

# AICY KICK-OFF MEETING

BILBAO – 12 MARCH 2024



The kick-off meeting of the AI-based Cybersecurity Training with Gamification Techniques (AICY) project took place in Bilbao Spain, on 13th March 2024. The European Commission finances the project in the 2023 Erasmus + edition within the call KA220-VET - Cooperation partnerships in vocational education and training.

## AI-BASED CYBERSECURITY TRAINING

The project proposal arose from a reflection on the need for more skilled cybersecurity experts and recorded cyber attack data which is a global problem.

With the developments in areas such as cloud computing, mobile applications and the Internet of Things, advanced targeted cyber attacks are increasing day by day. For this reason, stronger cyber security human resources to combat cyber terrorism are gaining in importance. According to 2021 Eurostat data, the employment rate for the 20-29 age group in the EU is 62.9%. About 20% of vocational high school and university graduates are looking for a job.

The A NEW SKILLS AGENDA FOR EUROPE report prepared in 2016 stated that although around 14 million vocational education students are trained every year, there will be a greater need for manpower with the needed skills. The main purpose of these initiatives is to increase the supply of human resources in the field of ICT and to provide these people with the necessary qualifications.

In line with these objectives, on 16 December 2020,

the European Commission and the High Representative of the Union for Foreign Affairs and Security Policy put into practice a new "EU Cyber Security Strategy". In addition, the Digital Education Action Plan (2021-2027) stated that activities that will contribute to digital transformation in education should be planned. AICY project is an answer to this challenge.

The AICY project aims to raise VET students with the qualifications expected on the market by increasing the digital skills of teachers and students in the field of cyber security with innovative approaches in cooperation with Higher Education, VET Training, NGOs and SMEs. Project Results for Objectives: R1-Artificial intelligence-based cyber security teaching material, R2-Self-Assessment platform, R3-Gamification-based e-learning platform.



Photo Group