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### Group Reflection 2

At this meeting with my group, as we delve into the development of our cybersecurity awareness game, one potential barrier could be the challenge of maintaining sustained engagement among our target audience, especially children. It's essential to consider the dynamics of game design and user interaction to ensure that the educational content remains captivating and effective. To provide a comprehensive context for our game proposal, we all found a research articles and one of them was an article titled "Cybersecurity Education for Children: Understanding the Risks and Solutions." This article discusses the increasing risks children face in the online world and emphasizes the need for innovative educational tools. Incorporating insights from this research will underscore the relevance and urgency of our cybersecurity game. Building on our discussion about creating a game, we introduced the concept of different games and brainstormed on some of the potential game ideas. The game we come up with in the next meeting will incorporate various levels, each focusing on a specific aspect of cybersecurity, such as password protection, recognizing cyber threats, and promoting responsible online behavior. At this same meeting and In our pursuit of fostering cybersecurity awareness among children or people in general, we propose the creation of " Escape Room," game as an interactive and educational game designed to engage, educate, and empower young minds in the realm of cybersecurity. Escape Room will immerse players in a captivating digital environment where they take on the role of young cyber detectives tasked with solving a series of cybersecurity challenges to save the digital world from cyber threats.