The event drew 46 participants, predominantly VET students, along with trainers and higher education students. Focus of this event was the piloting of all episodes of the escape room game, making it possible to make visible the need for last adjustments of the game before the end of the project. Read the full news on the event here:
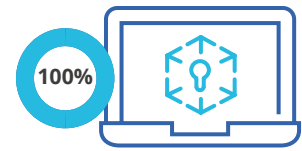
Multiplier Event in Porto

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EyesOnCS Output

100%

Output 1
Compendium of
Cyber Security Cases
(in progress)

100%

Output 2
Cyber Alert
Scenarios Design

100%

Output 3
Virtual learning
environment

Output 1
COMPENDIUM – Cyber Case Studies

Download your language version here:

English **German** **Portuguese** **Italian**

Output 2
Cyber Alert Scenarios Design

Download pdf here:

Cyber Alert Scenarios

Output 3
Virtual learning environment

Play our Escape Room Game here:

Play

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What is coming next?
The EyesOnCS project is over its impact goes on

The EyesOnCS project concluded officially on December 31, 2023. The consortium of partners is now focusing on the dissemination and utilization of the project outcomes to ensure sustainability and widespread impact. The project's sustainability hinges on the accessibility and availability of its results, all accessible through the EyesOnCS homepage.

All partners have made plans to incorporate the project activities and results into their work and portfolios (e.g. degree programs, further training programs) making use of the already developed results and develo-

ping them further. Besides, partners plan to spread the findings and outputs externally through strategic dissemination (conferences, forums, social media, networks) aiming at generating a lasting impact on cybersecurity education and training, nationally and internationally.

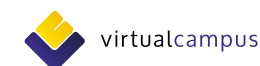Staatlich anerkannte, private
**Fachhochschule des
Mittelstands (FHM)**
FHM

virtual campus

ASW AKADEMIE

fb
finance & banking
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per lo sviluppo organizzativo
e delle risorse umane

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