

A preview of the MySecureCyberspace Game is available at:
www.mysecurecyberspace.com

The MySecureCyberspace Game

Cyberspace can open up new worlds to a child



48 million children between the ages of 5 and 17 use computers and 70 million youth worldwide under the age of 18 are online. Children spend their time online playing games, surfing the web, exchanging email,

downloading music, and instant messaging with friends and, at times, strangers.

Cyberspace can be a dangerous place



Internet connectivity opens a gateway into our homes and schools, allowing outside threats into our perceived safety zones. Spammers, hackers and thieves are always on the lookout for

victims, and children can be easy targets. **But they don't have to be.** The MySecureCyberspace game equips children with the knowledge and tools they need to be safe online.

Children learn how to protect themselves from cybersecurity threats and "cybervillians"

In the MySecureCyberspace game children take on the role of Cadets of the Carnegie Cyber Academy and, through a series of games or "missions", learn the skills they need to protect themselves.



With the help of Commander Omni and the other Carnegie Cadets, children will learn how to: identify spam, delete viruses, and identify and avoid suspicious characters in chat rooms through encounters with notorious cybervillians such as Elvirus and MC Spammer.

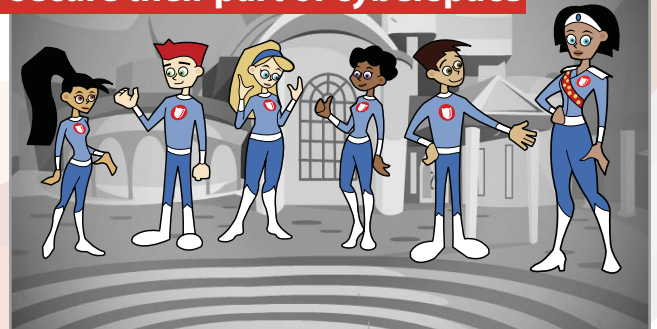
Children learn what it takes to be good cybercitizens

Principles of safe, responsible and appropriate online behavior are reinforced and applied by completing missions to secure cyberspace. Players learn the real-world consequences of cybercrimes. Children are empowered to secure their own parts of cyberspace.



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

Empowering children to secure their part of cyberspace



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