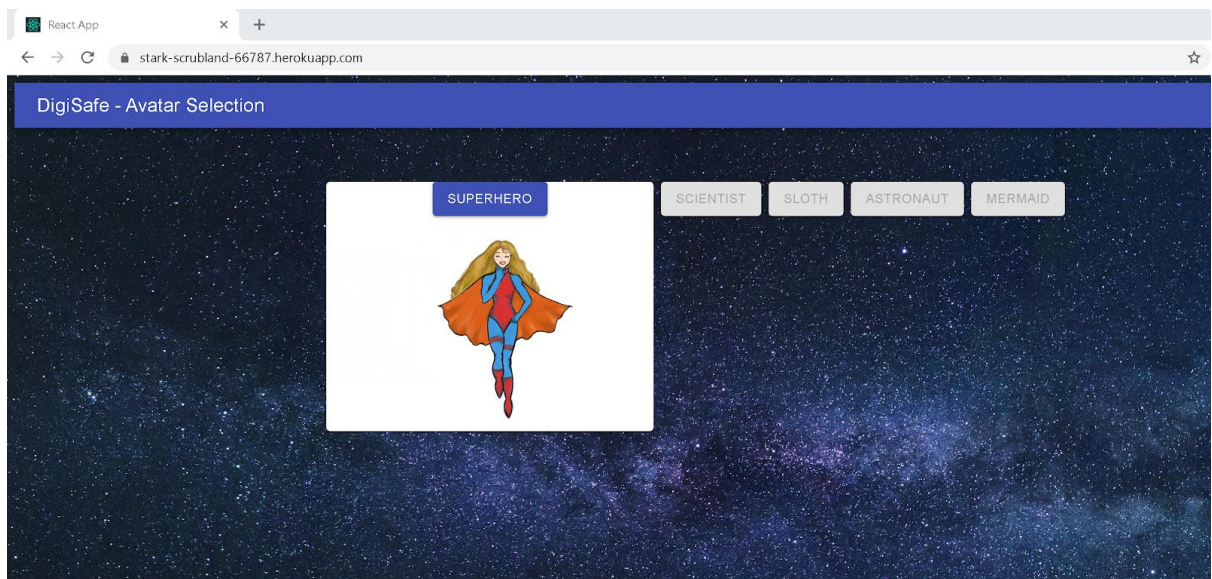


5.2 Sample Scenarios for DigiSafe

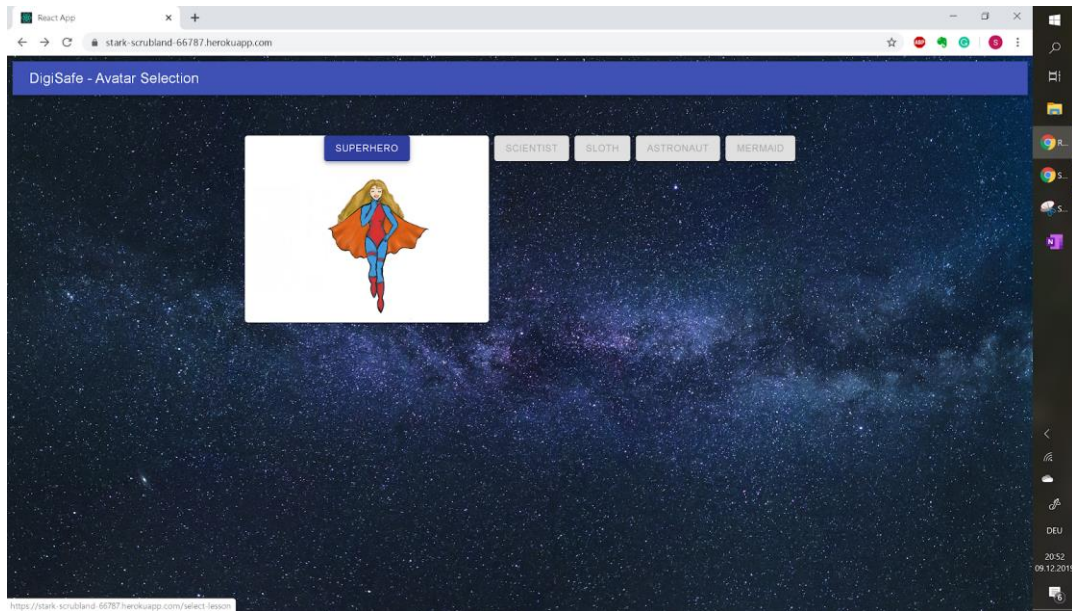
One of the most common applications will be a computer science or exploring the internet class in elementary school. For example, instead of just discussing with the class how and why to create strong passwords, the teacher tells the students to go to the DigiSafe Website to introduce them to the topic of security.

The prototype is available via the following URL: <https://stark-scrubland-66787.herokuapp.com/>.

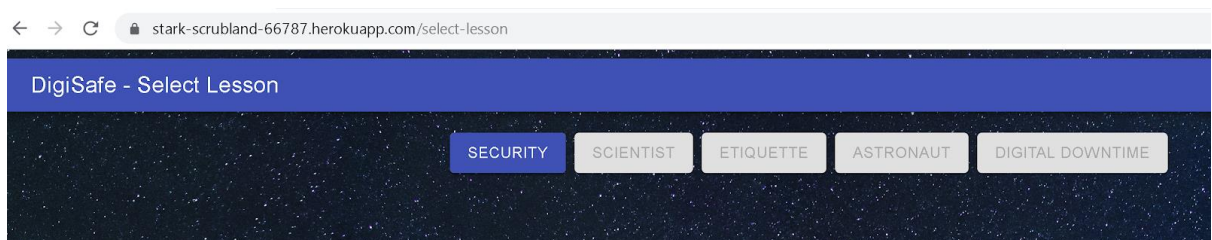
The game will open the Avatar selection page.



The selection is carried out by clicking on the avatar's name, in this case, the child chooses the Superhero.

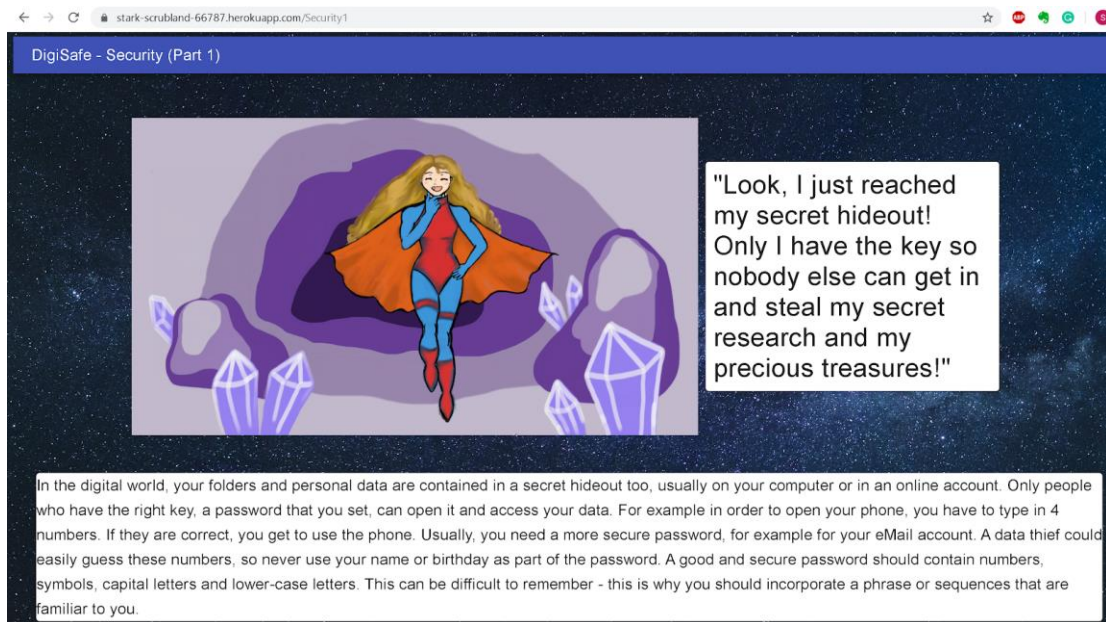


This will take the child to the Select Lesson site. Here, the procedure is the same. Clicking on the name of the lesson takes the user to the content of the said lesson, in this case the lesson is about Digital Security.



Now, the first pictorial scenario appears with the avatar in the depicted situation on the left. The avatar's story is displayed on the right to make a transition between a relatable example

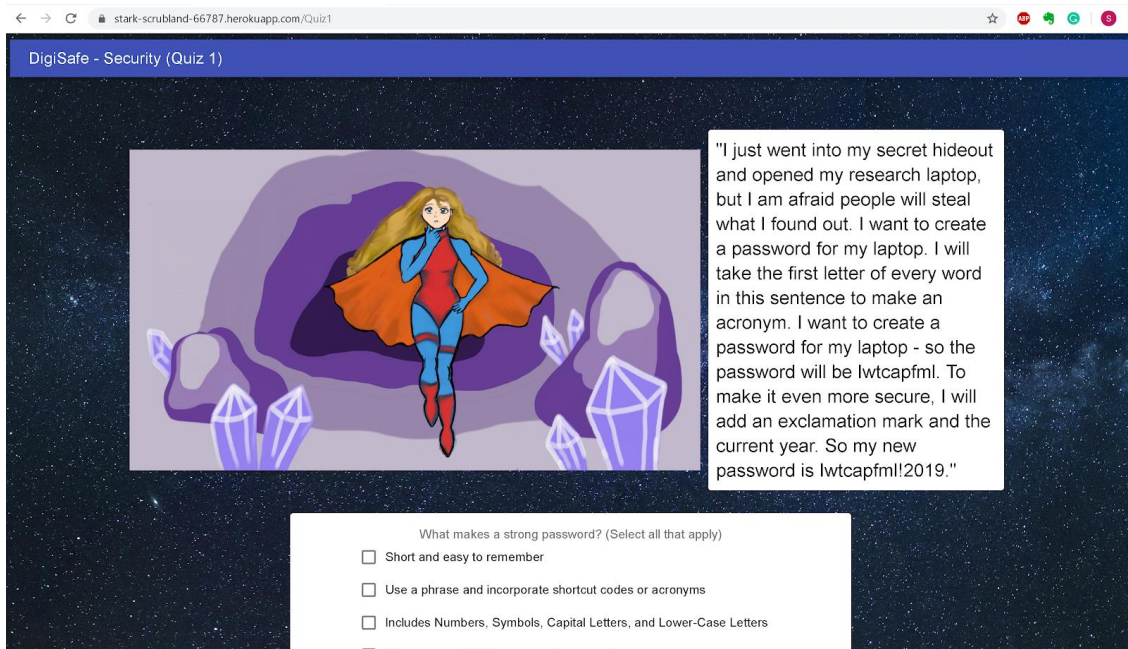
and the theory that the user will be taught. On the bottom of the page is the narration that draws a connection between the scenario the Superhero finds herself in and the digital world. It is explained why Digital Security is important and which key elements that the user should be aware of.



In order to continue to the question, the child has to scroll down and click on the continue button on the bottom right. This ensure that the child had sufficient time to read and take in the information at its own pace.



The next page opens where the avatar is giving a relatable explanation how to handle the problem. The facial expression changed, making the game more natural and appealing to children.



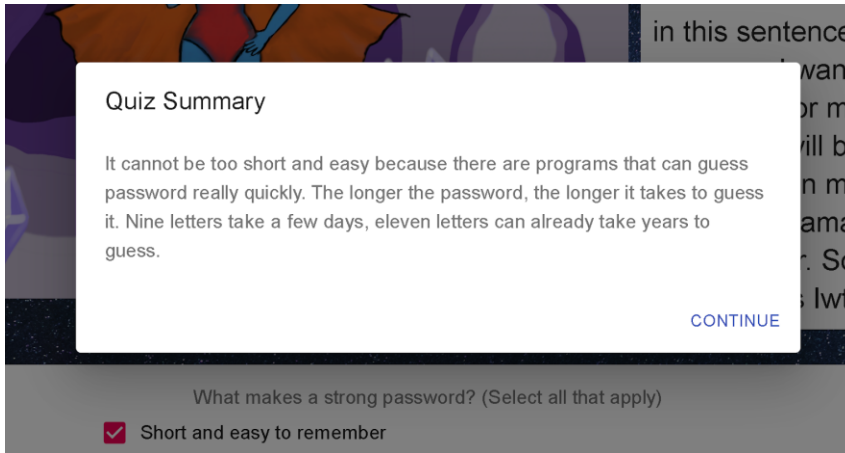
The child then proceeds to answer the multiple-choice, whereas the teacher circles through the room to assist if there are problems or uncertainties if applicable. Clicking on a box on the left of a possible answer box selects the answer. By clicking on submit the game generates the feedback.

What makes a strong password? (Select all that apply)

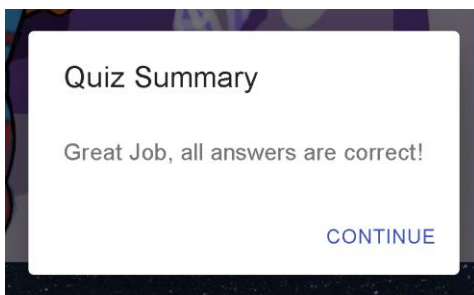
- Short and easy to remember
- Use a phrase and incorporate shortcut codes or acronyms
- Includes Numbers, Symbols, Capital Letters, and Lower-Case Letters
- Your name or birthdays or used passwords

SUBMIT

Since the selected answer is incorrect, a pop-up window gives the explanation of why and by clicking on continue, the child can try again until it gets the answer right.



A correct answer triggers the following pop-up window and clicking on continue takes the child to the next question in line.



Completing all the questions of the lesson generates this pop-up window. Now, the child can go back to the avatar selection or lesson selection page.

