

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



BE@CYBERPRO NEWSLETTER

1st issue

April/2019

PUBLISHED BY: Universidad Europea EDITORS: Maite Villalba, Javier Fernández

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A book for raising awareness of gender
equality in ICT, which will design and

According to different studies, there is a serious lack of qualified professionals and clear information on professional information security careers. On the other hand, almost 90% of the global workforce is males. One of the reasons might be that there are no female cybersecurity role models that girls can follow. Likewise, the cybersecurity stereotype does not reflect what they would like to be in the future.

 A book for raising awareness of gender equality in ICT, which will design and develop an e-book on gender equality in ICT.

The **Be@CyberPro** project aims to address the gender gap facing the computer security industry. It intends to partner with private sector companies and academic institutions in order to work with middle, high and vocational schools to promote cybersecurity careers and address the gender gap. Several institutions from Bulgaria, Hungary, Ireland and Spain are working on several fields to achieve that goal.

COMING UP: Short-Term Joint Staff Training

In June 2019, the consortium will have its first

pilot with high school teachers. There, they will assess the quality of the online contents developed by the partners.

After that training, in July, the project partners will have a training event in Madrid with

Kick-Off Meeting:

After that training, in July, the project partners will have a training event in Madrid with teachers from all the countries of the project. The aim is to train staff so they can spread the word among the schools, universities and teachers of their country with whom they collaborate.

In December 2018, the project partners had their first meeting in Madrid. There, they distributed the different parts of the project which included, as established in the application:

Practical and reflection activities will be carried out using collaborative learning on the following topics:

- An Educational Platform on Cybersecurity and the Profession, which will include open educational resources (OER) for training and awareness-raising for students and teachers, as well as an awarenessraising strategy and resources for families.
- Gender equality, micro-machismos and stereotypes.

 An immersive educational video game using real-life context scenarios, which will develop multilanguage video games with virtual/enhanced reality and test pilots in secondary schools in Spain, Ireland, Bulgaria and Hungary.

- How gender inclusion can benefit the work environment. Advantages of having different work teams in the companies.
- Methodology for the use of the OER generated by the project
- Information on cybersecurity professions and how to motivate young women to choose a career in ICT.
- Learning-based games. Presentation of the advances of the Be@CyberPro video game.
- Practical-use scenarios that facilitate group reflection.



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ABOUT THE PROJECT

The **Be@CyberPro** project aims to address the gender gap facing the computer security industry. It intends to partner with private sector companies and academic institutions in order to work with middle, high and vocational schools to promote cybersecurity careers and address the gender gap. The consortium aims to produce: a) Open Educational Resources for training and awareness raising for students and teachers; b) an immersive educational video game and c) a book for raising awareness of gender equality in ICT. It is composed of several institutions from Bulgaria, Hungary, Ireland and Spain.



Partners on the 1st (Kick-off) Project Meeting in Madrid (December 2018)

TARGET GROUPS

- Middle, secondary and vocational education students
- Middle, secondary and vocational education teachers
- Students' families
- Special emphasis is put on female students

PROJECT BASICS

- Title: Be@CyberPro: A video game for fostering cybersecurity careers in schools
- Grant agreement no.: 2018-1-ES01-KA201-050461
- **Duration:** November 2018 November 2020
- Programme: ERASMUS+ Acción Clave 2: Cooperación para la innovación y el intercambio de buenas prácticas
- Participating countries: Bulgaria, Hungary, Ireland and Spain
- Website: https://www.beacyberpro.eu/en/

COORDINATOR

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PARTNERS

- Universidad Europea de Madrid (Spain) Project coordinator
- Colegio JOYFE (Spain)
- Cork Institute of Technology (Ireland)
- European Institute of Software, Centre Eastern Europe (Bulgaria)
- The Irish Computer Society (Ireland)
- PROMPT-H Information Technology Educational, Trade and Service Ltd. (Hungary)
- Számalk-Szalézi Post-Secondary Vocational School (Hungary)
- University of Alcalá (Spain)
- 125th School (Bulgaria)



This project has been funded with support from the European Commission. This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.