

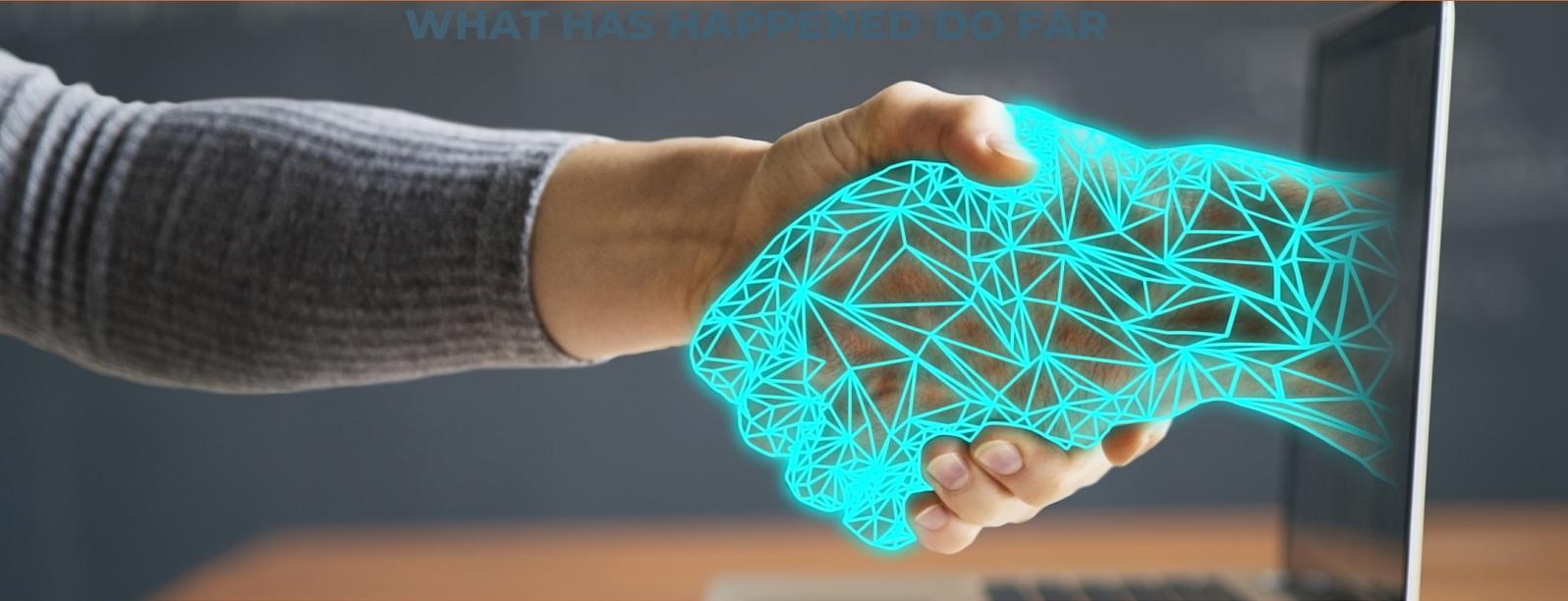


2ND NEWSLETTER
UPDATES ON
IO1 AND IO2

CYBER.EU.VET

IMPROVING CYBERSECURITY READINESS OF THE EUROPEAN VOCATIONAL EDUCATION AND
TRAINING SECTOR

WHAT HAS HAPPENED DO FAR



THE AIM OF CYBER.EU.VET PROJECT IS
TO STRENGTHEN THE EUROPEAN VET
CAPACITY TO RECOGNISE AND MANAGE
CYBERSECURITY THREATS LIKE PHISHING
ATTACKS, BOTNETS, FINANCIAL &
BANKING
FRAUDS, DATA FRAUD ETC.

WHAT HAS HAPPENED DO FAR

Partners of the project conducted an extensive research on main cybersecurity challenges and best practices in their countries and compiled the "CYBEREU VET Consortium Research Report.

The document can be viewed on the following link:

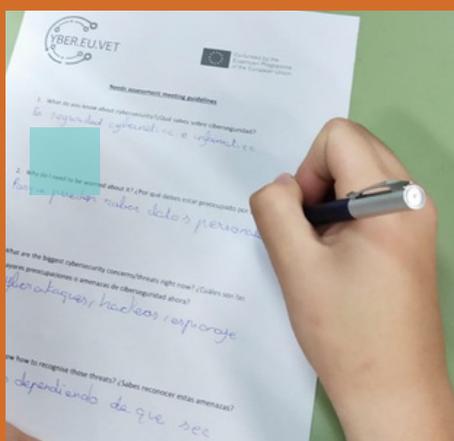
<https://www.cybervet.eu/en/outputs/io1-research-analysis/>



IO1 - Research analysis

WWW.CYBERVET.EU
[HTTPS://WWW.FACEBOOK.COM/CYBEREU VET
PROJECT.EU/](https://www.facebook.com/cybervetproject.eu/)

WHAT HAS HAPPENED DO FAR



IO2 - CYBERSECURITY AWARENESS TRAINING MATERIAL FOR THE VET SECTOR

All partners implemented a Needs Assessment and Information Meeting with the target groups in order to identify the main topics and challenges for the Gamejams to follow, as well so raise awareness about the project.



This was followed by implementation of Gamejams in each partner country where Cyber Volunteers were solving challenges identified in the previous activity by working independently or in teams, in person or online - depending on the current COVID-19 restrictions in place in each country.



As a result of this activity, the volunteers developed various online or board games to be embedded in the Training for Trainers Toolkit.