

CySec: A CCG for Urban Youth

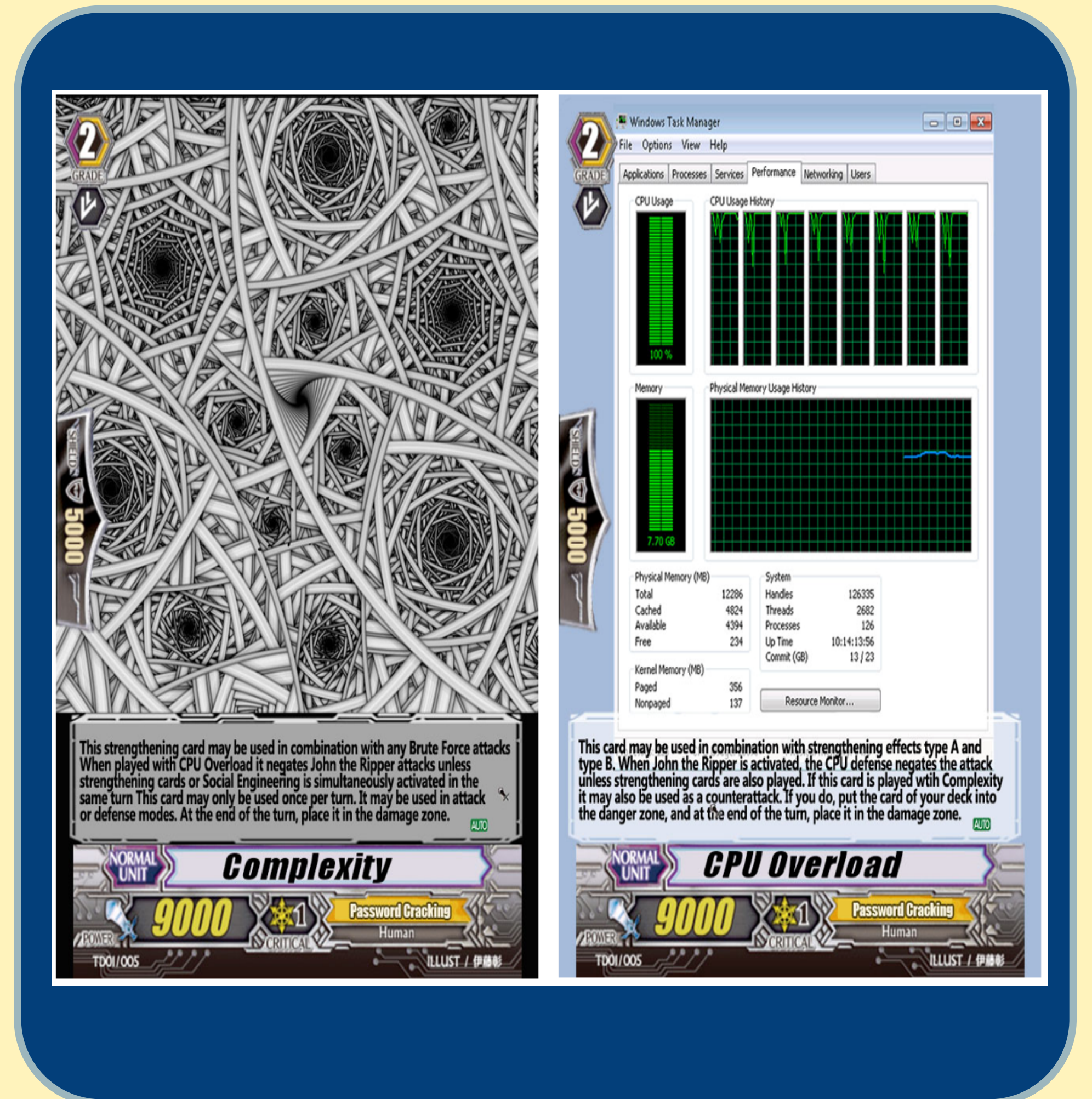
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Developing a CySec Collectible Card Game for Urban Youth

Due to an under representation of American urban youth participating in cyber security, the objective of this project is to create culturally relevant and developmentally appropriate collective card game to teach urban youth about cyber security and increase their enthusiasm for a post-secondary career in cyber security.

We are working with two middle schools in Chicago to develop a new collectible card game to teach urban youth about cyber security. Through an examination of their experiences we will develop a game for American urban middle schools to use in their technology courses.



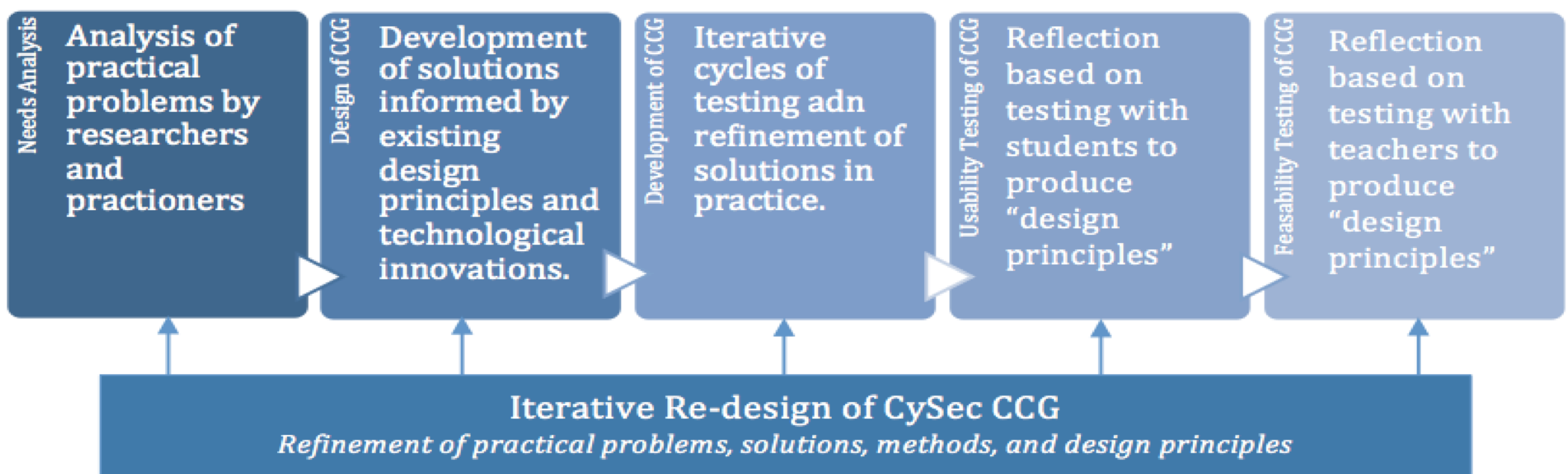
Approach

Afterschool Club

Through an afterschool club, we are teaching middle school students in Chicago about the basic principles of cyber security and introducing them to careers in cyber security.

Develop Collective Card Game

By use of existing games, we are examining students interests in different aspects of CCGs to develop a culturally and age appropriate CCG to teach urban youth about cyber security.



Current Work

- We have partnered with two middle schools in Chicago to begin an afterschool program.
- Reviewing current knowledge of CCG's for education in K-12 settings.
- Tested current CCG's related to cyber security

Future Goals

- Work with urban middle school students to develop a game they enjoy playing and increases their knowledge of, and enthusiasm for, cyber security

Interested in meeting the PIs? Attach post-it note below!

