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HOW IS "CYBERTR⊛ SERIOUS GAME" DESIGNED AS AN EFFECTIVE TEACHING TOOL?[1]

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Abstract: Children are the weakest and most defenceless circle in the world of technology. For this reason, it is seen as an easy target for many cybersecurity threats. The main reason for this is the lack of awareness of children. Although cyber-security learning is provided in schools, traditional education can't afford the expectations and needs of students. One way to solve this problem is to use serious games about cybersecurity awareness in the learning process. Though many useful serious games are presented in the literature on cybersecurity awareness, no game yet exists that focuses equally on the serious (learning) and game (game) aspects. Therefore, there is a need for games that balance learning and play components. A game designed with serious gaming criteria can useable an effective teaching and learning tool. From this perspective, this article focuses on how serious games should be designed for the learning environment, the design process of the game 'CyberTR' is presented. The design of CyberTR will help other researchers and game developers to design a quality serious game as a learning tool.

Keywords: Serious game, learning tool, awareness, academic achievement.

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