⚡ Talk: Problem & Users

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Project Overview

- Creation of an educational and narrative-driven video game titled CyEscape.

- The game is designed to immerse players in the world of cybersecurity, teaching them various concepts through engaging gameplay, interactive challenges, and a compelling story.

- The primary aim of CyEscape is to educate players about cybersecurity principles and practices in an interactive and engaging manner.

Problem Statement

- There is a critical gap in engaging and accessible cybersecurity education for a diverse audience.
- Traditional learning methodologies often fail to capture interest and/or impart complex cybersecurity principles, leaving a significant portion of the population ill-equipped to navigate or mitigate digital threats.
- "CyEscape" aims to connect this educational divide by leveraging the immersive grasp of narrative-driven gameplay to transform complex cybersecurity concepts into engaging, hands-on learning experiences.
- This innovative approach seeks to enhance the cybersecurity literacy of individuals ranging from novices to enthusiasts as well as to foster a more secure digital landscape through informed and vigilant digital citizens.

List & Descriptions Of Users

1. Cybersecurity Students
   1.1. Seeking a supplementary learning tool that provides practical, hands-on experience with cybersecurity concepts and challenges in an engaging format.
2. Educators in IT and Cybersecurity
   2.1. Looking for interactive teaching materials that can captivate students' interest and enhance their understanding of cybersecurity principles.
3. Professional Cyber Security Practitioners
   3.1. Interested in a novel way to stay sharp on security practices, explore new attack vectors, and defense strategies in a risk-free environment.
4. Gamers with an Interest in Tech
   4.1. Attracted by the challenge and narrative of the game, and eager to learn about cybersecurity in a fun and engaging way.

User Needs

1. Educational Value:
    a. Users need the game to provide accurate and practical cybersecurity knowledge that applies to real-world scenarios.
2. Engagement:
    a. The game must be engaging and immersive, keeping users interested through compelling storytelling, interactive gameplay, and challenging puzzles.
3. Accessibility:
    a. It should cater to users with different levels of prior knowledge, from beginners to more experienced individuals, with adjustable difficulty levels or guided learning paths.
4. Interactivity:
    a. Users need interactive elements that allow them to apply what they've learned in a hands-on manner, reinforcing their knowledge through practice.
5. Feedback and Progress Tracking:
    a. Immediate feedback on actions and progress tracking to help users understand their learning journey and areas where they need improvement.
6. Usability:
    a. The game should have an intuitive interface and controls, making it easy for users of all ages and technical proficiencies to navigate and play.
7. Safety and Privacy:
    a. Ensuring user data is protected and the game environment is safe, especially for younger players, is essential.

Conclusions

"CyEscape" stands out as an innovative project that merges the excitement of gaming with practical education in cybersecurity. Through its interactive storyline, players are not just entertained but are also equipped with knowledge and skills that are increasingly vital in today's digital world. This project represents a unique approach to learning, making it a potentially valuable resource for anyone looking to deepen their understanding of cybersecurity in an enjoyable and engaging way.

Q & A