RAYUELA NEWSLETTER

RAYUELA
a fun way to fight cybercrime

Newsletter Issue 8 - 9 I September 2023 I HORIZON 2020 Programme I Contract No. 882828

"Alea iacta est" - Julius Caesar 49 BC acknowledged the presence of games, even though the story of his life ended in tragedy, our project Rayuela is fighting for the opposite - protecting the youth in the world which is so unpredictable and unforgiving - online world.

According to UNICEF's report "The State of the World's Children 2017: Children in a Digital World," children and adolescents under 18 account for approximately one in three Internet users worldwide. Although these minors can be considered digital natives, in many cases, they are not aware of either the benefits and opportunities or the risks and dangers that Internet access entails. To tackle this problem, it is necessary to identify risk patterns and train minors in using the Internet and new technologies. And what better way to do this than by playing? That is precisely the purpose of the European project RAYUELA ("empoweRing and educAting YoUng pEople for the internet by pLAying"). The project, coordinated by the Universidad Pontificia Comillas, has a solid multidisciplinary consortium of 17 partners from 9 European Union countries, including Universities and research centers, law enforcement agencies, and technology companies.

The RAYUELA project seeks to research the psychological, anthropological, and sociological factors that influence cybercrime (such as cyberbullying, online grooming, or human trafficking) and the risks associated with the use of IoT devices such as wearables, home assistants, or connected toys. An interactive adventure game is being developed to address these issues. The obtained in-game data will be subsequently analyzed to determine if specific profiles are more likely to commit or suffer some of these cybercrimes so that the law enforcement agencies, policy makers, educators and other relevant actors involved in the project can take measures to help and protect them.

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WHAT YOU WILL FIND IN OUR NEWSLETTER

PROJECT IN NUTSHELL
RAYUELA NEWS
RAYUELA RESERACH
OUTREACH
UPCOMING EVENTS

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PROJECT IN A NUTSHELL

RAYUELA aims to bring together law enforcement agencies (LEAs), sociologists, psychologists, anthropologists, legal experts, computer scientists and engineers, to develop novel methodologies that allow better understanding the factors affecting online behaviour related to new ways of cyber criminality, as well as promoting the potential of these young talents for cybersecurity and technologies.

RAYUELA's main goal is to better understand the drivers and human factors affecting certain relevant ways of cybercriminality, as well as empower and educate young people (children and teenagers primarily) in the benefits, risks and threats intrinsically linked to the use of the Internet by playing, thus preventing and mitigating cybercriminal behaviour.

Project focuses on cybercrime, which has a significant cross-border impact among the EU countries, but also outside the EU. Specifically, the document is addressed to cybercrime related to children, teenagers and young adults, which happen to be one of the most vulnerable populations in the EU, who must be protected and nurtured to stay safe online.

RAYUELA proposes a series of solutions to help the EU in the prevention, investigation and mitigation of cybercrime related to online grooming, cyberbullying and human trafficking, while incorporating the perspective of gender and cultural diversity.

Dissemination of the project's activities and results are essential for the successful exploitation of the innovative solutions developed by RAYUELA. RAYUELA's innovations offer high replicability across the EU. The need to raise awareness across value chains is directly related to the success of the project.

RAYUELA's consortium brings together 17 partners from 9 different EU Member States (ES, BE, SK, EE, PT, UK, GR, LV, DE). The consortium has been built with great care, looking for a group of excellent partners with proven expertise and who can fully provide the necessary know-how in the fields addressed by the project.

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International Summit on Youth and Cybercrime

March 1, 2023

The International Summit on Youth and Cybercrime took place within the framework of CC-DRIVER and RAYUELA projects, initiatives funded by the European Union to understand the drivers of cyber criminality and research methods to prevent, investigate and mitigate cybercriminal behavior.

Hosted by Valencia Local Police in the city of Valencia, it provided a platform for researchers from the CC-DRIVER and RAYUELA projects to present their results and main findings, focusing on the implications for policy and practice. The Summit was held as a discussion forum where high-level experts in the field will share their research, best practices, and lessons learned, from a multidisciplinary approach to better tackle cybercriminality, with a special focus on young people. If you would like more information about the Summit you can watch our video here.

Rayuela 6th Consortium Meeting

March 2, 2023

The RAYUELA team was able to meet again in Valencia to overlook the progress of the project, as the project is slowly moving to its final phases. This one-day meeting focused mostly on overview of single workpackages presented by the leaders and to pinpoint what will follow in the last six months of the project. Two rounds of testing RAYUELA game also brought us lots of positive feedback, from students and their teachers alike, which ensured us that we are going the right direction. The closing discussion following the presentation of the workpackage leaders was focusing on the decisions, which had to be put in the place to follow with the plan to successfully finalize the project.

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RAYUELA RESEARCH

The pilot testing phase is now an extremely important phase of the finalisation in the second round of testing under the Rayuela project pilot game test, the analysis which is collected during this phase of testing will continue to provide important and relevant feedback for the project.

Therefore, we finalized several rounds of the testing including testing in Italy, in Padre Piquer School in Madrid (70 students attended) and Colegio Dominicos in Valencia, where 80 students were tested and finally the students at the ICAI Tech Summer Camp. During the debate, which took place afterwards, students indicated that the "cyber-adventures" seemed realistic to them and even teachers expressed interest in this initiative. All pilot testings done so far have been crucial in shaping the development of the game.

There were 70 students from the Padre Piquer School who played the RAYUELA game in Madrid!

Although you cannot try the game yourself right now, you can have a look on what it looks like: https://www.youtube.com/watch?v=moyE_p2i_ao&t=150s&ab_channel=Rayuela_H2020

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Rayuela Protocol Finalized (Pilot Implementation Guide)

RAYUELA team finalized the Protocol for the pilot testing phases of the project. The aim of this protocol is to guide the teachers/researchers/experts on how to proceed with testing the game with simple steps which need to be followed to ensure the wished results. Protocol consists of step-by-step guide:

1. Phase 01: Preparation
1.1 Arrange the date, the duration and the place
1.2 Game Installation
1.3 Gathering Consent Forms
2. Phase 02: Playing the game
2.1 Introduction to the students
2.2 Registration of the Students
2.3 Avatar Creation
2.4 Saving the progress
2.5 Play time – The six Adventures
3. Phase 03: After the Game
3.1 Answering the final Questionnaire
3.2 Answering the usability Questionnaire
3.3 Open Discussion – Qualitative Data Gathering
4. Feedback

Although its main objective is to help students to recognize and react better to different dangerous situations online, we also collect information through the players' decisions. The aim of this collection is to analyze the data to further advance knowledge and prevention of internet risks. If you wish to find more information about the Protocol you can find the document here.

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Rayuela at the INTERCOP CONFERENCE

June 15, 2023

Our RAYUELA game was presented by the Local Policia Valencia at INTERCOP Conference, to LEAs from 25 countries! InterCOP network aims to connect international Law Enforcement agencies to share expertise and jointly develop, carry out and evaluate cyber offender prevention interventions for maximum impact. RAYUELA was therefore a fruitful addition to their efforts to create a safer digital environment, especially focusing on youth.

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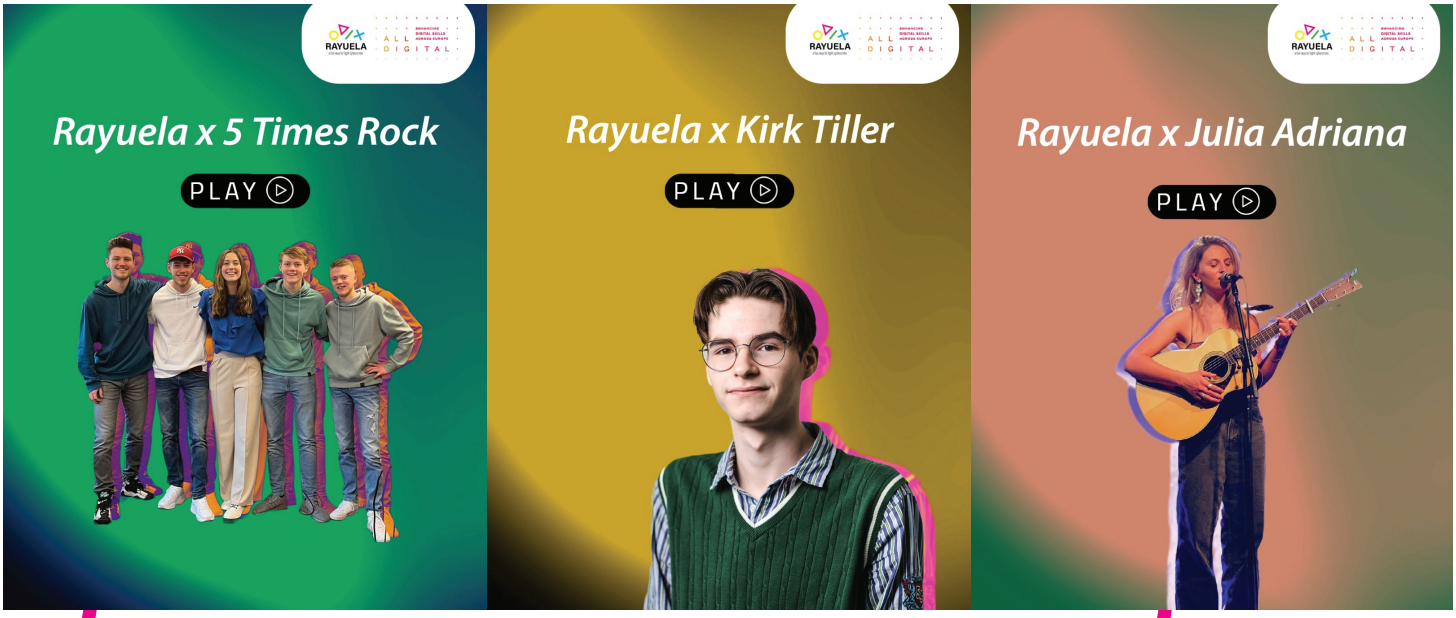
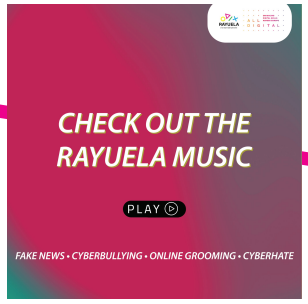
Rayuela MUSIC CAMPAIGN

To spread word about RAYUELA to more young people we joined forces with 5 Times Rock and Julia Adriana. These talented young musicians joined the campaign lead by All Digital and created 5 unique songs focusing on the issues pinpointed by Rayuela project. Each month they created a new song starting with the topic of Fake news and following with Human Trafficking, Online Grooming, Cyberbullying and Cyberhate. To learn more about these videos please visit our Tiktok.





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CYBERCRIME SCENARIOS IN EUROPE

April 28, 2023

This event featured different presentation such as Microsoft´s Global Online Safety Survey, European Parent´s Association´s view on children´s use of the Internet and associated risk and at finally also our presentation of the implementation of the last phases of our Rayuela project.

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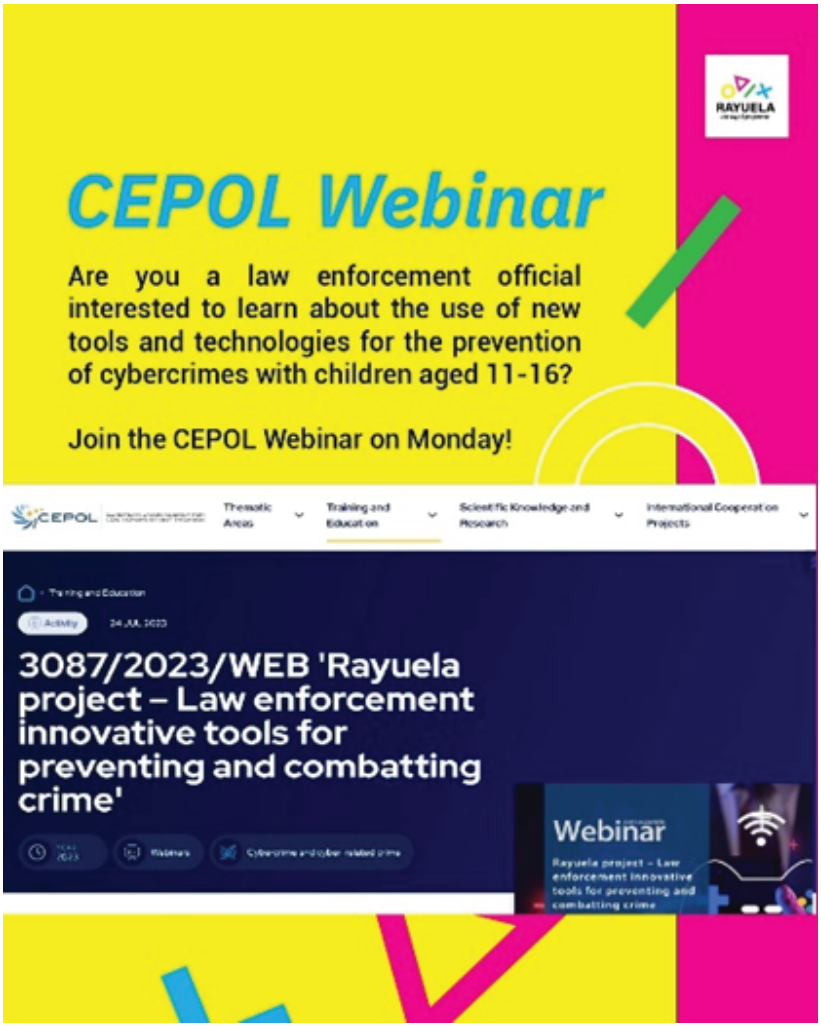
CEPOL WEBINAR
July 24, 2023

The webinar aimed to target law enforcement officials interested in human and technological factors that influence cyberbullying, online grooming, technological threats, fake news, who would also like to use the serious game as a resource, with children aged 11-16, in a programme, pilot or similar activity, such as educative centres, cybersecurity bootcamps, etc. We were proud to introduce our RAYUELA game to a wide network of LEAs attending this event and we are hoping for more in-depth cooperation for the future.



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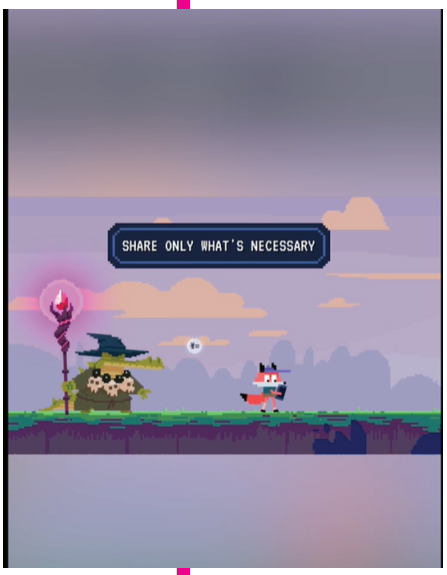
STRONGER TOGETHER CAMPAIGN

August - September 2023

Stronger Together is the new campaign developed for the RAYUELA project. Our cybercrime prevention campaign is committed to safeguarding vulnerable individuals from various types of cybercrime. Consisting of specific tasks posted weekly on our social media platform and also the series of educational videos advising and guiding youth how to act in situation when they do not feel comfortable because someone's behavior towards them is intimidating or threatening. During the project duration our interactive campaigns became an essential part of the project helping us to build a strong and engaged community not only from the young people, but also from the devoted experts, professionals, teachers, or LEAs.



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UPCOMING EVENTS

The Conference will take place in Zagreb and you will have the opportunity to learn more about our project about digital education and the EU initiatives aimed at fostering expertise in this field throughout Europe. The Conference will be part of the All Digital Summit 2023, at which you can explore the most recent perspectives on policy measures and groundbreaking advancements concerning digital competences.

Participation in the event is free of charge, but registration is mandatory.
Pre-register here: https://bit.ly/3NMPiw1

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PROJECT DATA

PROGRAMME: H2020-SU-FCT01-2019

Sub-topic 2: Understanding the drivers of cybercriminality, and new methods to prevent, investigate and mitigate cybercriminal behaviour

TYPE OF ACTION: Research and Innovation Action (RIA)

DURATION: 36 months (1 oct 2020 – 30 sept 2023)

PROJECT BUDGET: € 4 978 040 (EU contribution: € 4 974 290)

CONSORTIUM: 17 partners from 9 European countries

COORDINATOR: COMILLAS

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