CARNEGIE CADETS:
THE MYSECURECYBERSPACE GAME

Carnegie Mellon University
Information Networking Institute
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www.carnegiecyberacademy.com

Dear educators and friends,

Carnegie Cadets: The MySecureCyberspace Game was officially released by the Information Networking Institute and Carnegie Mellon CyLab on October 26, 2007. This flash-based game addresses a need voiced in a 2006 study by Carnegie Mellon CyLab for cybersecurity educational programs. Many Internet users lacked an understanding of common online dangers, and, of the parents, only one-third felt children were safe online.

In **Carnegie Cadets: The MySecureCyberspace Game**, boys and girls have fun and earn prizes while they learn about the dangers caused by Internet viruses and battle cyber criminals. Through game play, children learn how to become safe cyber citizens before coming in contact with online temptations, traps and threats.

In addition to the game, the *Carnegie Cyber Academy* website (www.carnegiecyberacademy.com) gives children a place to learn a game's missions, play mini-games that reinforce Internet safety habits and meet some of the Cyber Cadets who are featured in the game.

Carnegie Cadets: The MySecureCyberspace Game is available through the Carnegie Cyber Academy, at no charge, and can be used by classrooms, computer labs, or individuals at home through a simple download. The *Carnegie Cyber Academy* is a valuable resource center for students and teachers. You do not have to register for the game to explore all that is included on the website.
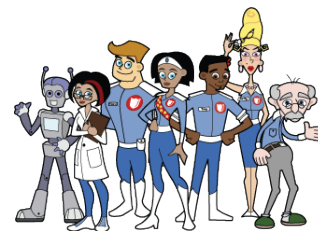
The Teacher's Companion, a free PDF available on the website, provides thirteen lesson starters that can be used singly or in a series. Each lesson starter gives the learning objectives and learning outcomes in relation to the National Educational Technology Standards (NETS).

Please find examples of all this material enclosed in the media kit. The file includes an overview of the game and website; a description of www.mysecurecyberspace.com; a fact sheet; excerpts from the Teacher's Companion; and press releases.

I invite you to explore the *Carnegie Cyber Academy* and *Carnegie Cadets: The MySecureCyberspace Game.* Most importantly, share this information with children and teachers, and let them know the role you are playing to secure cyberspace! Please contact me if you have any questions about the enclosed materials or would like to discuss the game and the web materials.

Sincerely,

Dena Haritos Tsamitis
Director, Information Networking Institute;
Director of Education, Training and Outreach, Carnegie Mellon CyLab

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FACT SHEET
Carnegie Cadets: The MySecureCyberspace Game

Carnegie Cadets: The MySecureCyberspace Game is an interactive game designed for fourth through sixth graders that teaches Internet safety and computer security in a safe, fun setting.

Created by Carnegie Mellon's Information Networking Institute and Carnegie Mellon CyLab, the game is a free download from www.carnegiecyberacademy.com, provided as part of the university's outreach initiative called MySecureCyberspace®. MySecureCyberspace is a registered trademark of Carnegie Mellon University.

A teacher's companion document for the classroom and support documentation are also available on the website.

About MySecureCyberspace
The National Strategy to Secure Cyberspace calls for every American to help create a safe Internet. The MySecureCyberspace web portal (www.mysecurecyberspace.com) and *The MySecureCyberspace Game* give everyday citizens the tools and knowledge they need to act.

About the Game
In the game, players join the Cyber Defense program at the Carnegie Cyber Academy, where training missions teach important Internet topics. The missions cover fundamental skills such as how to spot spam, how to keep personal information private, and how to identify website traps, such as dangerous pop-up windows, forms that ask for personal information, and inappropriate web content.

Through the game, players learn how to become safe cyber citizens before entering the Internet on their own.

About the Carnegie Cyber Academy Website
At school or home, children can point their browsers to www.carnegiecyberacademy.com to learn Internet safety from an animated team of plucky cyber defenders. The Information Networking Institute and Carnegie Mellon CyLab created the game's companion website and corresponding game, *The MySecureCyberspace Game*, to give children, parents and teachers free engaging material that teaches responsible cyber citizenship. Launched in fall 2007, the website covers a range of topics, from viruses to cyberbullying, through storytelling and fun characters.

Target Audience of the Game
Upper elementary school children, specifically fourth and sixth graders.

-- MORE --

The Game's Creators

The MySecureCyberspace Game and the Carnegie Cyber Academy website were created by Carnegie Mellon's Information Networking Institute (INI) and Carnegie Mellon CyLab under the leadership of Dena Haritos Tsamitis, Director of the INI and Director of Education, Training and Outreach for CyLab..

Quotes from Dena Haritos Tsamitis

"Our hope is to transform Internet safety education by reaching millions of upper elementary school children across the country through an online educational game called *Carnegie Cadets: The MySecureCyberspace Game.*"

"Children learn about the benefits of cyberspace but also learn about what risks are associated with being online."

Quotes from the Game's Characters

"Cyberspace is becoming overrun with cyber criminals and villains who want to destroy people's computers and steal their personal information. Here you will train to become Cyber Defenders who will protect these people and keep Cyberspace safe and secure for everyone," said Commander Omni, head of the Carnegie Cyber Academy.

"Anyone who knows your personal email address can send you email, so you need to be careful who you give it to," said Trey, a Cyber Defender and Supervisor of the Academy's Message Center.

Quotes from Educators:

"Thank you for this engaging and highly educational game. Every year as my students spend ever increasing amounts of time online both at school and at home, I have struggled to find truly effective online safety and digital citizenship activities. After each session playing Carnegie Cadets, my students are able to tell me detailed information about what they need to do online to stay safe. I know they are learning and they are begging to play the game from home!"   -Intermediate school technology coordinator

"My school is 4th and 5th grade and we just finished a two month unit on Internet Safety. I was having difficulty finding a game that was interesting, covered the issues I felt were important, and was at their age level. After downloading and installing this game, I fell in love with it…Thank you for the wonderfully put together game. I love how it even aligns to the standards!"   -Elementary school teacher

"I do not exaggerate, when I told [my students] we were doing the academy again this year, they literally cheered. They can't wait for the new missions…and neither can I! Again, thank you."   -Elementary school teacher

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Carnegie Cadets: My Secure Cyberspace Game – In The News
(Note:Permission to use/reproduce will be obtained once final press release is selected)

Cyber Safety: INI, Attorney General Unveil New Game

October 26, 2007 - At a kickoff event Friday morning, Attorney General Tom Corbett and students at J.H. Brooks Elementary School in the Moon Area School District helped demonstrate an interactive cyber safety game created by the INI and Carnegie Mellon CyLab. (See **KDKA news coverage**.)

Carnegie Cadets: The MySecureCyberspace Game teaches fundamental skills to upper elementary school children such as how to spot spam, how to keep personal information private, and how to identify Web site traps, such as dangerous pop-up windows, forms that ask for personal information, and Web pages that show inappropriate content. Through the game, young players learn to be safe, educated cyber citizens before entering the Internet on their own.

Enriched with content and classroom material that complies with the National Educational Technology Standards, the game is ready to be adopted by elementary schools during the 2007-2008 academic year.

Visit the game's site **www.CarnegieCyberAcademy.com**. Read KDKA's Interactive Game Teaches Students Internet Safety. See the Carnegie Mellon feature story.

Learn safety tips for your home computer and family at www.MySecureCyberspace.com.

Congratulations to the team at INI and CyLab!

Interactive Game Unveiled

Pennsylvania Attorney General Tom Corbett and students at a Pittsburgh area elementary school recently helped demonstrate a new interactive cyber safety game created by Carnegie Mellon's [Information Networking Institute](#) (INI) and Carnegie Mellon [CyLab](#).

"[Carnegie Cadets: The MySecureCyberspace Game](#)" teaches upper elementary school children fundamental skills, such as how to spot spam and how to keep personal information private. It also teaches them how to identify website traps, like dangerous pop-up windows, forms requesting personal information and inappropriate web pages.

In the game, children enter a cyber academy to take on missions that teach them how to [secure cyberspace](#) by fighting Internet criminals with memorable names like Elvirus and MC Spammer. Children get points for completing the missions and teaching other cadets what they learn about cyber threats. They can use those points to buy virtual items to decorate virtual dorm rooms.

Through the game, young players learn to be safe, educated cyber citizens before entering the Internet on their own.

Enriched with content and classroom material that complies with the National Educational Technology Standards, the game is ready to be adopted by elementary schools during the 2007-2008 academic year.

The U.S. Department of Education's goal of securing the nation's cyberspace is the impetus for the game, according to INI Director Dena Haritos Tsamitis.

"The key is to keep your children interested by teaching them interactively and keeping that balance between fun and learning," said Tsamitis. "Children learn about the benefits of cyberspace but also learn about what risks are associated with being online."

The game's companion website, "[The Carnegie Cyber Academy](#)," which features interactive learning activities related to Internet safety, was also unveiled at the elementary school demo.

Related Links: [Carnegie Cyber Academy](#) | [MySecureCyberspace.com](#) | [Special Edition](#) | [News Clip](#)

Interactive Game Teaches Students Internet Safety

KDKA.com Intern Ashley Cooper
PITTSBURGH (KDKA) —

An interactive game developed to teach students internet safety is helping local schools keep children safe.

The State Attorney General and Carnegie Mellon University have teamed up to help educate kids, parents, and schools about online safety.

As part of the effort, the Information Networking Institute (INI) and Carnegie Mellon CyLab officially launched, "Carnegie Cadets: The MySecureCyberspace Game," at J.H. Brooks Elementary School to a class of fifth graders.

The game targets upper elementary school children, specifically fourth and fifth graders, and is designed to teach children what to stay away from on the internet.

In the game, students register to the Carnegie Cyber Academy where they have to complete three missions. The missions are located in different buildings in cyberspace. They have to pass all of the missions while fighting cyber villains such as Elvirus and MC Spammer. Points are awarded after each mission and students buy virtual items to decorate a virtual dorm room.

Each mission focuses on different lessons. For example, filtering out spam email, keeping personal information private, and identifying website dangers. In the end, safety is the most important part.

During his visit to the Moon Township elementary school today, Corbett asked the class, "How many of you go on the internet when you go home?" All hands went straight up.

"Do you talk to people on the internet you don't know?" A resounding, "Noooo," filled the room.
 "That's the answer I wanted to hear," Tom Corbett added.

Dena Haritos Tsamitis, Director of Information Networking Institute and Director of Education, Training, & Outreach, CyLab at CMU said, "Children learn about the benefits of cyberspace but also learn about what risks are associated with being online."

She said it's important that children learn ways to stay safe on the internet from the beginning. Then they will be able to distinguish risky behaviors from non-risky behaviors and stay safe online.

Almost all students are on computers at school. That is the driving force for launching this cyber-safety program into the curriculum.

The fifth graders at J.H. Brooks said they really enjoy playing the game and are excited they can now access the game from home.

The game is now available online and can be downloaded for free at Carnegie Cyber Academy.

From **Pop City**
Issue Media Group - Pop City Media
947 Liberty Avenue
The Storefront
Pittsburgh PA 15222
November 28, 2007

CMU launches safe cyberspace game in schools across the country--try it!
It's a whole new dangerous cyber world out there, and researchers at CMU's Information Networking Institute are doing something about it on a national level.

"Carnegie Cadets: The MySecure Cyberspace Game" was launched with the help of state Attorney General Tom Corbett and piloted locally in Moon and Fox Chapel school districts before its national release. The game, targeted for children in grades 4 to 6, puts players in the care of Commander Omni who moves through the world of Cyberspace on challenging missions. Children learn how to protect themselves from Cyber Villians like Elvirus and M.C. Spammer while the principles of safe and appropriate online behavior are reinforced.
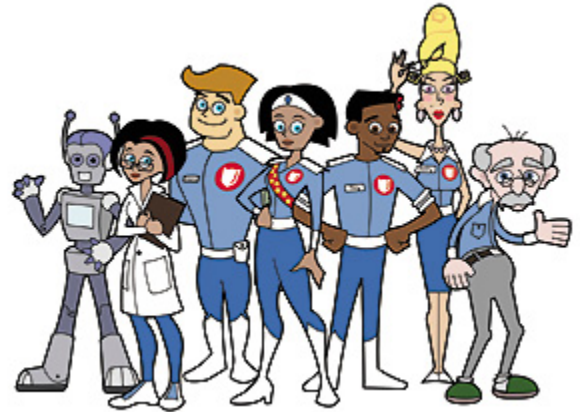
Children learn how to spot spam, what not to say in chat rooms, and how to find reliable information for school projects "We embedded Disney humor, so we engage adults in the game too," laughs Dena Haritos Tsamitis, director of INI and CyLab, partners in the venture. The game and cyber safety information is available for free online to the public. Click here to try it.

The program was inspired by Haritos Tsamitis participation on the Homeland Security Task Force for cyber awareness. Foreign governments have approached her to provide versions in other languages.

"This has an opportunity to reach millions of kids across the country, she adds. "We felt it was important to start with young children, to mold their behavior, condition them to knowing that this is a safety measure they need to take like putting on a seat belt."

Writer: Deb Smit
Source: Dena Haritos Tsamitis

Image courtesy of Carnegie Cyber Academy

CARNEGIE CADETS
The MySecureCyberspace Game

Carnegie Mellon

JOIN THE **CARNEGIE CYBER ACADEMY** AND HELP **SECURE CYBERSPACE!**

Created by Carnegie Mellon's Information Networking Institute and Carnegie Mellon CyLab, the Carnegie Cyber Academy and **Carnegie Cadets: The MySecureCyberspace Game** are provided as part of the university's outreach project for cyberawareness called MySecureCyberspace.
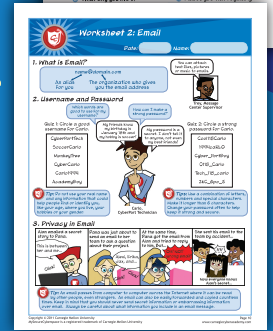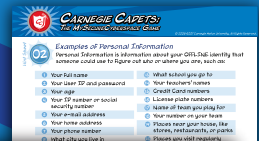
AT THE CARNEGIE CYBER ACADEMY, YOU CAN:

- Learn about the Academy and the available missions.
- Read the characters' blogs. Faculty blogs contain useful tips and educational content. Cadet blogs talk about life at the Academy.
- Visit the Academy Library to find useful Web references and an encyclopedia of cyber safety terms.
- Play mini-games and download desktop wallpapers and buddy icons from our Fun Stuff section.

COMMANDER OMNI
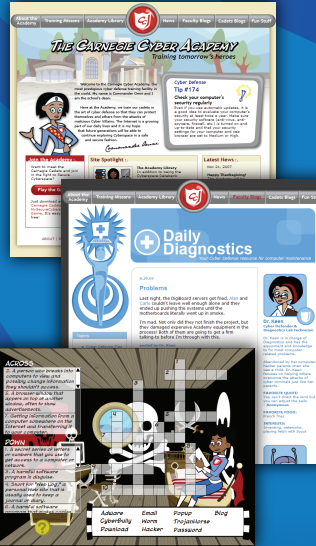
- Register and download **Carnegie Cadets: The MySecureCyberspace Game** (details below).
- Download our free supplemental classroom materials (aligned with NETS), which include:
  - More than a dozen suggested lesson plans that incorporate the Game and the Game topics.
  - Printable classroom activities.
 - Printable Hint sheets from the missions.

CARNEGIE CADETS: THE MYSECURECYBERSPACE GAME

Available for free from CarnegieCyberAcademy.com, **The MySecureCyberspace Game** is an interactive game designed for fourth and fifth graders that teaches Internet safety and computer security in a safe, fun setting.

The missions cover fundamental skills such as how to spot spam, how to keep personal information private, and how to identify website traps, such as dangerous pop-up windows, forms that ask for personal information, and webpages that show inappropriate content.

Through the game, players learn how to become safe, educated Cyber citizens before entering the Internet on their own. Players join the rest of the Cadets in completing training missions that teach different Internet topics, earning a Gold Badge for each mission.
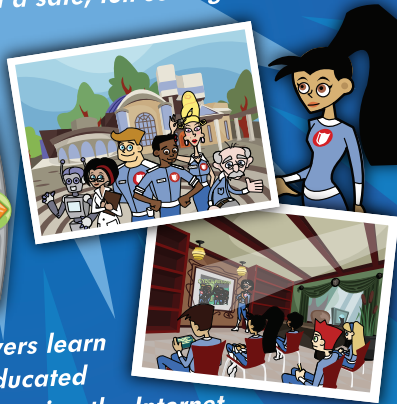
As they complete missions and help other characters, players earn Academy credits to spend on items for their own personalized dorm room at the Academy.

www.CarnegieCyberAcademy.com

MySecureCyberspace

Everyone must do their part to secure cyberspace

The *MySecureCyberspace Portal* was created as a response to the President's National Strategy to Secure Cyberspace, which calls for each citizen to engage in safe and responsible computing and take appropriate measures to secure his or her own corner of cyberspace.

And since cybersecurity issues don't have national borders, citizens from every country must work towards this goal.

Carnegie Mellon CyLab and the Information Networking Institute are committed to providing you with the tools and knowledge you need to do this.

Security solutions for the way *you* use the Internet

In addition to an encyclopedia of cybersecurity terms and links to online cybersecurity resources, the MySecureCyberspace Portal provides you with customized cybersecurity information based on:

- What *you* are doing online (e.g., email, browsing);

- Where *you* are accessing the Internet from (e.g., home, work, PDA);

- *Your* level of technical skill.

Tell us what you do online and where you access the Internet from, and we can give you a customized profile of your security needs – what to look out for and how to protect yourself.

The portal provides users with the tactical countermeasures to stay *cybersafe* and to better understand the legal, ethical and privacy issues related to a variety of *cybersecurity threats.*

Updated security information at your fingertips

The MysecureCyberspace Portal also provides you with automated customizable news feeds that keep you up-to-date on the latest cybersecurity issues and threats as well as feature articles that highlight the latest problems, trends, and issues in the security and privacy fields.

Everyone must do their part to secure cyberspace. Let MySecureCyberspace be your guide.

Helping YOU secure YOUR part of cyberspace

The MySecureCyberspace Portal is available at:

www.mysecurecyberspace.com

ini Information Networking Institute
Carnegie Mellon
CyLab

Contact: **Dena Haritos Tsamitis**
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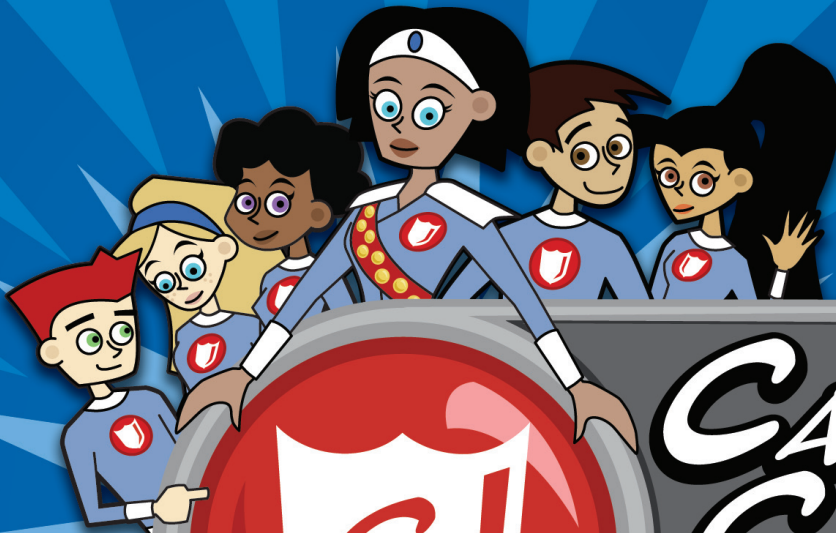
Carnegie Mellon

CARNEGIE CADETS

The MySecureCyberspace Game

TEACHER'S COMPANION

ini Information Networking Institute
Carnegie Mellon University

my SECURE cyberspace

created at CARNEGIE MELLON UNIVERSITY

About Carnegie Cadets: The MySecureCyberspace Game

Carnegie Cadets: The MySecureCyberspace Game is an interactive Flash game designed for fourth and fifth graders that teaches Internet safety and computer security in a safe, fun setting. Created by Carnegie Mellon's Information Networking Institute and Carnegie Mellon CyLab, the game is part of the university's MySecureCyberspace cyberawareness outreach project and is provided as a free download from www.carnegiecyberacademy.com.

Carnegie Mellon created MySecureCyberspace as a response to the National Strategy to Secure Cyberspace, which calls for every American to help create a safe Internet by securing his or her own corner of cyberspace. The MySecureCyberspace portal, Carnegie Cyber Academy website, and MySecureCyberspace game give everyday citizens the tools and knowledge they need to do this.

About the Teacher's Companion

This Teacher's Companion outlines lessons that a teacher may cover in an upper elementary classroom. It incorporates content and activities from Carnegie Cadets: The MySecureCyberspace Game, as well as the related websites www.carnegiecyberacademy.com and www.mysecurecyberspace.com.

These 13 lesson starters are suggestions for sequencing, tools, and activities that introduce and reinforce the terms, definitions, and subject areas that make up cyber security. Each lesson contains learning objectives and learning outcomes, suggestions for tools and activities, and worksheets for students.

NETS Grid

This grid identifies how the lessons match the National Educational Technology Standards (NETS). For a detailed list of the standards and their subtopics (a through d), go to: http://www.iste.org/Content/NavigationMenu/NETS/ForTeachers/2008Standards/NETS_T_Standards_Final.pdf

Topics		I. Creativity and Innovation	II. Communication and collaboration	III. Research and Information Fluency	IV. Critical Thinking, Problem Solving and Decision Making	V. Digital Citizenship	VI. Technology Operations and Concepts
Lesson 1	The Internet	∫ c				∫ all subtopics	∫ a
Lesson 2	Email	∫ c	∫ a			∫ a & b	∫ all subtopics
Lesson 3	Cyber threats related to email	∫ c				∫ a	∫ a & b
Lesson 4	Cyber Crime (1)	∫ c			∫ a & c	∫ a & b	∫ b
Lesson 5	Cyber Crime (2)	∫ c				∫ a	∫ a
Lesson 6	Chat rooms and Instant messaging	∫ c	∫ all subtopics			∫ a & b	∫ b
Lesson 7	Netiquette	∫ c	∫ all subtopics			∫ all subtopics	
Lesson 8	Cyberbullying	∫ c			∫ a	∫ a & b	
Lesson 9	Online Data	∫ c				∫ a & b	∫ a & d
Lesson 10	Website threats	∫ c				∫ a	∫ b & d
Lesson 11	Search Engines and Research Tips	∫ c		∫ a & b		∫ a	∫ a & d
Lesson 12	Copyright and Plagiarism	∫ c		∫ a & b		∫ a	∫ a & d
Lesson 13	Cell phones	∫ c			∫ a	∫ all subtopics	

Lesson 8: Cyber Bullying

Learning Objectives
- Introduce cyber bullying and online harassment.
- Introduce cybersecurity issues related to cyber bullying.
- Raise students' awareness of appropriate online behavior towards others.
- Raise students' awareness about consequences related to cyber bullying and online harassment.
- Enhance students' motor skills while navigating the game.

Materials You Will Need
- Computers with Carnegie Cadets: The MySecureCyberspace Game installed
- Worksheet for Lesson 8: Cyber Bullying
- Hint Sheet 04 and 05 (download from *http://www.carnegiecyberacademy.com/documents/hintSheet04.pdf* and *http://www.carnegiecyberacademy.com/documents/hintSheet05.pdf*)

Classroom Activities (Duration: 45 minutes)

Timeline	Teacher Instructions	Student Activities
Introduce Concepts (15 min)	• Lead students into the game and direct them to the Clubhouse in Cyberspace. Have them talk to Betty and start their Level 2 training mission. (10 min) • Have students listen to the tutorial and ask Betty the questions about cyber bullying.	• Start and log in to the game, then go to the Clubhouse in Cyberspace (CyberPort > Cyberspace Portal > Data Stream North > Clubhouse). Click on Betty and ask to start the Level 2 training mission. Listen to her tutorial and ask her all of the questions about cyber bullying.

Develop and Practice (20 min)	• Let students play the mission until they earn a gold badge and then have them complete the ReQuest with Carlo. (20 min)
	   • Make sure all students earn a gold badge and unlock their third ReQuest with Carlo.
	   • Direct students to go to the CyberPort to complete the ReQuest with Carlo.
	   • If the students complete both the mission and ReQuest, hand out Hint Sheets 04 and 05 for the students to read.
		• Play the mission until you earn a gold badge.
		
		• After finishing the mission, go to the CyberPort and talk to Carlo (Data Stream North > Academy Portal). Offer to help him with cyber bullying.
		• After completing the ReQuest, read Hint Sheets 04 and 05.

Reinforce (10 min)	• Make sure all students have completed the mission and ReQuest and have read the two Hint Sheets. Hand out the worksheet and discuss questions 1-3 with them. (Worksheet, part 1) (7 min) • Discuss strategies for protecting yourself from cyber bullying and avoiding becoming a cyber bully yourself with students. (Worksheet) (3 min)	• Read the worksheet and the three questions. Think about what Alan and his classmates could have done differently to prevent the situation from becoming worse. • Think about ways to protect yourself from cyber bullying and ways that you might become a cyber bully, even if it is unintentional.

Learning Outcomes
At the end of this lesson, students will be able to:
- Demonstrate an understanding of cyber bullying and the electronics mediums used in cyber bullying.
- Follow a few basic cybersecurity steps to secure their private information online.
- Understand the importance of privacy and keeping their personal information private.
- Understand the consequences of cyber bullying and the effect on the victim.
- Understand how to deal with cyber bullying and how to protect yourself from cyber bullying.
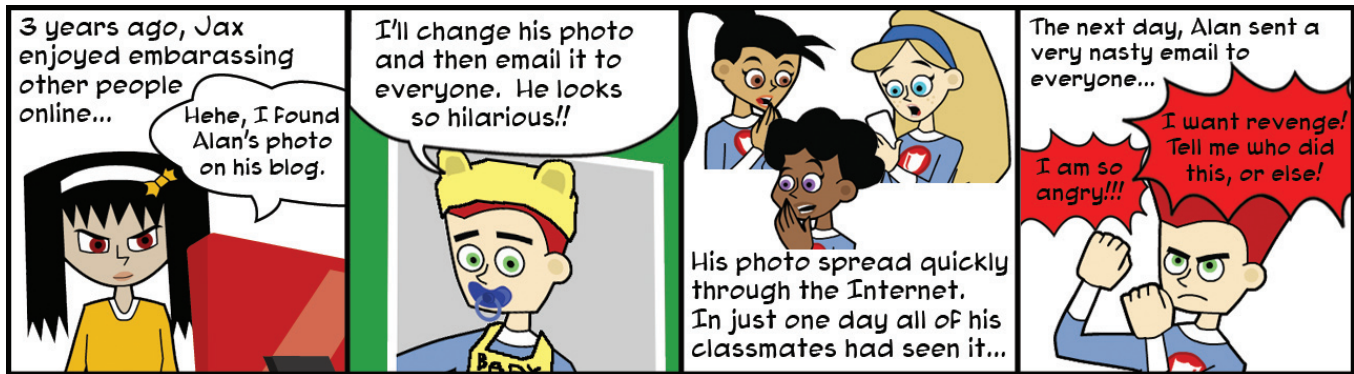
Date: _____   Name: _____

1. Cyber Bullying

Cyber bullying is the use of the Internet to harass, intimidate, embarrass or demean others.

Quiz 1: What Jax did is considered cyber bullying, but Alan could have prevented this incident from happening. What could Alan have done differently to protect himself?

Quiz 2: What could Alan's classmates have done differently to help and prevent the email from spreading more?

Quiz 3: Alan's anger is understandable, but revenge will not solve the problem. What could Alan have done instead?

2. Protect Yourself From Cyber Bullying

1. Do not share your personal information in cyberspace, especially photos and videos of yourself.
2. Never share your password with anyone except a trusted adult, no matter how close of a friend they are.
3. Never respond to a cyber bully and do not believe everything that is posted online.
4. Never send impulsive messages when you are angry or bored. You could end up saying something that you will regret later.
5. Tell a trusted adult about any cyber bullying and report it to authorities.
6. Save emails or other evidence of cyber bullying for when you report it.

Betty,
Clubhouse
Supervisor

Carnegie Cadets:
The MySecureCyberspace Game

Hint Sheet

05

Tips For Reporting Cyber Bullying

Cyber bullying is using the Internet to threaten, embarrass, pick on, or put-down people. Remember to save evidence of cyber bullying. Here's some tips for deciding whom to report cyber bullying to:

1 If the bullying happens through Email or Instant Message...

Contact the bully's ISP to see if it qualifies as abuse. They may send a warning or suspend the user's account. Contact your own ISP for help with blocking an account.

2 If the bullying happens through a Web site...

Contact the webmaster, site owner, or customer service and request that the offensive materials be removed. If that doesn't work, contact the Web site host and ask them to pull down the site if it violates the terms of agreement.

3 If the bullying happens through a cell phone...

Contact the phone service provider – most calls can be traced and they may be able to block the calls or let you know where they are coming from so you can report the abuse.

4 If the bully goes to school with your child...

Contact the school Principal or Counselor. If the cyberbullying happens at school or is affecting the school environment they may be able to intervene. If the school does not have a cyber bullying policy, ask them to create one.

5 If there is the threat of physical danger...

Contact the local law enforcement if there is the threat of physical harm. They may also have a special cyber crimes unit that can investigate.

Hint Sheet

06

Netiquette Tips

Netiquette is the etiquette of the Internet, simple rules for how you should act in Cyberspace that keep things polite and help everyone get along. Here's some tips for being a good Cyber Citizen and practicing good Netiquette:

1 Ask Before you Post

Always ask permission before posting about someone or sharing an email, photo, or chat conversation, and make sure that it does not contain any personal information.

2 Pay Attention to Format

Check for typos or other mistakes before you post or send a message. Use emoticons like ;) and acronyms like LOL to get your message across in the right spirit. Avoid using ALL CAPS, it means you are shouting.

3 Be polite and respectful of others

Keep messages short, polite, and to the point. Don't spam people with multiple messages or waste their time. Try not to use too much chat slang if you think the other person won't understand it.

4 Be a Champion, not a Chump

Be helpful and courteous to others and don't be a cyber bully. If someone is being rude to you, be the better person. Talk to a trusted adult, block them, or simply walk away. If they are bullying someone else, don't join in and make it worse. Be supportive and positive and try to help the victim if you can.