

- Organizing a GameJam session, where participants supported by Cyber Volunteers will be asked to solve challenges identified in the conceptual design by working independently or in teams- Review of GameJam's educational game prototypes and beta-testing with the involvement of Teachers and Students to assess first impact and results

Tangible deliverable- The Cybersecurity awareness training material, will be composed of a downloadable PDF, short videos (published also on YouTube) and an interactive educational game, very simple from a development point of view, in order to be easily usable even for old smartphones, notebook or PC.

IO3 Toolkit for training of trainers – consisting of a whole training format plus cybersecurity awareness training material that includes links to short videos as well as concepts of interactive educational games that have been developed during so-called Game Jams (IO2)