Reflective Essay 3

After getting the feedback from the proposal and making changes, in this 4th meeting we have had we have now come up with a revised proposal of what everything should look like. The problem we are now identifying is still the same thing but more in depth and better. The problem we have now identified is a lack of cybersecurity awareness in children, which is particularly concerning due to the prevalence of social engineering attacks as the primary attack vector. There is even more research we found to support this statement for an example: A study published by the Institute of Electrical and Electronic Engineers (IEEE) recognized that children faced a higher level of exposure to the digital realm and associated cyber threats than any previous generation (AlShabibi and Al-Suqri, 2021).

Next, the solution still revolved around the game but we have dove deeper into the gaming industry and more specifically on how we want this game to work for children to learn what we want them to. a digital escape room software application with a corresponding website. The game will serve dual purposes: raising cybersecurity awareness among users and guiding their online behavior to encourage safer choices in the digital realm. We have expanded our target audience to encompass everyone by adopting an "E for Everyone" for the game rating. The targeted audience is still children, but the application is adaptable for everyone, regardless of age.

As the barriers continue to be an issue we have identified more legal issues that could happen within trying to get this innovation to work. Setting aside the obvious need for revenue to start the business launch, The largest barriers for this project will fall down to the process of obtaining the appropriate ratings (both on the Pegi and ESRB ratings systems), and meeting the

contractual obligations and start-up deposits for Steam (Valve Corp.) When talking about financial wise we know that we have to select a good banking partner for this type of innovation.

Lastly the assessment we now revise will be based on a plan to assess our game on a hosting site like Steam to gain insight into how popular the game is and where it might need improvements. After coming up with all of this we have all started our papers and still meet to talk about marketing strategies for the upcoming pitch video.