RAYUELA Website

150

aged from 13 to 15 involved in RAYUELA's pilot studies

<u>puntries</u> covering the 4 main geographical

200 young people

workshop on the RAYUELA

RAYUELA in numbers

types of institutions (law nforcement agencies, large

serious games composed of



RAYUELA Video





A FUN WAY TO FIGHT CYBERCRIME

EMPOWERING AND EDUCATING YOUNG POPLE FOR THE INTERNET BY PLAYING



WHY RAYUELA?

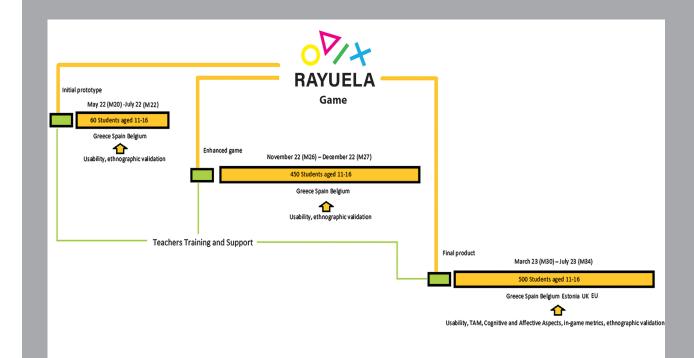
"Hopscotch (rayuela) is played with a pebble that you move with the tip of your toe. The things you need: a sidewalk, a pebble, a toe, and a pretty chalk drawing, preferably in colors. On top is Heaven, on the bottom is Earth, it's very hard to get the pebble up to Heaven, you almost always miscalculate and the stone goes off the drawing. But little by little you start to get the knack of how to jump over the different squares and then one day you learn how to leave Earth and make the pebble climb up into Heaven"

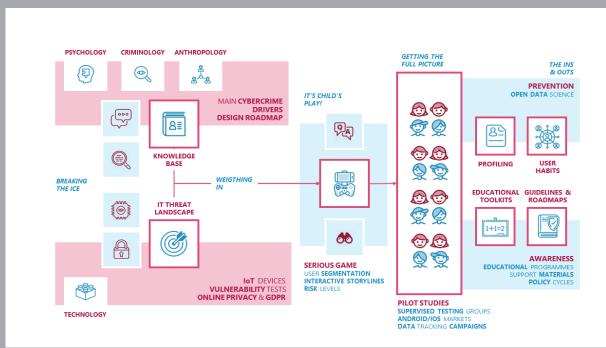
Julio Cortázar, Hopscotch, 1963 (1966 in English)

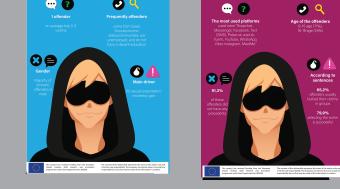


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HOW WE PLAN TO ACHIEVE IT?













GOAL!

Bring together experts from different areas of knowledge from all over Europe to develop an interactive story-like game that, on the one side, will allow minors to learn good practices on the use of the Internet and associated technology by playing, and, on the other side, will allow modelling, in a friendly and non-invasive manner, online habits and potential risk profiles related to cybersecurity and cybercriminality, providing Law Enforcement Agencies with scientifically sound foundations to define appropriate policies.