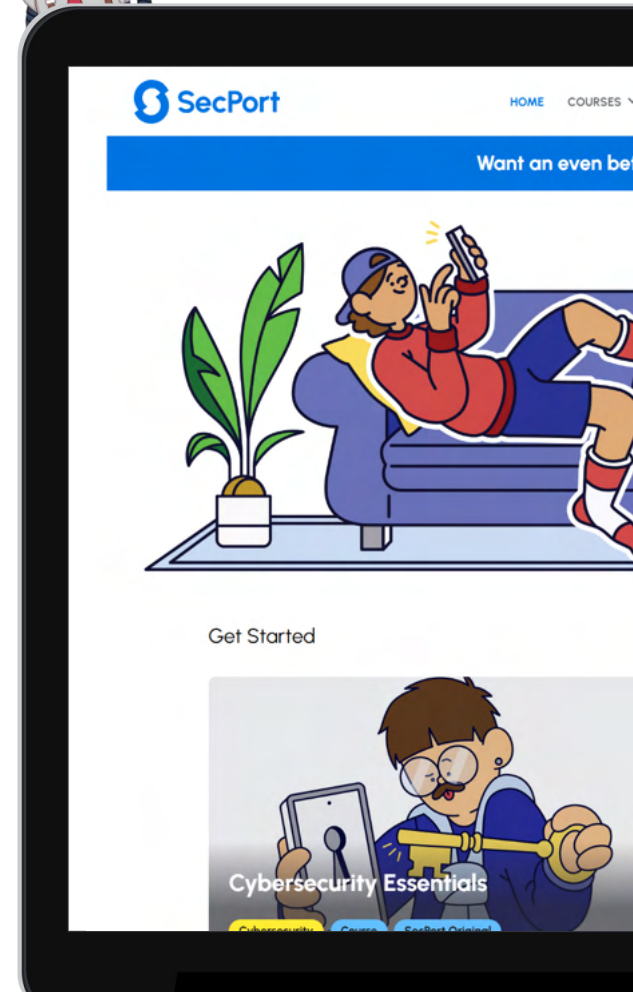




# CYBER CITIZEN

# Cyber Citizen



# 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 highly lucrative.  
As a result, the threat continues to grow.



# 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.



# Key results of Cyber Citizen

## Learning model

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

From professionals



## 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.



# The community of European security actors

Various stakeholders: businesses, the public sector, the third sector, academia  
Insight and support are needed from all sectors

Sharing best practices  
Active dialogue throughout the project

Achieving more together  
More content and more visibility

The work continues  
Content must be maintained and developed to address the evolving threats



# 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: 8+

Available across Europe

In all 24 EU languages





**CYBER  
CITY  
TYCOON**

The image features a stylized title for a game or application. The words "CYBER" and "CITY" are stacked vertically in a large, bold, yellow font with a black outline and a white drop shadow. Below them, the word "TYCOON" is written in a smaller, blue font with a black outline and a white drop shadow. The background is a light blue sky with a few white, fluffy clouds. The overall style is playful and cartoonish.

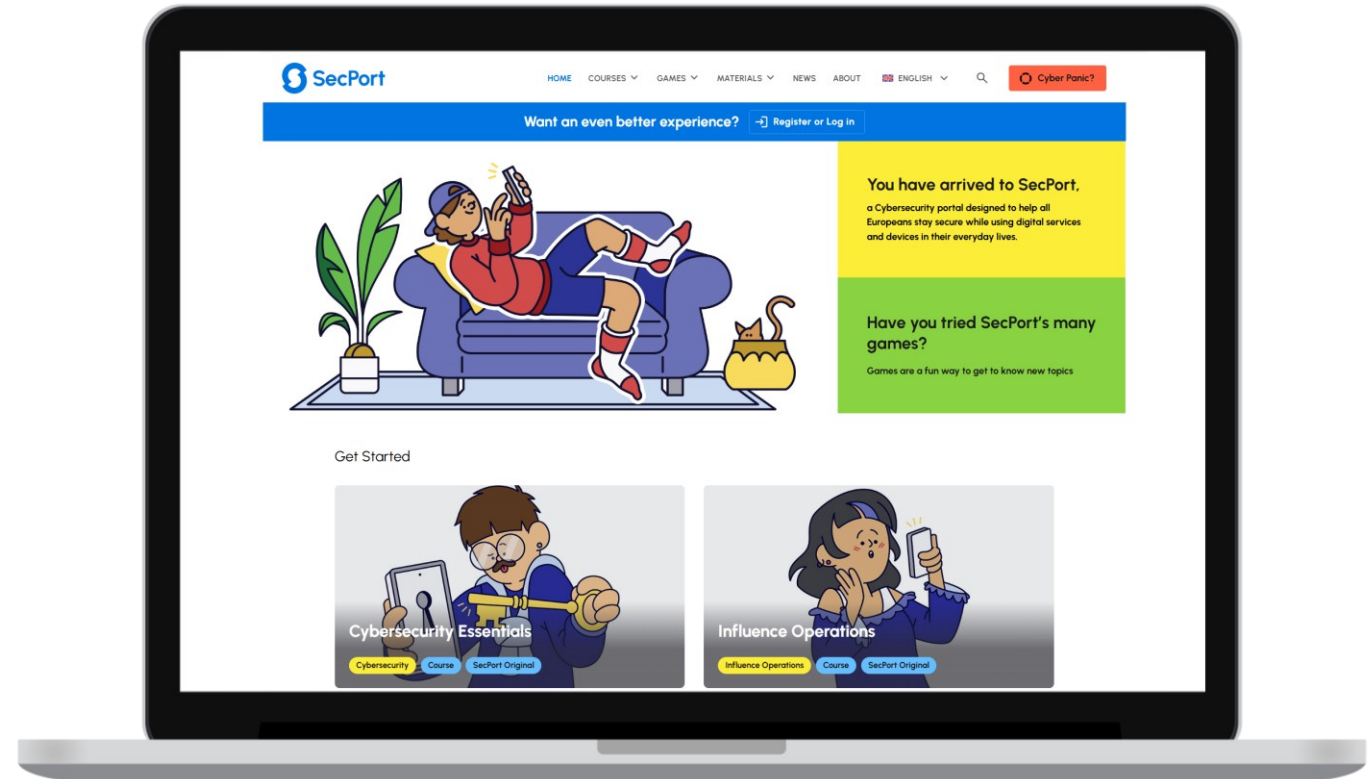
# The portal helps you master key cybersecurity skills



The portal offers a comprehensive range of materials, including courses, articles, videos, games and much more, that help all Europeans stay safe in everyday life!

Available in all 24 EU languages.

[Secport.org](https://secport.org)



# Summary

## Benefits at all levels

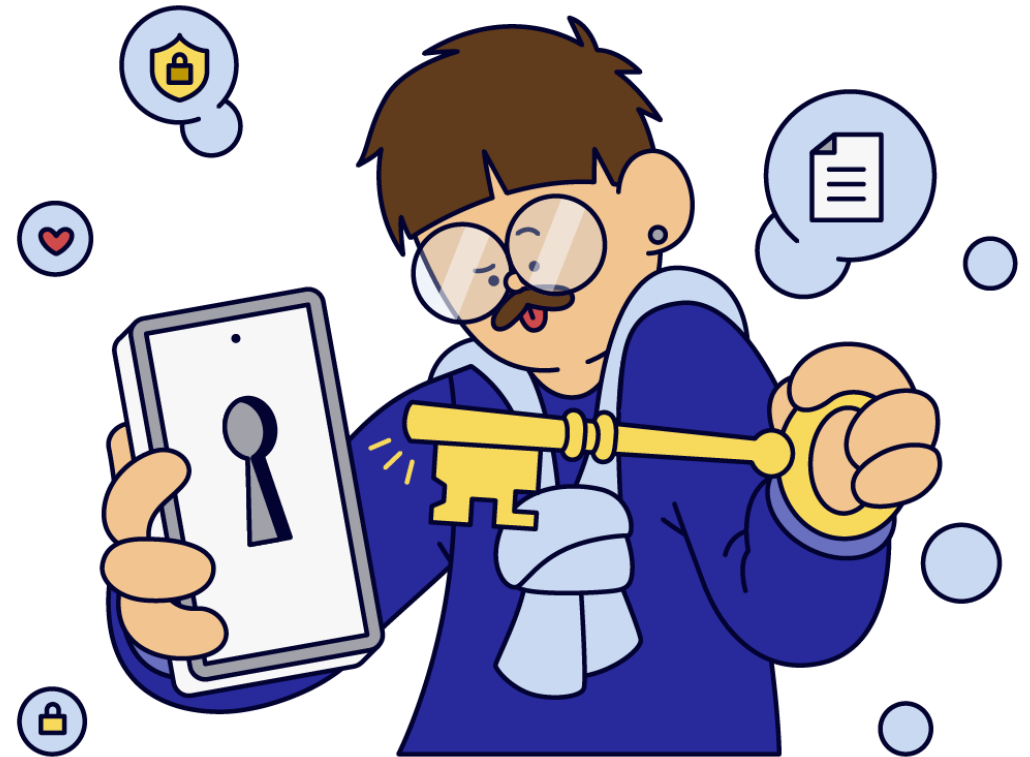
Improving individuals' cybersecurity skills brings benefits to individuals themselves, organisations, and society as a whole

## The game and portal complement each other

They offer different ways to learn about cybersecurity

## Pilots with educational institutions and municipalities

We develop and test materials in collaboration with educational institutions and municipalities





[Secport.org](https://secport.org)

 Follow @Cyber Citizen       [cybercitizen@aalto.fi](mailto:cybercitizen@aalto.fi)

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