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- 1- Look for a suitable Learning Tool and provide the name in the line 5, the link in line 6
- 2- Copy and paste the link's tool
- 3- Then write down the type of the tool
- 4- Fill out each column by typing a "yes" or "no", when needed by answering the questions
- 5- For open questions provide a fully answer in your own words. If there is a Non-applicable question for the tool, you can type "-"
- 6- Do not fill out the level of the tool in line 1.4

Template of methods and tools

NEEDS		NAME OF TOOL									
NAME OF TOOL	Cyberscout	Curso de Ciberseguridad y Privacidad U11	Video en Ciberseguridad	Juegos de mesa	Internet Segura For Kids	C1133Wall Academy	Incibe rol game	Infeland	Tool 9	Tool 10	
LINK	https://cyberscouts.org/	https://www.youtube.com/watch?v=821jK-dh3K8&t=0s	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad	https://www.oni.es/it/ingles/ciberseguridad
TOOL'S TYPE (game, course, app, LM5, etc)	Game	Video course	Video presentations	Board game	Tools in general	Moocs	Role Game	Game	Podcast	cybersecurity	
GENERAL SETTING											
1.1	Please provide a brief description of the tool	This is an on-line game for children and adults with three different levels of difficulty.	This is a video for beginners and people that do not have any idea about cybersecurity. There are two more videos related to each other, but these are destined for people that want to be professionals in cybersecurity.	They are videos and presentations of different lengths that help to manage and cope with different situations.	Up to 5 board games that can be downloaded for free, cut out and used freely.	A lots of pedagogical tools for children and parents.	Cybersecurity learning platform of the University of Salamanca and the National Police.	It consists of up to five role-playing games in which an attack scenario is recreated in an SME and includes solutions and recommendations.	It is a game in which helps people to be aware about cybersecurity and do not require previous knowledge.	This podcast is focused on cybersecurity and guided by cybersecurity professionals, but you do not need to be a professional to listen.	These are various texts about cybersecurity collected on a website, where you can access your knowledge in this topic.
1.2	Content inside the tool	Phishing, Passwords, Social Media good practice, terminology of cybersecurity.	Contents on basic concepts in cybersecurity, Malware and types, Vulnerabilities and types. What is a hacker. Secure websites and other tips.	Good practices and workshops	These games include: Criptópolis, about cybersecurity management Tribunal de la seguridad, questions about cybersecurity, Detecta el fraude, Detecta el fraude, Datos bindados, data defense, ¿Quién es Quién?, Guess Who?	Good use handbook about the use of internet, social media, parental control, etc.	Set of courses with itinerary and various levels of knowledge. Different areas of interest and business.	Different scenarios, where you will have to face a cybersecurity incident.	Content based on good use of the internet, secure passwords, how and with whom to share information, identification of harassers and social engineering tricks.	Technology	All the aspects about basic cybersecurity. Phishing, fraud, good practices, etc.
1.3	Prior knowledge requirements	No	No	No	No	No	No in every case	No	No	Yes	No
1.4	Level (According to Curriculum "Nivel" turbinouse/habit)										
1.5	Setting: Online / Offline Can the user use the tool online and offline?	Online	Online	Part of the content can be downloaded	Offline	Downloadable content	Online	Online	Online	On-line but you can download the content	Online
1.6	Does the tool have Trainer-Based or Self-regulated learning process for the user?	Self-regulated	Self-regulated	Self-regulated	Self-regulated	Self-regulated	Self-regulated	Self-regulated	Self-regulated	Self-regulated	Self-regulated
1.7	What is the duration time / respectively Session structure of the tool?	5 or 6 min per lesson	1 hour approx.	1 -1.5 hours per video/lesson	There is not information about.	Depends on the course	1h -2h per scenario	1.5-2 hours approx.	10-50 min per episode	10 minutes per test	
1.8	By which Material components can the user get access to the tool?	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone	PC, Tablet or Smartphone
TOOL DESIGN											
2.1	Does it have tutorials to learn how to use the tool ?	Yes	No	No	Yes	No	No	No	yes	No	No
2.2	Is the tool available for mobile option?	Yes	Yes	Yes	No	Yes	yes	Yes	yes	Yes	Yes
2.3	Is an adaption to further languages possible?	Yes	Yes	Yes	Yes	Yes	yes	Yes	No	Yes	Yes
2.4	Which languages are currently available?	ES	ES	ES	ES	ES	ES	ES	ES	ES	ES
2.5	Can trainers see the progress of the user? (if yes, please describe)	No	No	No	No	No	yes	No	No	No	Yes
2.6	Does the tool provide feedback to the learner during the learning process?	Yes	No	No	No	No	yes	No	Yes	No	No
2.7	Does the tool provide feedback to the learner at the end of the learning process?	Yes	No	No	No	No	yes	Yes	yes	No	Yes
2.8	In which way does the tool offer to connect to other systems?	-	-	-	-	-	-	-	-	activity on social media by sharing	-
2.9	In which way is the tool connected to the social media?	-	Youtube: Link to the content can be shared.	-	-	-	the course you can share the goal on	-	certificates and links	Spotify	-
2.10	Which communication options does the tool offer?	-	-	-	-	-	-	-	-	-	-
PRIVACY											
3.1	Is personal data processed? - if yes, where is the server location? -> should be EU, otherwise adequacy decision	No	No	No	No	No	Yes	No	No	No, if you access directly through the web	No
ADAPTABILITY											
4.1	Can the format of the tool be adapted or not? Is the tool open source?	yes	yes	yes	yes	yes	yes	Yes	Yes	Yes	Yes
4.2	Which regulation and copyrights condition does the tool have?	all rights reserved	all rights reserved	Need to clarify	Need to clarify	Need to clarify	all rights reserved	Need to clarify	all rights reserved	Need to clarify	It is a public test
4.3	Can the tool be adapted ? In which way can the tool be adapted for NEDyS purposes?	not adaption possible	Yes	yes	yes	yes	not adaptation possible	Yes	Yes, but will be difficult.	Yes	yes
ANY FURTHER COMMENTS											
5.1	Please provide any extra information or your opinion of the tool according to our needs.		Part 2: https://www.youtube.com/watch?v=821jK-dh3K8&t=0s Part 3: https://www.youtube.com/watch?v=mg01CR8aoo0&t=0s				Android and Apple app available	You can review the solution at the end of the game.	I consider this option very interesting but the adaptation would be very costly. As a tool concept I find it very interesting.	We can create audios and then post them to help people learn more about cybersecurity.	This tool can serve as a basis for student assessment and content adaptation.

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- 5- For open questions provide a fully answer in your own words. If there is a Non-applicable question for the tool, you can type " - "
- 6- Do not fill out the level of the tool in line 1.4

Template of methods and tools

NEEDS	NAME OF TOOL										
NAME OF TOOL	ENISA Toolbox	Botfrei Phishing-Simulation	Link Cybersecurity Games	ENISA Cybersecurity Maturity Assessment	Sec-o-Mat	ITK Quiz on Cybersecurity	GDPR Assessment Deutschland sicher im Netz	Information on CS for MSEs and SMEs	DigitalerLehrer Learning Collection &	Tool 10	
LINK	https://www.enisa.europa.eu/tools	https://phish-test.de/#formTitle	https://www.bakgame.de/de/	https://www.enisa.europa.eu/cybersecurity-maturity-assessment-for-small-and-medium-enterprises/	https://sec-o-mat.de/	https://www.itk.de/Bodeme	https://www.datenschutz-cyber.de/	https://www.bsi.bund.de/01/	https://dlfn.de/fermental/		
TOOL'S TYPE (game, course, app, LMS, etc)	Collection of tools	Phishing Simulation	Online Simulation Games	Online Self-Assessment	Online self-assessment for MSEs and SMEs	knowledge on how to act cybersecure in daily	Online self-assessment	Online website	Online course + final certification assessment		
1- GENERAL SETTING											
1-1-1-1	Please provide a brief description of the tool	Collection of tools and tips especially for MSEs	Sends max. 3 Phishing E-Mails to the mail address of registered users. When clicking on the links in the e-mail, users get redirected to a learning page that explains the tricks of phishing e-mails	Collection of games on Cybersecurity Basics.	Self-Assessment for MSEs	self-assessment. Provides Feedback on measures and action planning after the assessment	self-assessment, provides feedback, after each question	Provides detailed feedback and benchmarking as PDF after finalising report	Self-assessment on implementation of GDPR at the own MSE	Collection of text, video and further materials starting from CS basics up to advanced measures	Online course + final certification assessment
1-1-1-2	Content inside the tool	MSE Cybersecurity	Social Engineering, especially Phishing Mails	Phishing, Cybersecurity measures in the business	Implementation of MSE cybersecurity on technical, organisational and educational level	cybersecurity implementation	cybersecurity basics, especially on social engineering	GDPR measures in business	see above	for advanced information: previous knowledge in CS/IT	Course includes several topics on digital tools and actions in the digital world. Includes one chapter on risks and protection in the internet. Differentiation of content between private + professional. Includes 3 levels + Fokus tools and devices, internet, communication, data world, protection, technology every day life
1-1-1-3	Prior knowledge requirements	-	-	partially basics (e.g. 2FA)	-	-	-	-	-	-	-
1-1-1-4	Level (According to Curriculum "Ibd.")	turtle/mouse/rabbit									
1-1-2-1	Setting: Online / Offline Can the user use the tool online and offline?	Online	Online	online	Online	Online	online	Online	Online	online	
1-1-2-2	Does the tool have Trainer-Based or Self regulated learning process for the user?	self-regulated	self-regulated	both possible (game on security cards should be played with trainer, to assist in using the game)	self-regulated	self-regulated	self-regulated	self-regulated	self-regulated	self-regulated	
1-1-2-3	What is the duration time / respectively Session structure of the tool?	depending on tool, flexible	5 minutes for learning per phishing e-mail (if clicked)	10min - 1h	1-2h	15-30 min for checking individual measures	10-15 min	30 min	depending on which information is regarded	may vary greatly. Overall course several hours.	
1-1-2-4	By which Material components can the user get access to the tool?	Access to online game 1 Laptop or Tablet per group 1 game card set per group	online registration	website, no registration needed	website, registration needed	website, no registration needed	no registration needed	no registration needed	no registration needed	registration only needed for certification	
2- TOOL DESIGN											
2-1-1	Does it have tutorials to learn how to use the tool ?	not needed	not needed	yes	-	-	-	-	-	-	
2-1-2	Is the tool available for mobile option?	yes	yes (if the learner reads e-mails on mobile)	yes	yes	yes	yes	yes	yes	yes	
2-1-3	Is an adaption to further languages possible?	-	-	-	-	-	-	-	-	-	
2-1-4	Which languages are currently available?	all EU country languages	GER	GER	all EU country languages	GER	GER	GER	GER	GER	
2-1-5	Can trainers see the progress of the user? (if yes, please describe)	-	-	no	-	-	-	-	-	-	
2-1-6	Does the tool provide feedback to the learner during the learning process?	dependent on tool	yes, feedback when clicking on a phishing e-mail	yes	yes	-	yes	-	-	yes	
2-1-7	Does the tool provide feedback to the learner at the end of the learning process?	dependent on tool	yes, summary	yes	yes	yes	no	yes	-	yes	
2-1-8	In which way does the tool offer to connect to other systems?	-	-	-	-	-	-	-	-	-	
2-1-9	In which way is the tool connected to the social media?	-	-	-	-	-	-	-	-	-	
2-1-10	Which communication options does the tool offer?	-	-	-	-	-	-	-	-	-	
3- PRIVACY											
Please add your comments in the following section and answer the opened questions below											
3-1-1	Is personal data processed? -if yes, where is the server location? -> should be EU, otherwise adequacy decision	according to GDPR	according to GDPR	none	according to GDPR	none	no	optional: when entering business data	no	according to GDPR when registering for certification	
4- ADAPTABILITY											
Please add your comments in the following section and answer the opened questions below											
4-1-1	Can the format of the tool be adapted or not? Is the tool open source?	no	no	no	no	no	no	no	no	no	
4-1-2	Which regulation and copyrights condition does the tool have?	all rights reserved	all rights reserved	all rights reserved	all rights reserved	all rights reserved	all rights reserved	all rights reserved	all rights reserved	all rights reserved	
4-1-3	Can the tool be adapted ? In which way can the tool be adapted for MECyS' purposes?	-	-	-	-	-	-	-	-	-	
5- ANY FURTHER COMMENTS											
Please add your comments in the following section and answer the opened questions below											
5-1-1	Please provide any extra information or your opinion of the tool according to our needs.			out of the 4 games, the following are usable for training purposes only: - cybersecurity cards (though not optimal UX) - phishing simulation				other assessments by "Deutschland sicher im Netz" available: https://www.sicher-im-netz.de/dain-sicherheitscheck	checklists and tips: https://www.bsi.bund.de/DE/Themen/Verbraucher/neo-und-Verbraucher/information.html		

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Template of methods and tools

NEEDS		NAME OF TOOL									
NAME OF TOOL	lawplots	Know-how Security Awareness	iBany	Datenschutz-Selbstbewertungs-Tool	DPIA Tool	Virtual Cybersecurity Escape Room	GDPR Quiz	DATAK	VISCHER Privacy Score	ene einfache, allgemeine Datenschutzklärung für KMU	
LINK	https://lawplots.com/de/learn/lehren/datenschutz/datenschutz-learn-101/lehren-101/	https://www.infoguard.ch/en/learn-how-security-awareness	Bany	Datenschutz-Check von DSGVO Cyber-Geiger.eu	https://dgiq.net/en/this-is-the-dpia-tool/	Welcome Cyber-Geiger.eu	https://community.cyber-geiger.eu/games/GDPRQuiz-101/	https://www.datak.ch/	https://privacycore.ch/	Template Datenschutzklärung (KMU) DSGVO	
TOOL'S TYPE (game, course, app, LM5, etc)	LMS	Resource Hub with tools	Resource Hub with tools	Quiz	Application	Game	Quiz	Game	Quiz	pdf template	
1. GENERAL SETTING											
1.1	Please provide a brief description of the tool	Course dedicated to Swiss Data Protection Act based on lawplots LMS		Information platform about cyber security backed by the Swiss Internet Security Alliance	The assessment tool is dedicated to SMEs and offers a determination of the data protection law compliance level of your organization.	A tool for SMEs that helps to identify and measure data protection risks	Virtual escape room that leads the player through different cyber security concepts in a gamified way	Five quizzes, each of them describe a data protection case which micro or small enterprise may face	The serious game "DATAK" by Radio Television Suisse (RTS) raises awareness of exactly this	Website with two tools that can help companies to identify the need for action and to maintain an overview in terms of data security and data protection law compliance	A very simple privacy statement (DSG) for small and middle sized companies, which is aligned with the new Data Protection Act (DPA)
1.2	Content inside the tool	knowledge blocks, quizzes, videos	knowledge blocks, quizzes	knowledge blocks, tools	quiz	knowledge blocks, questionnaire, printout	game	quiz	game	two quizzes (free), Excel template (buy only)	checklist
1.3	Prior knowledge requirements	No	No	No	No	No	No	No	No	No	No
1.4	Level (According to Curriculum "Ibd.") turtle/mouse/rabbit										
1.5	Setting: Online / Offline Can the user use the tool online and offline?	online only	online only	online only	online only	online, can be built for desktop and mobile devices for offline usage	online only	online only	online only	online free, offline for the price	downloadable
1.6	Does the tool have Trainer-Based or Self regulated learning process for the user?	trainer-based	self regulated	self regulated	self regulated	self regulated	self regulated	self regulated	self regulated	self-regulated	self-regulated
1.7	What is the duration time / respectively Session structure of the tool?	45 minutes in total			10 minutes	30 minutes	approx. 45 minutes	10 minutes each	2 hours	from 20 to 60 minutes	
1.8	By which Material components can the user get access to the tool?	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access	any device with web browser and internet access
2. TOOL DESIGN											
2.1	Does it have tutorials to learn how to use the tool ?	?			Yes	Yes	Yes	No	Yes	No	No
2.2	Is the tool available for mobile option?	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No
2.3	Is an adaption to further languages possible?	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
2.4	Which languages are currently available?	EN, DE, FR, IT (this is not clear, they say 4+)	EN, DE	EN, DE, FR, IT	EN, DE	EN	EN, DE, RO	DE	EN, DE, FR, IT, RO	DE	DE
2.5	Can trainers see the progress of the user? (if yes, please describe)	Yes	no trainer	no trainer	no trainer	no trainer	no trainer	no trainer	no trainer	no trainer	no trainer
2.6	Does the tool provide feedback to the learner during the learning process?	Yes	Yes (partially)	No	Yes	No	Yes	Yes	?	No	No
2.7	Does the tool provide feedback to the learner at the end of the learning process?	Yes	Yes (partially)	No	Yes	Yes	No	Yes	?	Yes	No
2.8	In which way does the tool offer to connect to other systems?										
2.9	In which way is the tool connected to the social media?										
2.10	Which communication options does the tool offer?										
3. PRIVACY											
3.1	Is personal data processed? -if yes, where is the server location? --> should be EU, otherwise adequacy decision	Yes Company is based in Germany, but they don't say anything about servers	No	No	No	No	No	No	No	Yes, no information about data processing	No
4. ADAPTABILITY											
4.1	Can the format of the tool be adapted or not? Is the tool open source?	Can be individually implemented in company, not open-source	No	No	Yes, open source	Yes, open source	Yes, open source	Yes, open source	No	No	
4.2	Which regulation and copyrights condition does the tool have?	The Product and parts thereof are subject to intellectual property rights	The Product and parts thereof are subject to intellectual property rights	Need to clarify	Need to clarify	Need to clarify	Need to clarify	Need to clarify	The Product and parts thereof are subject to intellectual property rights	The Product and parts thereof are subject to intellectual property rights	
4.3	Can the tool be adapted ? In which way can the tool be adapted for MECyS' purposes?	No	No	No	Yes : the codebase can be forked and modified	Yes : the codebase can be forked and modified	Yes : the codebase can be forked and modified	Yes	No	No	
5. ANY FURTHER COMMENTS											
5.1	Please provide any extra information or your opinion of the tool according to our needs.	This course is based on the software that provides various of courses about data protection and cyber security						Based on survey.pl			

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Template of methods and tools

NEEDS	NAME OF TOOL										
	NAME OF TOOL	Online tool for the security of personal data protection	Open online courses for teachers and parents on cyber security	Do you know how to protect yourself from fraud?	Tool 4	Tool 5	Tool 6	Tool 7	Tool 8	Tool 9	Tool 10
LINK	https://www.enisa.europa.eu/itk/itk-tool	https://www.enisa.europa.eu/itk/itk-tool	https://www.enisa.europa.eu/itk/itk-tool	https://www.enisa.europa.eu/itk/itk-tool							
TOOL'S TYPE (game, course, app, LMS, etc)	Resource Hub with tools	MOOC	Quiz								
1. GENERAL SETTING											
1.1	Please provide a brief description of the tool	ENISA is an agency of the European Union that helps to strengthen cybersecurity and the protection of personal data through the use of tools. This online tool is used to assess risks with a view to adopting appropriate security measures.	Free online courses on cybersecurity for teachers and parents, created by Foundation for Research and Technology, and more specifically the Institute of Computer Science, is the official representative in Greece of the Pan-European Organizations (ISGATE, IPEVO, founded in 2016)	Through the SafeInternet4kids.gr website and specifically the quiz, one can be informed and obtain material related to the safe use of the Internet and the use of social networks, with which one can learn interactively inform children and young people of all ages. This information portal is aimed at parents and teachers as well as teenagers and children and includes appropriate multimedia material which is approved by the Ministry of Education and Religious Affairs.							
1.2	Content inside the tool	articles and guides on cyber security and data protection	youtube video on cyber security and data protection	different questions quiz							
1.3	Prior knowledge requirements	no	no	no							
1.4	Level (According to Curriculum "tool") kindergarten/primary										
1.5	Setting: Online / Offline Can the user use the tool online and offline?	online	online	online							
1.6	Does the tool have Trainer-Based or Self regulated learning process for the user?	Self regulated learning process for the user	the user in the available videos can choose the topics he wants to learn and proceed at his own pace	self-regulated							
1.7	What is the duration time / respectively Session structure of the tool?	does not have a set duration or session structure	individual session: a few minutes	10 minutes							
1.8	By which Material components can the user get access to the tool?	computer, tablet, or smartphones with internet access	computer, tablet, or smartphones with internet access	any device with web browser and internet access							
2. TOOL DESIGN											
2.1	Does it have tutorials to learn how to use the tool ?	no	yes	no							
2.2	Is the tool available for mobile option?	yes	yes	yes							
2.3	Is an adaptation to further languages possible?	no	yes	no							
2.4	Which languages are currently available?	English	Greek, English, French, German, Italian, Spanish but not in all courses	Greek							
2.5	Can trainers see the progress of the user? (if yes, please describe)	no	no	no trainers							
2.6	Does the tool provide feedback to the learner during the learning process?	yes, in some tools though	no	yes							
2.7	Does the tool provide feedback to the learner at the end of the learning process?	yes	yes, in some lessons	yes							
2.8	In which way does the tool offer to connect to other systems?	does not offer specific connections to other systems	does not offer specific connections to other systems	does not offer specific connections to other systems							
2.9	In which way is the tool connected to the social media?	social media buttons on its site	there is no specific way to connect to the social media	no							
2.10	Which communication options does the tool offer?	does not have a specific communication feature, but users can contact the site administrators through a contact form on the site or email	does not have a specific communication feature, but users can contact the site administrators via email or phone	the specific tool provides communication information via contact form or email							
3. PRIVACY											
3.1	Is personal data processed? - If yes, where is the server location? -> should be EU, otherwise adequacy decision	Yes, ENISA has a Data Protection Officer, whose role is to ensure, in an independent manner, the correct application of the provisions of the Regulation (EU) 2016/1725 at ENISA.	Yes, the collection of all data that fall under the category of personal data received by the institution through this website, which was either sent by the users or collected during the navigation browsing and use of the website by the users, is carried out in accordance with Law 2472/1997 with the amendments of Law 3625/2007) and Law 3471/2006 for the protection of personal data.	The Hellenic Internet Safety Centre has an online form for participation in the school competitions that it organizes and also an online form for the submission of a supporter of the institution at the Safer Internet Day							
4. ADAPTABILITY											
4.1	Can the format of the tool be adapted or not? Is the tool open source?	no	no	no							
4.2	Which regulation and copyrights condition does the tool have?	Regulation (EU) 2016/1725	Greek Law 2472/1997 with the amendments of Law 3625/2007) and Law 3471/2006 for the protection of personal data.	The processing and protection of the personal data of the users of this website is subject to the rules laid down by national, EU and international law on the processing of personal data. Provides protection of personal data through GDPR, Copyright 2019							
4.3	Can the tool be adapted ? In which way can the tool be adapted for MECYS' purposes?	no									
5. ANY FURTHER COMMENTS											
5.1	Please provide any extra information or your opinion of the tool according to our needs.	includes studies, assessments and methodologies on data protection and cyber security	this platform is very helpful as it provides complete information through videos on data protection, cyber security and protection from cyber-fraudsters	provides rapid and immediate information							

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Template of methods and tools

NEEDS	NAME OF TOOL									
	Sec/In/Academe	CyberMalveillance.gov.fr	RoadMe	CyberCircle	Hackademia	Deleaks	CyberSat	Tool 8	CYBER WAR Game	CyberEdU
NAME OF TOOL	Sec/In/Academe	CyberMalveillance.gov.fr	RoadMe	CyberCircle	Hackademia	Deleaks	CyberSat	Tool 8	CYBER WAR Game	CyberEdU
LINK	https://www.cybermalveillance.gouv.fr/	https://www.cybermalveillance.gouv.fr/	https://www.roadme.fr/	https://www.cybercircle.fr/	https://www.hackademia.fr/	https://www.deleaks.com/	https://www.cybersat.com/	https://www.tool8.com/	https://www.cyberwar.com/	https://www.cyberedu.com/
TOOL TYPE (game, course, app, LMI, etc)	MOOC	Resource Hub	e-learning platform	Training program	e-learning platform	LMS	Game		Game	
GENERAL SETTING										
1- Please provide a brief description of the tool	Free online course on cybersecurity for beginners and professionals, created by French National Cybersecurity Agency	platform that provides assistance and support to individuals, businesses, and organizations in France who have fallen victim to cyberattacks. The platform offers advice and resources to help victims mitigate the damage caused by cyberattacks and prevent future attacks from happening. It also provides cybersecurity threats and measures that can be taken to protect against them.	provides a virtual environment where users can test their skills in a safe and legal way, and learn from their mistakes. The platform also offers courses by cybersecurity and prevention have attacks from happening. It also provides cybersecurity threats and measures that can be taken to protect against them.	CyberCircle is a French association that brings together cybersecurity professionals from various industries, including public and private sectors, academia, and civil society. The association aims to foster collaboration and knowledge sharing to promote cybersecurity in France.	free and open-source training content for various cybersecurity topics. It includes a variety of learning materials such as articles, tutorials, videos, and practical exercises.	Learning Management System that provides the option to create online courses, webinars or experiences to learn with virtual reality.	Website of games to create challenges of cybersecurity. It offers visual situations with problems to solve.			CyberEdU is a learning platform for cybersecurity professionals developed by the ANSSI (French National Agency for the Security of Information Systems) in collaboration with several cybersecurity experts and organizations. It offers a range of free online courses, webinars, and resources aimed at improving the knowledge and skills of cybersecurity professionals, as well as students and individuals interested in the field.
2- Content inside the tool	online courses			News and analysis, Malware Reports and Whitepapers, Events, Job board/knowledge		Online courses about any topic with interaction	Games to learn about the cybersecurity	Games to learn about the cybersecurity		The platform offers courses on various topics, including risk management, network security, cloud computing, and incident response. It features a mix of theoretical and practical exercises, as well as assessments to track progress. CyberEdU also offers a range of learning resources, such as videos, documents, and guides.
3- Prior knowledge requirements	No	no	yes (users are expected to have some prior knowledge of cybersecurity concepts)	increases on cybersecurity that cater to different levels of expertise and interests	no	WFI	General knowledge of cybersecurity, basic technological knowledge			no
4- Self-checking or completion test / self-assessment										
5- Setting: Online /Offline Can the user use the tool online and offline?	online	online	online	online	online	online	online	online	online	online
6- Does the tool have Trainer-Based or Self regulated learning process for the user?		self-regulated	self-regulated	mix of trainer-based and self-regulated	both Trainer-Based and Self-regulated learning		Self regulated	Self regulated		Self regulated
7- What is the duration time / respectively Session structure of the tool?	single session - live hours, modules or lessons - several weeks or even months	does not have a set duration or session structure	does not have a set duration	training sessions and webinars vary depending on the specific event	varies depending on the specific course or training session	Without limit on the time of each session	We decide the limit			
8- By which Material components can the user get access to the tool?	computer, tablet, or smartphone with internet access	web browser on their computer or mobile device	web browser on their computer or mobile device	web browser on their computer or mobile device	web browser on their computer or mobile device	Smartphone, computer if has to use VR?				Web browser on a computer or mobile device
TOOL DESIGN										
9- Does it have tutorials to learn how to use the tool?	yes	no	yes	no	yes	yes				yes
10- Is the tool available for mobile option?	yes	yes	yes	yes	yes	yes				yes
11- Is an adaptation to further languages possible?	yes	no	no	no	no	yes				no
12- Which languages are currently available?	French, English, and Spanish	French	English, French, Spanish, Portuguese, Italian, German, Russian, Chinese, and Japanese	French	French	French, English, Spanish, 40 languages				French
13- Can trainers use the progress of the user? (if yes, please describe)	yes Trainers can track the progress of their students and see how well they are performing in the learning modules.	no	feature called "Teams" where trainers can create teams and monitor the progress of team members	provides trainers with tools to monitor user progress and engagement with the platform's content	Trainers can monitor the progress of users in courses and training sessions through the platform	Yes, the trainers can have reports of each user's percentage of the activities done				no
14- Does the tool provide feedback to the learner during the learning process?	yes	no	provides feedback to learners during the learning process through live challenges and the website provides	includes opportunities for learners to ask questions and receive feedback from cybersecurity experts	yes	Yes, the trainers can have reports of each user's percentage of the activities done				no
15- Does the tool provide feedback to the learner at the end of the learning process?	yes	no	does not provide specific feedback at the end of a learning process, but users can track their progress and achievements on the site	includes feedback at the end of the session, and users can receive certificates of completion for some events	yes	yes				yes provides feedback to learners at the end of each module
16- In which way does the tool offer to connect to other systems?		does not offer specific connections to other systems	not offer specific connections to other systems	does not offer specific connections to other systems	does not offer specific connections to other systems	Any teleconference app (Microsoft, platform CRM, Dropbox, wordpad, etc)				
17- In which way is the tool connected to the social media?		social media buttons on its site, allowing users to share content on various social media platforms	has social media buttons on its site, allowing users to share content on various social media platforms	has social media accounts on various platforms, including Twitter and LinkedIn, where it shares news and updates about its events and content	social media buttons on its website, allowing users to share content on various platforms	The LMS gives the permission to share the progress of the user				CyberEdU is not connected to social media
18- Which communication options does the tool offer?		does not have a specific communication feature, but users can contact the site administrators through a contact form on the site	does not have a specific communication feature, but users can contact the site administrators through a contact form on the site	provides users with the ability to connect with cybersecurity experts and other users through its webinars and training sessions, as well as through its social media platforms	a chat function for users to contact the support team	The LMS has the message option to contact other users and a review				
PRIVACY										
19- Is personal data processed? If yes, where is the server location? -> should be EU, otherwise adequacy decision	yes Personal data is processed during the registration process, but the data is processed by the French Data Protection Act server in use		The personal data is processed by RoadMe. The server location of RoadMe is in France, which is a member state of the European Union. Personal data will be transferred and processed in compliance with the EU General Data Protection Regulation (GDPR).	yes server in France	collects personal data through its registration process and other interactions with the platform. The server location is in France.	yes Personal data is processed during the registration process and is stored around the server				yes server in France CyberEdU collects personal data and uses it for the purpose of creating an account and tracking user progress
ADAPTABILITY										
20- Can the format of the tool be adapted or not? Is the tool open source?	allows for the sharing and adaptation of the resources as long as appropriate attribution is given and the license terms are respected	no	no	no	no	no	Yes, we can change the background, the colors, and the logo, and personalized words or titles to each trainer			no
21- Which regulation and copyrights condition does the tool have?	The content of the platform is protected by copyright and is available under a Creative Commons license	The site's content is copyright protected and can only be used for personal or educational purposes, not for commercial purposes	proprietary tool, so it is subject to the regulations and copyrights of its creators	proprietary tool, so it is subject to the regulations and copyrights of its creators	proprietary tool, so it is subject to the regulations and copyrights of its creators	The content is protected by the EU General Data Protection Regulation (GDPR). It requires the user to give their consent before their data is used to be sure their content follows the regulations				CyberEdU is owned and operated by the French National Cybersecurity Agency (ANSSI), and their terms and conditions apply.
22- Can the tool be adapted? In which way can the tool be adapted for MOOC purposes?		no				If we want to create only a game we can choose the option of VR virtually				
ANY FURTHER COMMENTS										
23- Please provide any extra information or your opinion of the tool according to our needs.						The LMS has pedagogical content such as articles, webinars, videos, SCORM (Structure of Shared Content) (format of a pedagogical module), virtual reality.				

