

WHAT IS CYBARVERSE?

CybARverse is a strategic partnership project funded by the Erasmus+ program of the European Union.

This project supports cybersecurity awareness and literacy in a more efficient way and seeks to transfer knowledge to VET professionals by making use of Augmented Reality (AR) and Virtual Reality (VR).



CybARverse Academies implementation

This fall marks a significant milestone for the CybARverse project as we proudly announce the operational launch of our specialized cybersecurity academies in Cyprus, Lithuania, Malta, and Romania. Each academy has tailored its educational offerings to meet the specific needs of their local communities, ensuring that the latest in cybersecurity training is both accessible and relevant. With interactive VR and AR simulations designed to test cybersecurity attack scenarios, these academies are set to revolutionize cybersecurity education, making it more dynamic and engaging than ever before.

The CybARverse Academies have rolled out a diverse array of educational programs designed to enhance cyber resilience at all levels of expertise. Each program is structured to provide not just knowledge but also practical skills and insights, empowering VET teachers and their students to protect themselves in an increasingly digital world.

More details about CybARverse Academies can be found here:
<https://www.cybarverse.eu/academies>

Thank you for reading our newsletter.



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National Dissemination events

In October, dissemination events for the CybARverse project took place in Cyprus, Romania and Malta. These face-to-face gatherings enabled enriching interactions among VET teachers, trainers, and representatives from partner organizations. The sessions were essential in discussing the practical applications of immersive technologies in cybersecurity education, addressing specific challenges encountered during the project's execution, and gathering valuable feedback for future improvements. This hands-on approach helped solidify community ties and enhance collaborative efforts within the cybersecurity education sector.

NEWS



CybARverse

Best practice guide

The Best Practice Guide developed under the CybARverse project offers a comprehensive blueprint for enhancing cybersecurity education through immersive technologies. This guide details strategic approaches to integrating Augmented Reality (AR) and Virtual Reality (VR) into vocational education and training (VET), aiming to close the digital skills gap among educators and trainers. It outlines the pedagogical frameworks and instructional designs that are vital for effective learning, including the integration of interactive modules and real-world scenarios that bring cybersecurity challenges to life. The guide serves as an essential resource for VET professionals seeking to advance their digital competencies and deliver cutting-edge cybersecurity education, thereby enhancing the resilience of educational environments against cyber threats.



Best practice guide



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International event

On October 23, 2024, in Vilnius, the CybARverse project held its international event, organized and hosted by project leader Langas į ateitį from Lithuania. Project partners, Fundatia EOS - Educating for an Open Society, Cyprus Computer Society and Tech.mt, joined VET teachers and trainers from Lithuanian schools to share insights from the project and discuss sustainable ways to integrate immersive technologies into cybersecurity education. This event celebrated the achievements of a productive collaboration and set the foundation for future advancements in cybersecurity training.



Final partners meeting

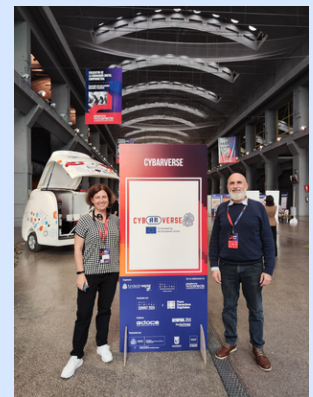
The final partners meeting for the CybARverse project, conducted in Vilnius on October 24, 2024, was dedicated to wrapping up the project's activities and planning for the sustained impact of its initiatives. This meeting emphasized the importance of continuity in the project's efforts and explored ways to integrate its successes into future educational frameworks.



CybARverse at the All-Digital Summit in Spain

At the recent All Digital Summit in Madrid, the CybARverse project was presented by our partners Langas į ateitį and Cyprus Computer Society. They highlighted the project's impact on cybersecurity education, emphasizing courses enriched with AR and VR technologies.

Participants also took part in interactive workshops where they tested cybersecurity scenarios developed within the project, gaining a hands-on experience of innovative digital security training methods.



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