Gamifying cybersecurity awareness

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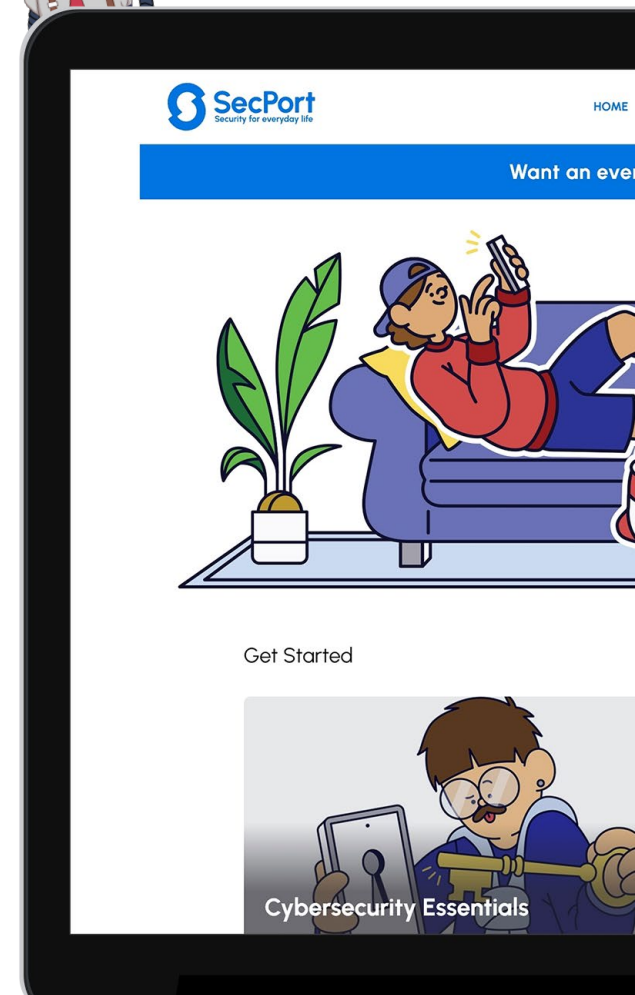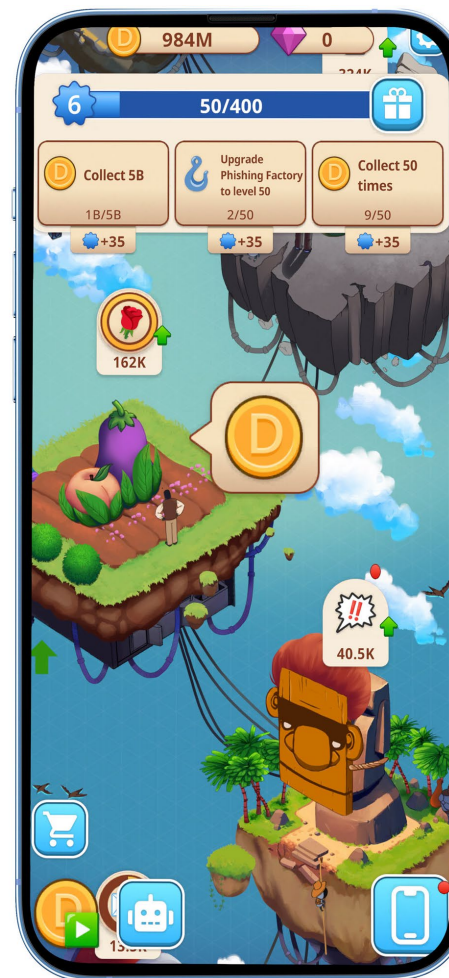
Building motivation: Cyberthreats affect us all

**Digital services are
part of our daily lives**

New services bring new threats
that you need to be able to defend against.

**Individuals, organisations
and society are under threat**

We are constantly exposed to
various threats.

Threats are on the rise

Cybercrime is economically lucrative.
As a result, the threat continues to grow.

Call to action: People as cybersecurity builders

People: Protect yourself and loved ones

People are active producers of security, not passive consumers.

Organisations: Talents of the future

In Finland's cooperation model of comprehensive security everyone has a role to play in ensuring security.

Society: Resilience

The resilience of society, organisations, and individuals is enhanced when people take an active role in security.

The Cyber Citizen project approach

Based on research
The project has a strong basis in research on how best to develop cybersecurity skills.

Supporting different learning styles
Games and other alternative learning methods help reach a wide range of Europeans.

In cooperation with European cybersecurity actors
The project has made extensive use of European cybersecurity expertise.

Duration : 2022–2024

Funding: Five million euros from the EU recovery instrument for a three‑year period

Commissioner : Finnish Ministry of Transport and Communications

Executor: Aalto University

Project Manager: Marianne Lindroth

Responsible Researcher: Yki Kortesniemi

Responsible Professor: Petri Mähönen

Key results of Cyber Citizen

Learning model

Methods, tools, and materials that take into account different learning styles.

From professionals

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Community

The public sector, organisations, and businesses are joining forces to produce and disseminate the best knowledge on cybersecurity.

The Cyber City Tycoon game

Helps you identify cyberthreats in a fun and entertaining way.

To consumer

The SecPort cybersecurity portal

Helps you master key cybersecurity skills through courses, articles, videos, games, and other resources.

Learning model

Key competences in cybersecurity

Compatible with DigComp and ESCO frameworks

Identified key skills to be mastered

Key content of the portal

One method does not fit all

Supporting different learners with different materials such as games

Competence areas

1. Think critically and have a critical attitude towards events and available information.

2. Understand the significance of norms and rules as well as every individual's rights and responsibilities.

3. Have know-how that helps to understand what is valuable to each party in each situation.

4. Recognise the impact of thinking and emotions in different situations.

5. Understand the basic principles of the technologies you use and know how to use them securely.

Cyber City Tycoon helps identify cyberthreats

Through the eyes of criminals

By seeing the world from a cybercriminal's point of view, the player understands the criminals' goals and methods.

Recognise threats in everyday life

The game helps you identify key cyberthreats in your everyday life and makes cybersecurity interesting and fun.

Suitable for younger players: 11+

In all 24 EU languages

Available : Already across Europe

Lataa
 App Storesta

LATAA
 Google Playsta

The Benefits
of Learning
Through Gaming

Raising Awareness

The Cyber City Tycoon game helps players recognize the common cyberthreats also in their everyday life.

Through the Eyes of Criminals

The players step into the role of different cybercriminals, which creates a deeper understanding of their motives and methods.

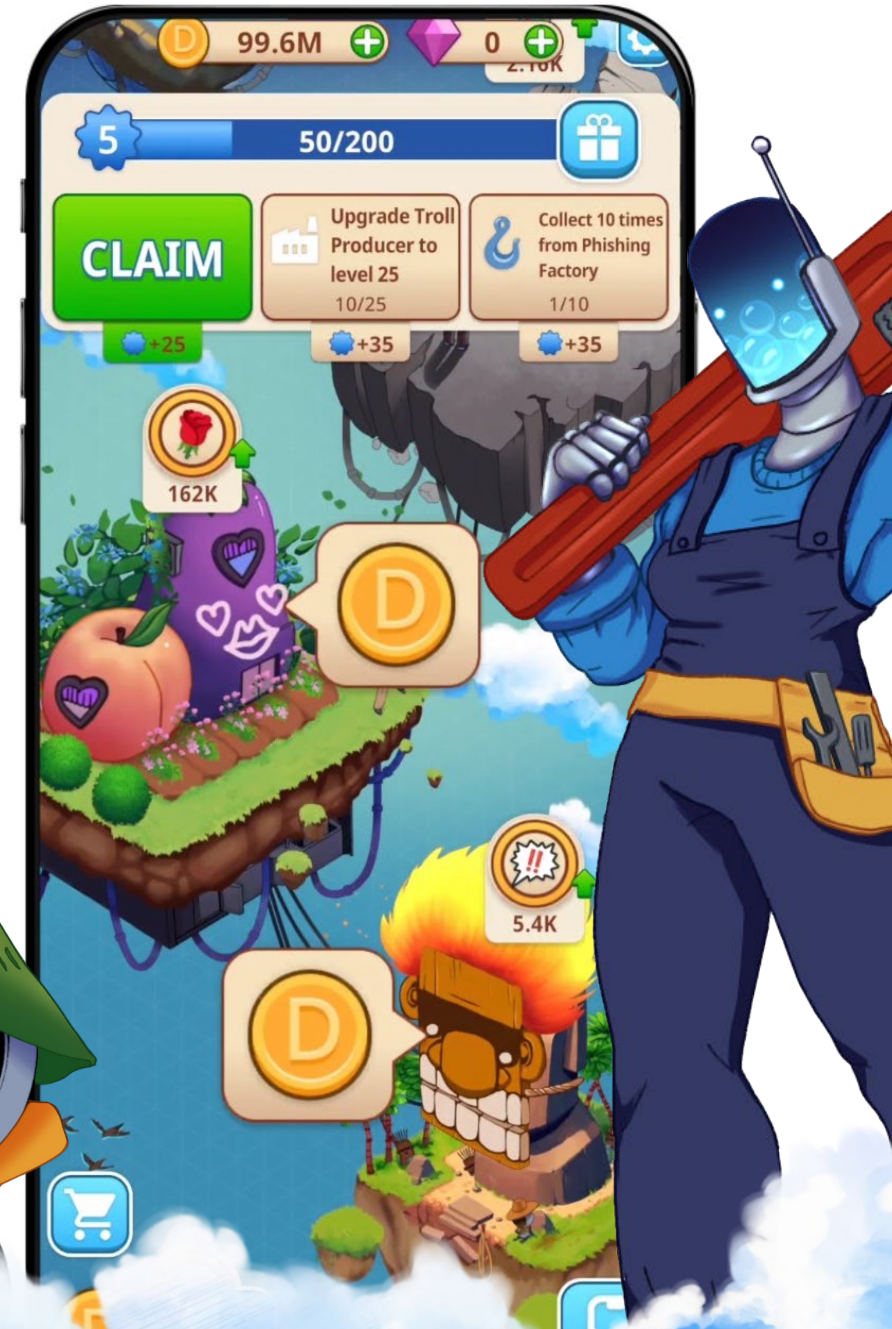# Play the Way You Want

Fun for Short and Long Gaming Sessions

You can play on-the-go whenever you have a moment or spend a longer session to fast-track your progress.

Multilingual Support

The game is available in all 24 EU languages.

Available for Android and iOS

And it's free.

Cyber Scam Bosses...

Phoney Call

Mail Man

Chandra Charisma
& Brock Bluster

DDoS Daisy

Robion

Phishermäns Freud

Binary Botmaster

Ransomware

Ro Mans

Mr. Trollers

...andtheir Minions

Bot Plant

Fake News Factory

Phishing Factory

# After playing, Master Essential Cybersecurity Skills

Our SecPort portal complements the game by offering cybersecurity courses, articles, games, knowledge base, videos, and much more!

These help you master the skills to keep yourself secure against the cyberthreats.

The launch will be in November '24 at **secport.org** in 24 EU languages.

Mini games focus on individual topics
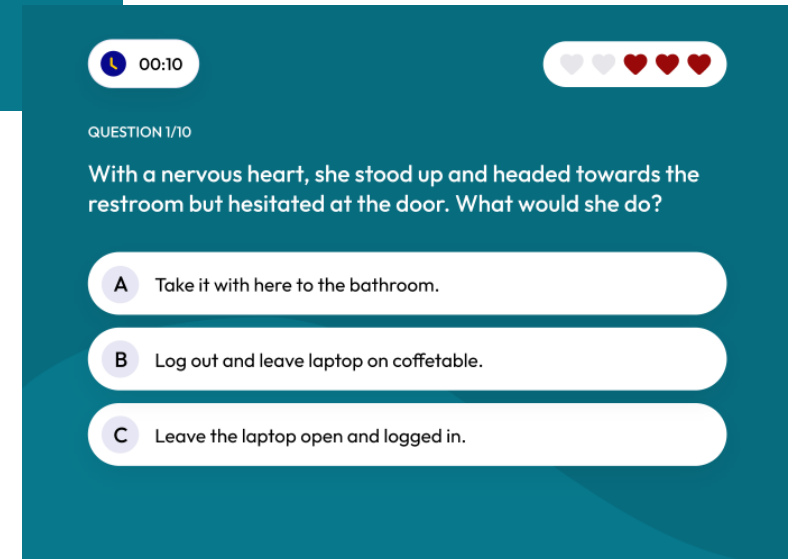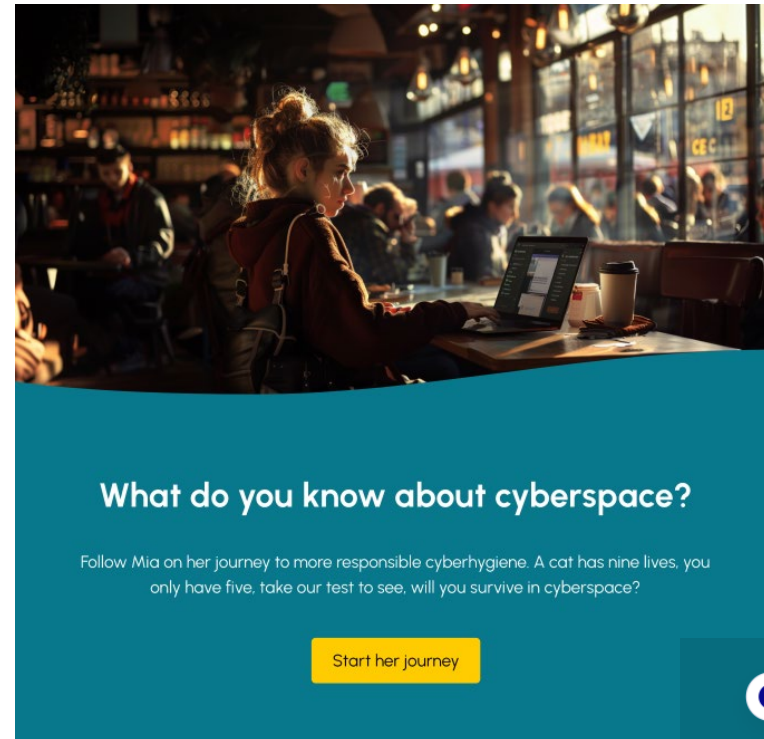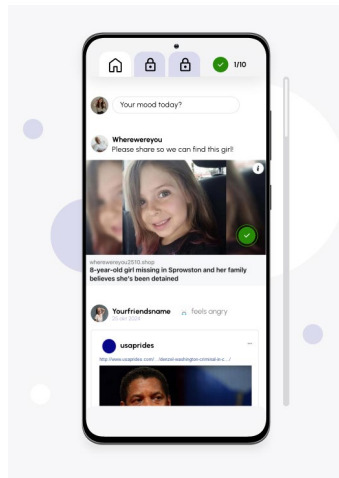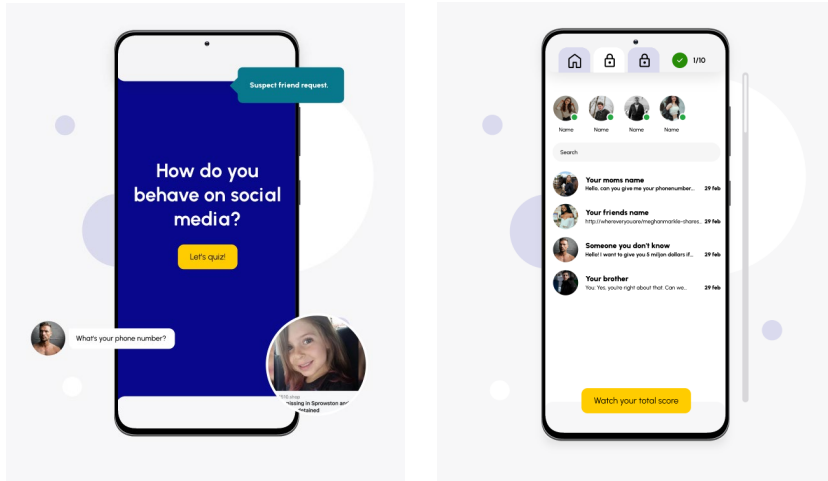
Key takeaways

### Games offer a good way to learn about cyber threats

Different methods are needed to raise cybersecurity awareness, and games are a good complement to other methods.

The games and other portal content complement each other

Offer different ways to learn about cybersecurity.

Help us build the portal

We are happy to add more games and other awareness content from different countries to the portal. This way we can learn from each other and share good content.
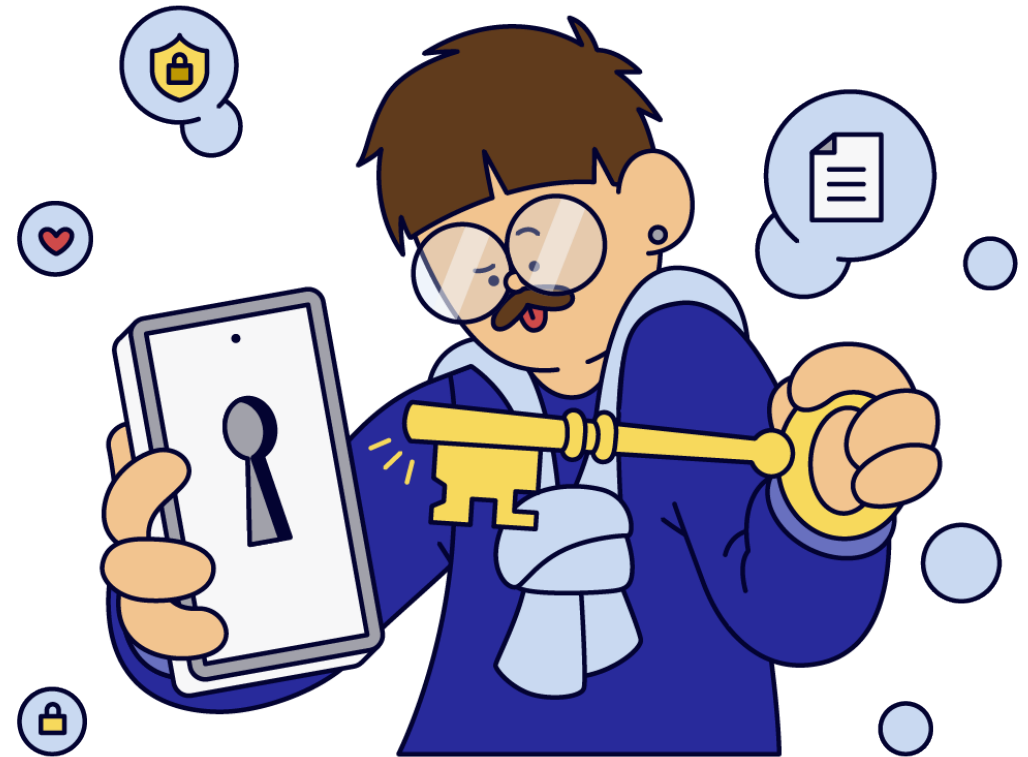
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