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# Developing a Cyber Board Game

— - a Cybermentor project - —

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# Who we are?

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- We are cybermentors in the Szignum school in Makó, Hungary
- Our task was to build a concept of a game which is in connection with cybersecurity
- It was done in our school within Erasmus+ lessons
- The final purpose was to help our schoolmates get acquainted with the risks and best solutions in different online situations
- We had a lot of fun during this activity

## The Idea

At the beginning of the year, we saw the need for a tool that could playfully illustrate the seriousness of the dangers we can face on the Internet.



# Motivations

We thought it was important to have a role-playing game so that each player could control their own games in a certain situation, in addition to an exciting little Make fun of your run.

We wanted to create a game.



## Challenges:

The most difficult task was to create the rules for scoring, since in a difficult situation several good solutions are possible.

But in the end, after a long hard work, the finished product was ready to play.

# The Final Product:



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- A giant board game made of durable material for the whole school
- Normal sized board games made of paper as presents

## Contains:

- board game
- dice and figures
- action cards
- game description



# Rules:

- If you enter an **action card** field, draw a card.
- You can draw three types of cards:
  - Draw what the card instructs you to do
  - Describe what the card tells you to do
  - Solve a cyber security problem, question, situation





# Rules:



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- If you enter the **“double speed”** field, your future throws will count as double
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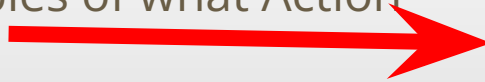
# Rules:



- If you step exactly on the **"FINISH"** field - you win!
- If you pass the Finish field, you start a new round.
- The game ends when the last player enters Finish field, OR until the first player enters Finish field (has to be decided at the beginning of the game).

# ACTION CARDS

- Here are some examples of what Action Cards contain
- This is the corresponding solution to the Action Card nr. 1.
- Each choice the player makes, has its consequences, that makes the game more interesting.



**24.**  
**Don't show this card to your playmates!**  
**Take a pencil and make a simple drawing about the word SPAM!**  
**The first one to guess it AND you will move 1 step forward.**

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**Don't show this card to your playmates!**  
**Take a pencil and make a simple drawing about the word SPAM!**  
**The first one to guess it AND you will move 1 step forward.**

**GO BACK 1 STEP!**

**GO FORWARD 1 STEP**

**STAY WHERE YOU ARE!**

# How does the game live on?

- In our school it is available for our students
- They can play with it in the breaks or after the classes
- They are happy to cope with problems they may face on the internet
- At the same time they can improve their knowledge in English
- A copy of the game was given to our Erasmus project partner schools, so we hope that it is played at their places, too.





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