



TALLINN UNIVERSITY  
Digital Safety  
Lab



tiigriülikool

Programm IKT toetuseks kõrghariduses

# Digital Safety Game

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European Crime Prevention Network  
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# Digital Safety Game

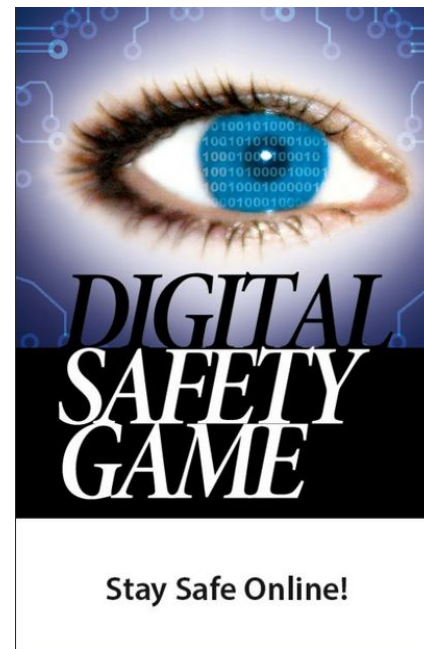
Main objective: raise awareness of security and safety to prevent online crime by covering the following topics:

- social engineering
- privacy
- network
- internet
- hacking
- malware



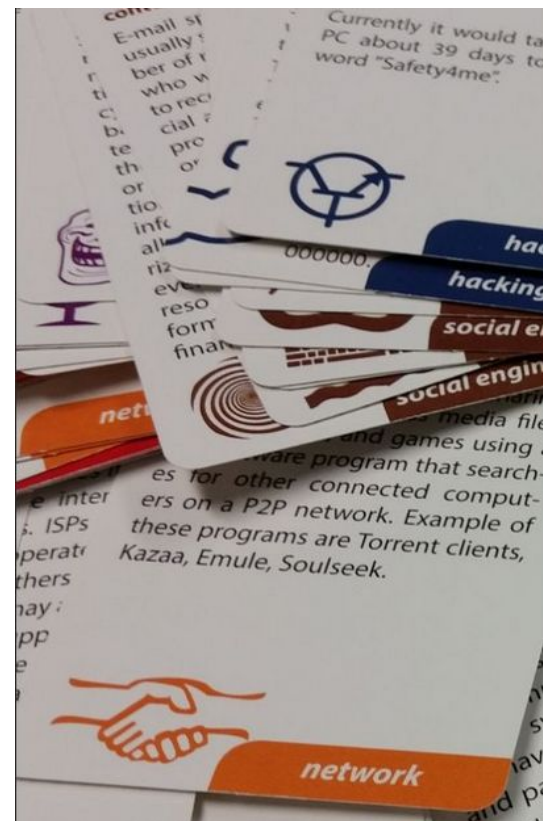
# Important factors

- learning through playing
- can be used in lectures to teach
- clear definitions
- several papers published
- ~10 000 students involved into testing
- 6 researchers involved
- 54 cards
- 6 topics
- ~200 times downloaded
- downloaded also by NATO Cyber Defence Center, Microsoft, etc.



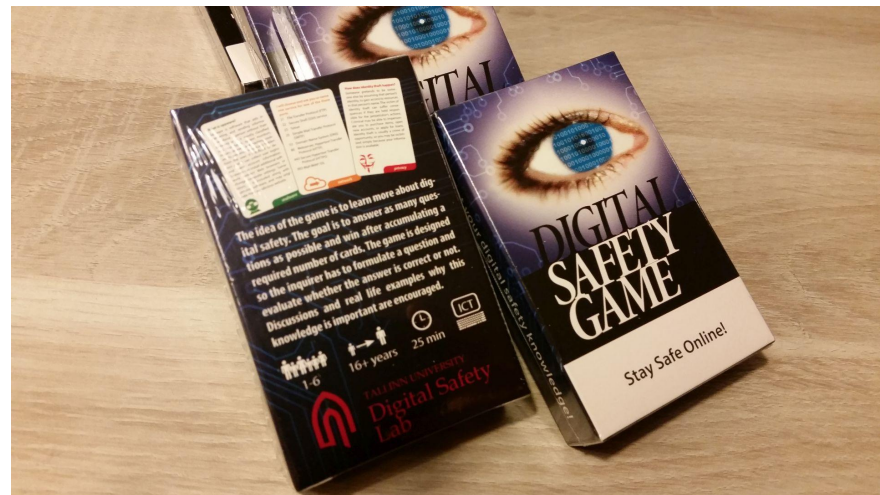
# How to play?

- shuffle the deck and draw one card
- ask the question from next player
- respondent will answer the question
- if correct then respondent keeps the card, if incorrect the inquirer keeps
- if you run out of cards - draw new one
- cards pile at the center of table
- game proceeds clockwise
- who first collects 3 cards from one category (same color) shouts out "I'm Safe!" and wins the game!



# Main activities of the project

- analyzing the context of cyber crimes
- analyzing national curriculum of Estonia
- brainstorming about topics and questions
- preparing first prototype
- testing the prototype
- testing until satisfied result
- producing the final version



# What is DSG preventing?

Digital Safety Game (DSG) prevents following cyber crimes:

- fraud
- identity theft
- sensitive data stealing
- DoS, DDoS etc

DoS - Denial of Service

DDoS - distributed DoS



# How is DSG preventing cyber crime?

The Digital Safety Game (DSG) is giving knowledge how to

- keep computer clean of malware
- avoid social engineering
- prevent data stealing
- avoid identity theft



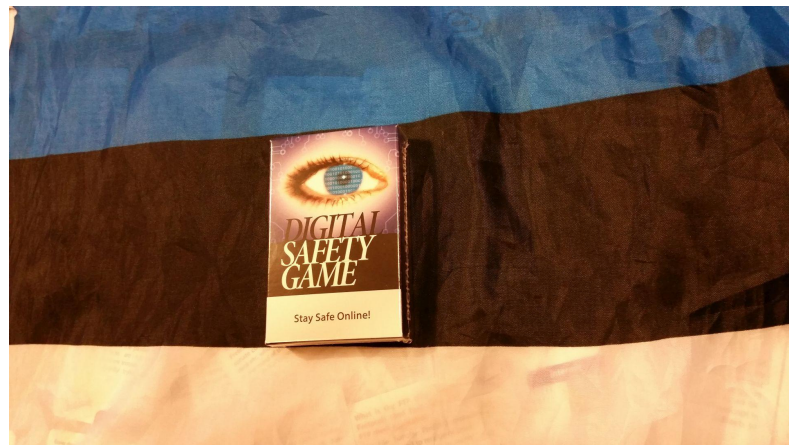
# How was the project innovative?

- nothing similar has not been done so far
- chosen 6 topics reach most realistic, clear and instructive results
- the term “digital safety” has been created by game creators



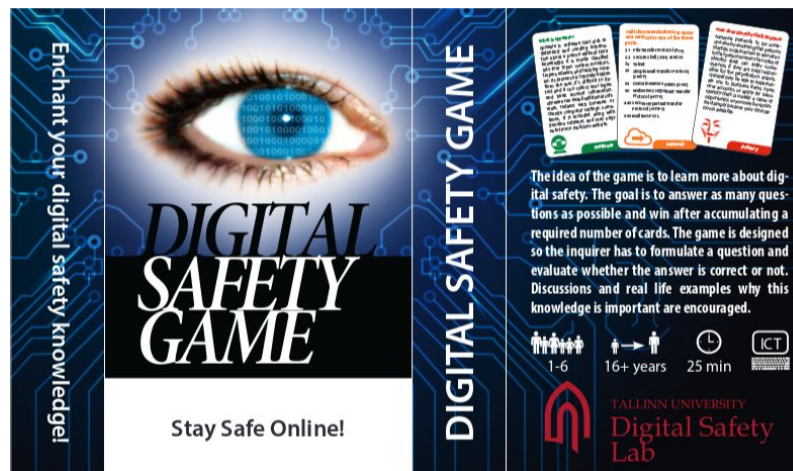
# How it has been evaluated in Estonia?

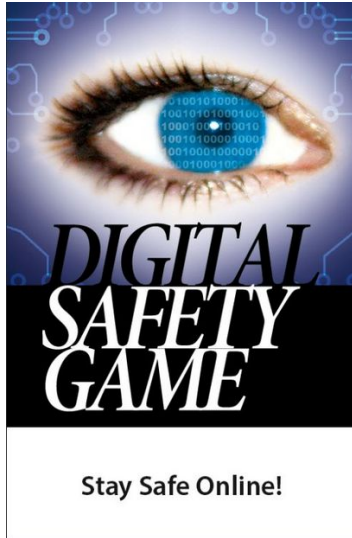
- ~10 000 students
- ~600 ICT teachers community (NETICS)
- cyber safety conference of NETICS
- feedback has been asked orally, e-mail
- mainly positive feedback
- today available in English and Estonian



# Why this is a great project?

- a lot of research behind the game
- main cyber crime areas are covered
- well tested among teachers and students
- positive feedback
- globally usable
- easily reachable
- borderless issues handled





# Thank you!



Digital Safety Game: <http://dsg.onu.ee/>

Contact: <http://www.tlu.ee/dsl>