



Hellenic Republic
Ministry Of Public Order &
Citizen Protection

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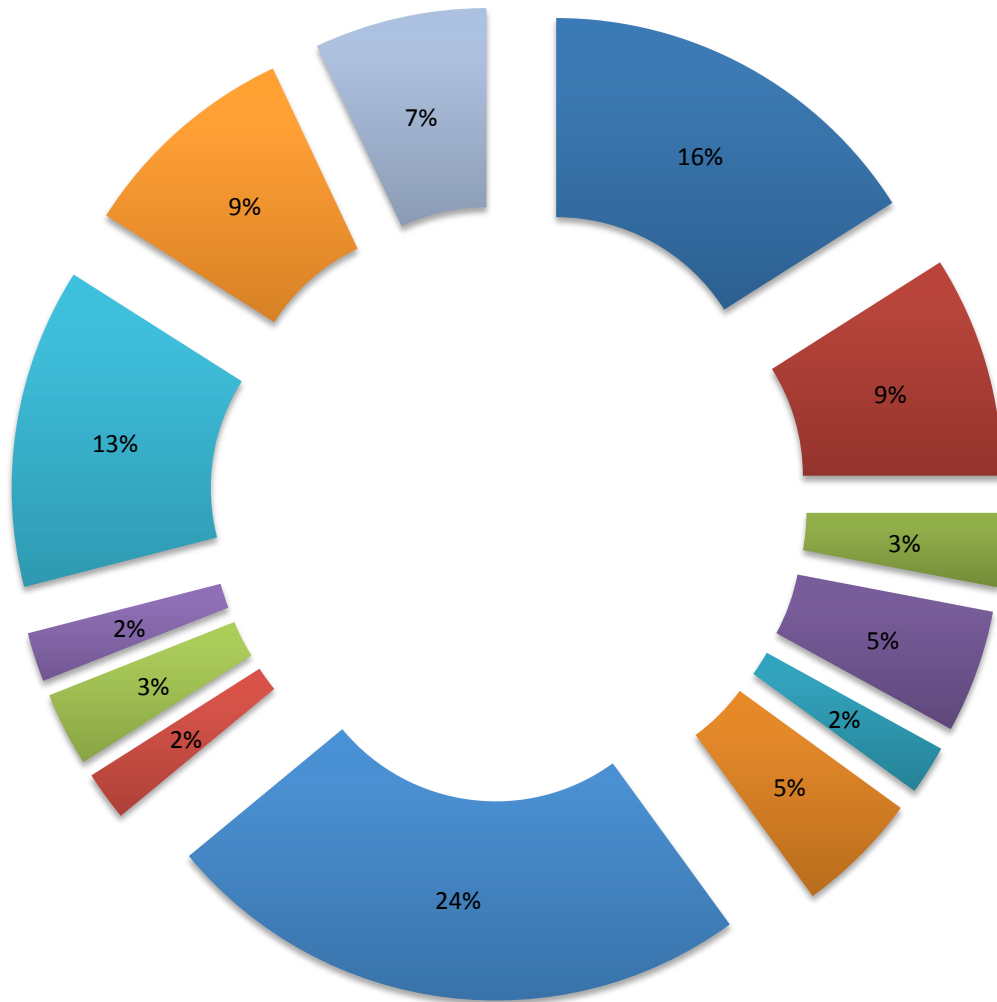
PROMOTING LAW ENFORCEMENT CAPABILITIES THROUGH ASYNCHRONOUS TRAINING AND SERIOUS GAMES IN THE FIGHT AGAINST CYBERCRIME

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CYBERCRIME THREATS - MEMBER STATES VIEWS



- Computer-related production, distribution or possession of child pornography
- Computer-related acts causing personal harm
- Computer-related solicitation or 'grooming' of children
- Computer-related identity offences
- Breach of privacy or data protection measures
- Computer-related acts in support of terrorism offences
- Computer-related fraud and forgery
- Sending or controlling sending of SPAM
- Computer-related copyright and trademark offences
- Production, distribution or possession of computer misuse tools
- Illegal access, interception or acquisition of computer data

LEA's TRAINING – EU STATUS



2CENTRE
Cybercrime Centres
of Excellence Network



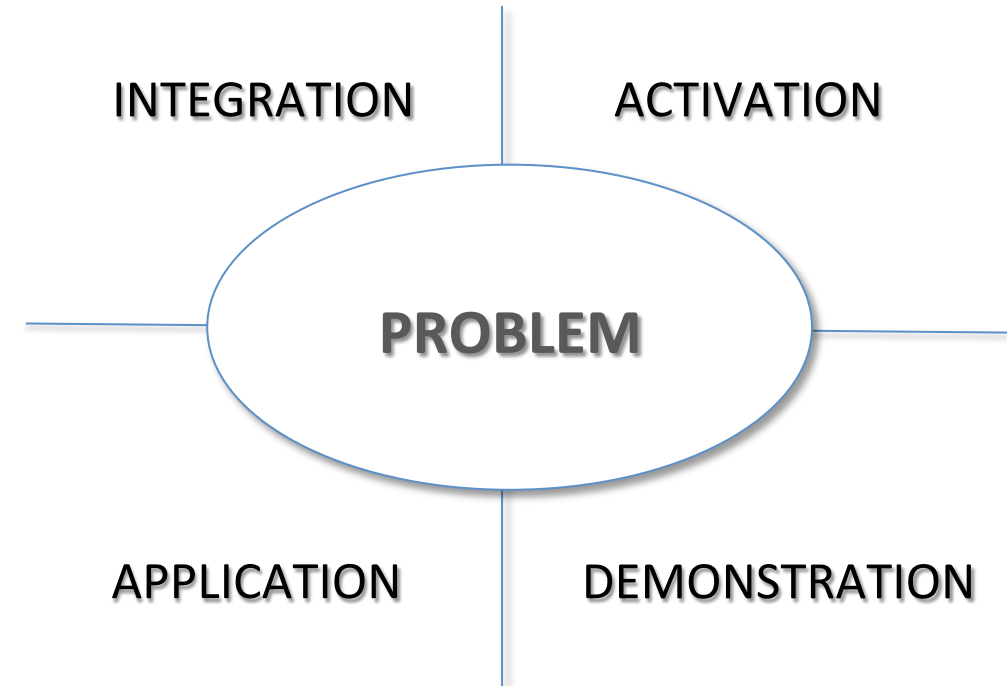
FOR TRAINING RESEARCH AND EDUCATION



EUROPEAN CYBERCRIME CENTRE
EC³
EUROPOL

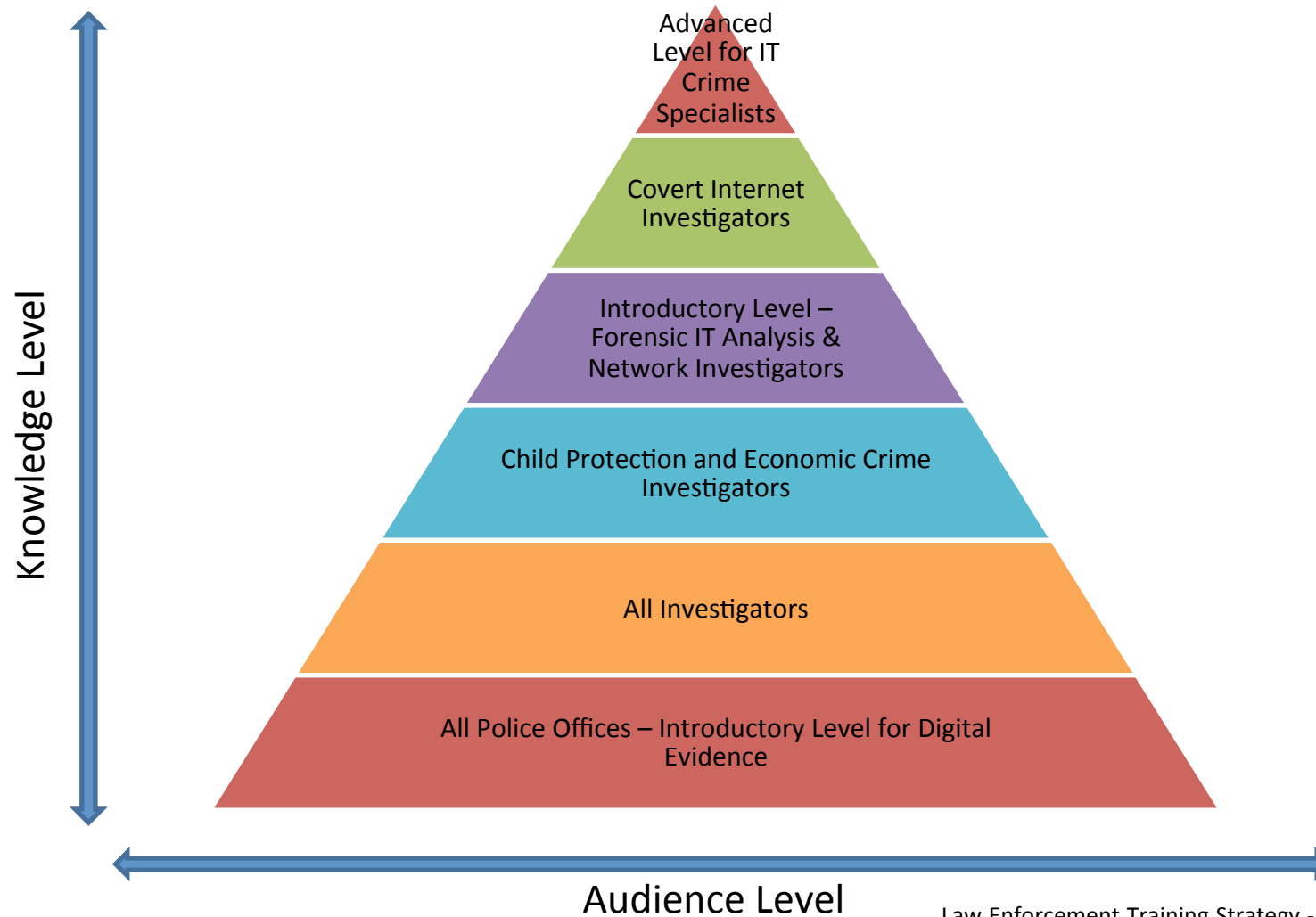
STIMULATING LEARNING & TRAINING

- Learning is promoted when*:
 - learners are engaged in solving real-world problems
 - existing knowledge is activated as a foundation for new knowledge
 - new knowledge is demonstrated to the learner
 - new knowledge is applied by the learner
 - new knowledge is integrated into the learner's world



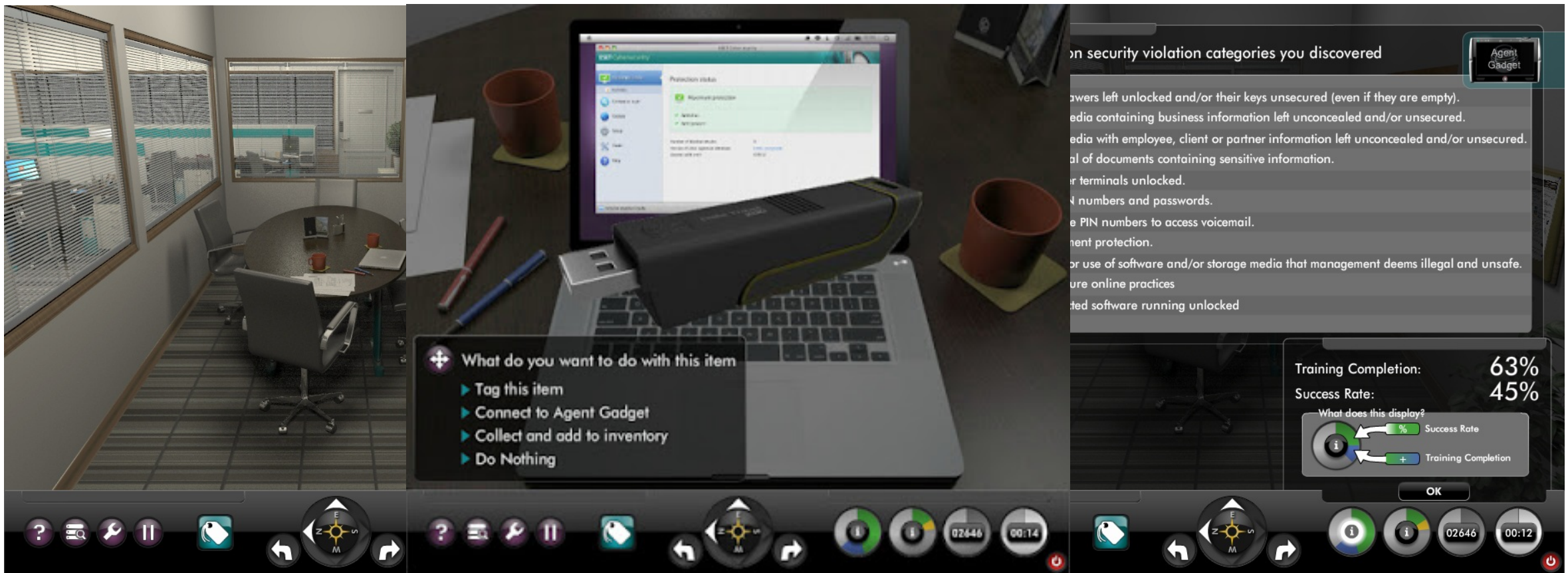
*(Merrill, 2002)

CYBERCRIME TRAINING REQUIREMENTS



SERIOUS GAMES & ASYNCHRONOUS TRAINING

“Any meaningful use of computerized game/game industry resources whose chief mission is not entertainment” (Sawyer, 2007)



REQUIRED CHARACTERISTICS

- Automatic , non-linear scenario creation
 - replay able and adaptive with multiple outcomes
 - depending on the trainee's performance assessment in real-time.
- Engagement, interactivity, immersion and active participation.
- Fully-immersive user interfaces enabling mixed-reality single-person and cooperative team-based training experiences.
- Provide flexibility in training users on the currently available systems,
 - accommodating emerging technologies seamlessly
- Provide a realistic team experience.
 - The entire chain of command should be able to participate in gaming sessions
- Real time summative feedback, deep diagnostics and measurement functionality.

SERIOUS GAMES IMPLEMENTATION CHALLENGES



BinSubaih et al., 2009

KEMEA's RESEARCH EFFORTS



DG Home Affairs
Prevention of and Fight against Crime (ISEC)
HOME/2011/ISEC/AG/INT/4000002166

www.cybercc.gr



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www.leila_project.eu

CONCLUSIONS

- Change the nature of training and e-learning
 - The power of new knowledge diffusion methods
- Promote Cooperation, Collaboration & Exchange of Knowledge
 - Regional, National, European & International Level
- Serious Games = Serious Goals
 - Determine specific targets that we want to reach
 - Understand the training needs of the target group
 - Design & Develop motivating educational experiences
 - Identify applicable evaluation metrics



Thank you for your attention!

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