



Using AI to Enhance the Storytelling in Media Literacy and Cyber Security Classes

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*It's time
to talk.*

1. Remind me, why we are here?

Later - Your Journey for designing the Media Literacy Classes



Remember!

Media Literacy Basics


| 5 Core Concepts | 5 Key Questions |
|---|--|
| 1. All media messages are constructed. | 1. Who created this message? |
| 2. Media messages are constructed using a creative language with its own rules. | 2. What creative techniques are used to attract my attention? |
| 3. Different people experience the same media message differently. | 3. How might different people understand this message differently? |
| 4. Media have embedded values and points of view. | 4. What values, lifestyles and points of view are represented in, or omitted from, this message? |
| 5. Most media messages are organized to gain profit and/or power. | 5. Why is this message being sent? |

Remember!



Media Literacy challenge in one picture!





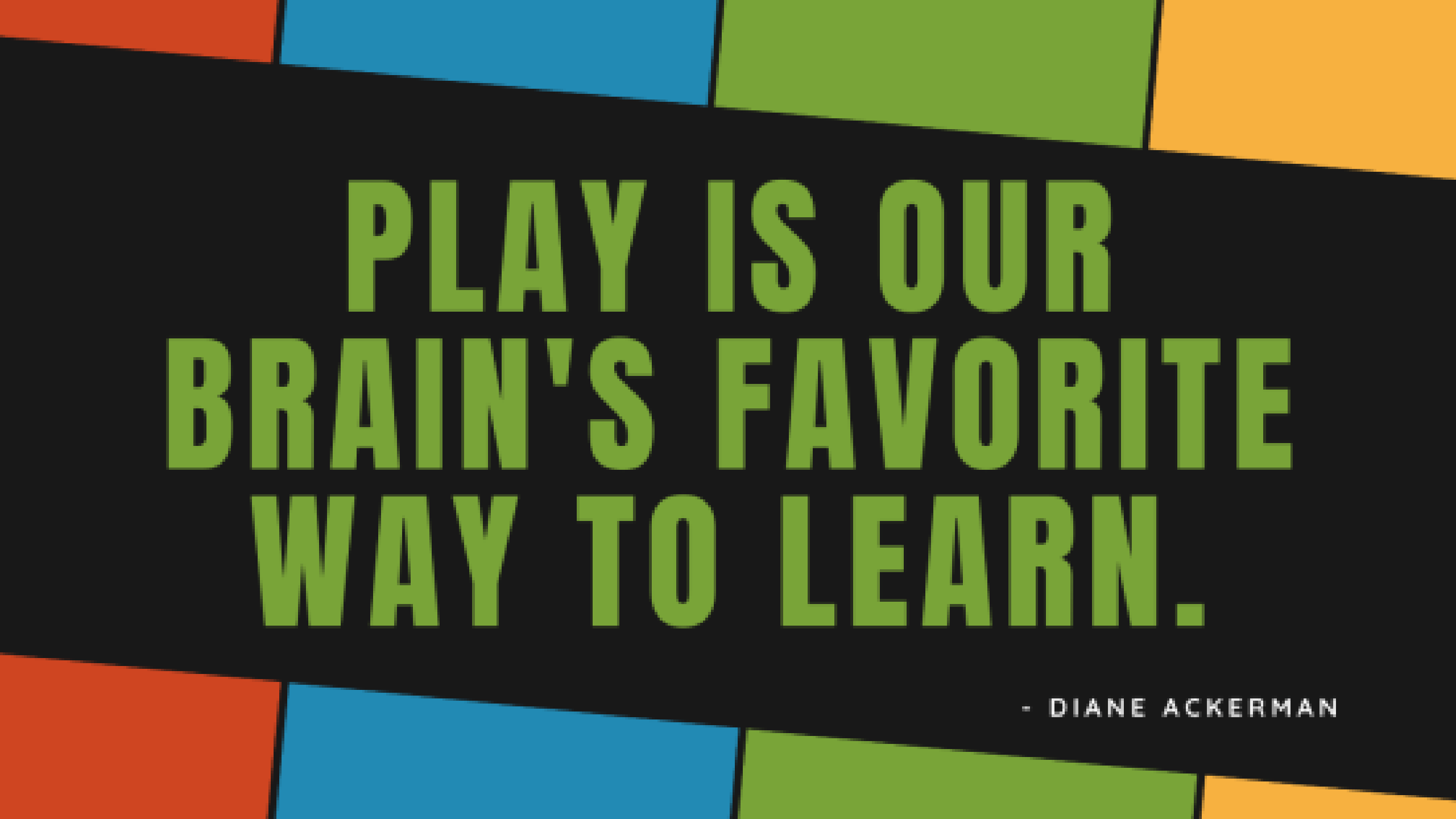
2. How to Create Educational Classes for Media literacy using Storytelling and Gamification?



A. Games & Gamification

Can you find similarities?





**PLAY IS OUR
BRAIN'S FAVORITE
WAY TO LEARN.**

- DIANE ACKERMAN

Idea Behind: Gamification of Learning Experience



It is informal, fun and engaging!



You can play a game (learn a topic) multiple times and it is always new experience!



It is adaptable: Your quality of experience is matching your skill sets!

In addition



You learn by playing



You learn even more by
defining the game

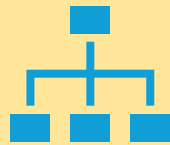
What makes
a game
game?



Story / Conflict



Game Play / Flow State



Levels (Playing / Designing)

B. Storytelling



I would like to...
but...

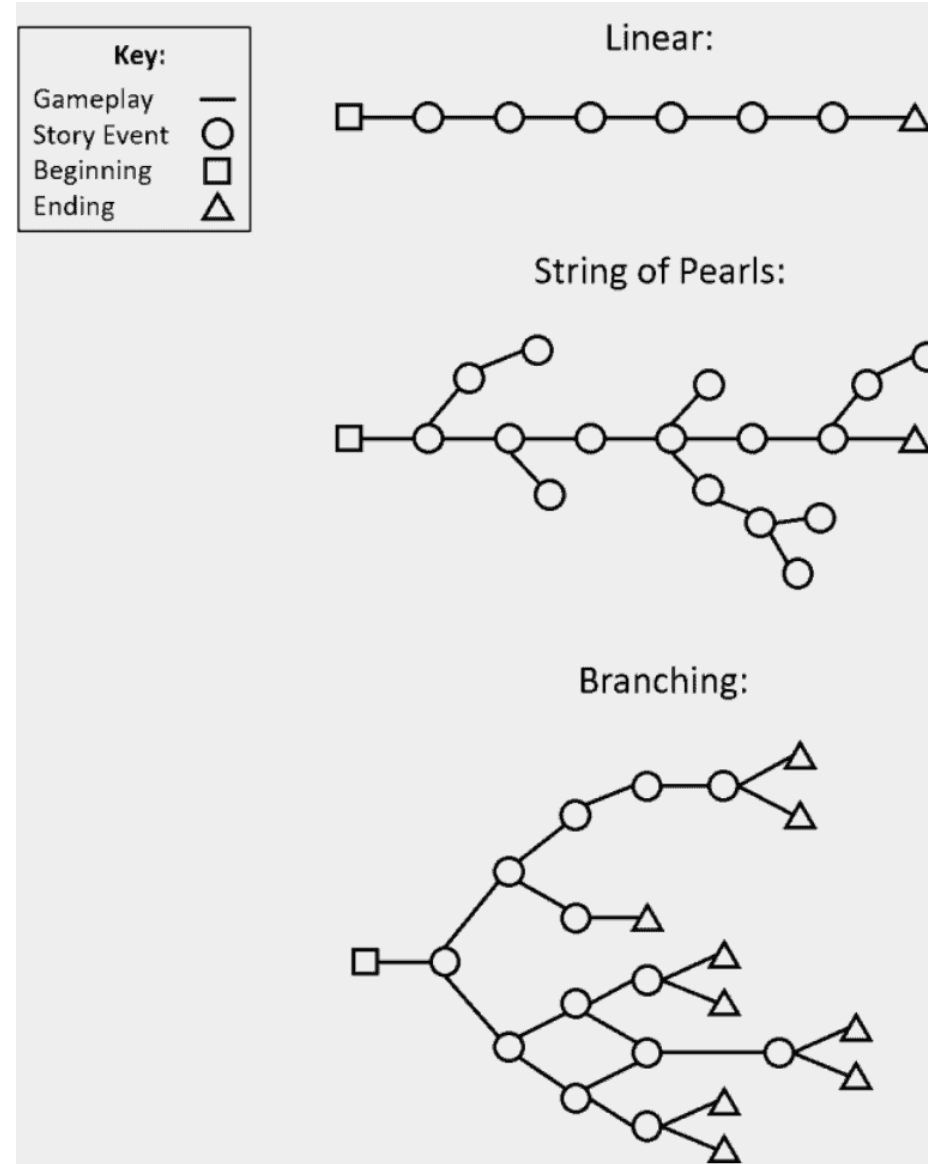
CONFLICT

the essence of a storytelling



Remember!

In games stories can be non-linear



A photograph of a classroom with rows of colorful plastic chairs. The chairs are arranged in neat rows, and the colors include red, blue, green, orange, and grey. The chairs are empty, and the background is slightly blurred, focusing attention on the text overlay.

It is all about your students! So, engage them!

A collection of colorful wooden Tetris blocks scattered on a wooden surface. The blocks are in various colors including purple, blue, orange, green, red, pink, yellow, light blue, grey, brown, and light green. They are arranged in a way that suggests they are being used for a game.

C. Using AI Tools to create game elements

Ask Chat GPT or BARD

<https://chat.openai.com/>

<https://bard.google.com/>





PREVIEW



Person presenting news to a team of investigators!

94

Create



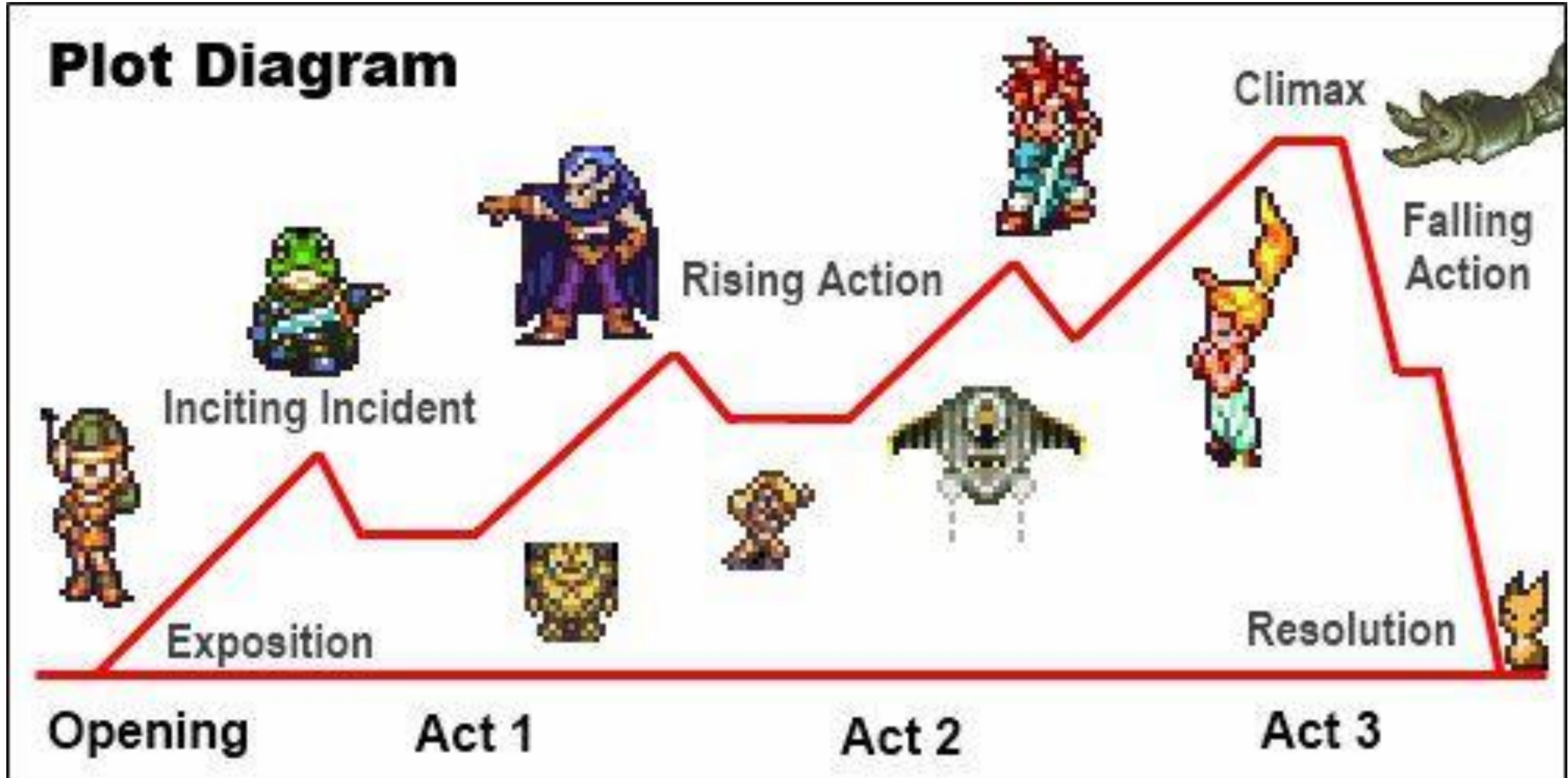



Ready to go?

3. Gamification of the Learning

Experience

What is the Story I wanted to tell?





Discuss it with your
students and then use AI
to illustrate it!



Remember!

Background Story

Meet Maya, the tech-savvy senior at Oakridge High who's always one step ahead when it comes to the latest trends and gadgets. She's not just into technology for fun; she's passionate about using it to make a positive impact. With her knack for coding and a love for all things digital, Maya is the go-to person for anything tech-related among her friends. One day, Maya notices a buzz around school about a new app promising to reveal your celebrity look-alike. Excited, many of her classmates start downloading it without a second thought. But Maya smells trouble. After a quick investigation, she discovers that the app requests access to a lot of personal data, raising red flags about privacy and security.

Maya decides to take action. She rallies her friends and together they embark on a mission to educate their peers about online privacy and security. But they're not going to do it the boring way. Oh no, Maya knows that to get the message across, they have to make it fun and relatable





Background Story

They organize a "Digital Privacy Party". Picture this: neon lights, funky beats, and interactive booths. Maya and her crew set up a booth called "Hack-Proof Your Life" where they teach their peers how to create "uncrackable" passwords, spot phishing scams, and lock down their social media profiles like digital ninjas.

But Maya knows that to really grab attention, they need something extra special. So, they create a game called "Privacy Invasion" where players navigate a virtual world filled with hackers and cyber threats. It's like Fortnite meets cybersecurity, and everyone wants a piece of the action.

Short list of game topics options from this story:

- 1) How to create "uncrackable" passwords?
- 2) How to spot phishing scams?
- 3) How to lock down social media profiles like digital ninjas?

How to create “uncrackable” passwords?

Level 1 – Password Primer

Challenge 1: Personalization

Using easily guessable information, like names, birthdays or pet names, in our passwords can make them vulnerable to attacks.

HINT: Instead of using our birthday or pet's name, we could use a favourite movie or book character!

Challenge 2: Wordplay

Our mission is to create a password that's strong, unique, and impossible to guess!

HINT: Start with a base word or phrase and then spice it up with some substitutions and symbols? Replace the letter 'i' with the number '1', the letter 's' with the symbol '\$', and the letter 'e' with the number '3'.

HINT: Propose another replacements! (a with @, o with 0, etc...)

HINT: Capitalize second (or first) letter and/or throw an extra symbol “#” at the end.

Challenge 3: Length

Longer passwords are much harder for hackers to crack using brute force attacks. So, our mission is to create a password with a minimum length requirement that will stand up to even the most determined attackers!

HINT: Add year and the end and change 1 with l, 0 with O, etc....



How to create “uncrackable” passwords?

Level 2 – Advanced Authentication

Challenge 1: Passphrase

Using passphrases instead of traditional passwords can provide stronger security while still being easy to remember. So, our mission is to create a passphrase that is both memorable and secure!

HINT: A passphrase is like a password made up of multiple words. Change “space” with “#” and you got your passphrase.

HINT: Use the knowledge from previous level to make your passphrase stronger

Challenge 2: Randomise

Players should understand the benefits of using randomly generated passwords and practice generating such passwords using password manager tools.

HINT: Password Management Tools Example: RoboForm - <https://www.roboform.com/>

HINT: Once we have that initial string of characters, start making modifications. This could involve swapping out certain characters, adding in numbers or symbols, or rearranging the sequence.



How to create “uncrackable” passwords?

Level 2 – Advanced Authentication

Challenge 3: Multi – Factor Challenge

Secondary authentication methods for online accounts involve additional security measures beyond just a password to ensure that the account is being accessed by the legitimate owner. Two common methods are SMS codes and authenticator apps.

Hint: You can set up two-factor authentication (2FA) for Google Mail (Gmail). To enable 2FA for Gmail, you can follow these steps: 1) Visit Google's 2-Step Verification page. 2) Enter your Google email and password. 3) Add a phone number for receiving verification codes. 4) Verify your phone number by entering the six-digit code sent to you. 5) Choose whether to add your current computer as a trusted device. 6) Confirm that you wish to turn on two-step verification.

Hint: You can use the Google Authenticator app to generate 2FA verification codes, which is a more secure method than receiving codes via text message. The app generates random codes that can be used for authentication even when your phone is offline. By setting up 2FA for Gmail, you enhance the security of your account by requiring both your password and a verification code for access.



How to create “uncrackable” passwords?

Level 3 – Password Fortification

Challenge 1: Password Checker Tools

Password strength checker tools assess password security by considering factors like complexity, entropy, potential time to crack through brute force attacks, and checking against blacklisted passwords. By analyzing these aspects, users can understand the strength of their passwords and make informed decisions to enhance their online security.

HINT: Use a free online tool: <https://www.antivirus.promo/password-strength-checker>

Challenge 2: Password Manager Tools

HINT: What are they used for? Can you find one online?





How should this game continue?

Possible options

- 1) Personal data protection / The right to forget
- 2) Data privacy awareness
- 3) Encryption technologies and their role in privacy protection
- 4) Biometric data privacy concerns



Personal data protection / The right to forget

Personal data protection focuses on safeguarding individuals' information, while the right to be forgotten gives individuals the ability to control the presence of their personal data online. These concepts are essential in upholding privacy rights and ensuring that individuals have autonomy over their personal information in the digital realm.

Personal data protection involves implementing measures to ensure that individuals' information is handled securely, preventing breaches, unauthorized access, or misuse. This includes collecting data only for specific purposes, obtaining consent for data processing, storing data securely, and ensuring data accuracy. Laws such as the General Data Protection Regulation (GDPR) in the European Union and the California Consumer Privacy Act (CCPA) in the United States set standards for data protection and privacy.

The right to be forgotten empowers individuals to request the deletion or removal of their personal data from online platforms or databases. This right is Personal data protection focuses on safeguarding individuals' information, while the right to be forgotten gives individuals the ability to control the presence of their personal data online. These concepts are essential in upholding privacy rights and ensuring that individuals have autonomy over their personal information in the digital realm.

Based on the idea that individuals should have control over their own information and be able to manage their online reputation. Platforms and organizations are obligated to comply with these requests unless there are legitimate reasons to retain the data, such as legal obligations or public interest.



Back to the Story

Returning to our scenario with Maya, she takes action out of a concern over the potential risks posed by the app. She teams up with Alex, a skilled hacker, to delve deeper into the app's origins and uncover the truth behind its shady practices. Together, they embark on a journey into the virtual world, navigating through a landscape filled with hackers, cyber threats, and digital dangers.



Personal data protection / The right to forget

Level goal: Education on Data Privacy

Challenge 1 - Clue Collection: What kind of permissions is requested by the app? What kind of data is collected by the app? What can be found from valuable sources about app creators?

Challenge 2 - Data Analysis: What can the app creators use the collected data for? What is the simplest scenario (sell the data)?

Challenge 3 - Digital Dangers: What can the findings from previous level result in (selling to persona that send scam e-mails)?





4. What are your thoughts?

Let's improve this concept together!

The idea is

To use a background story

- It can evolve
- We used generative AI to be more efficient

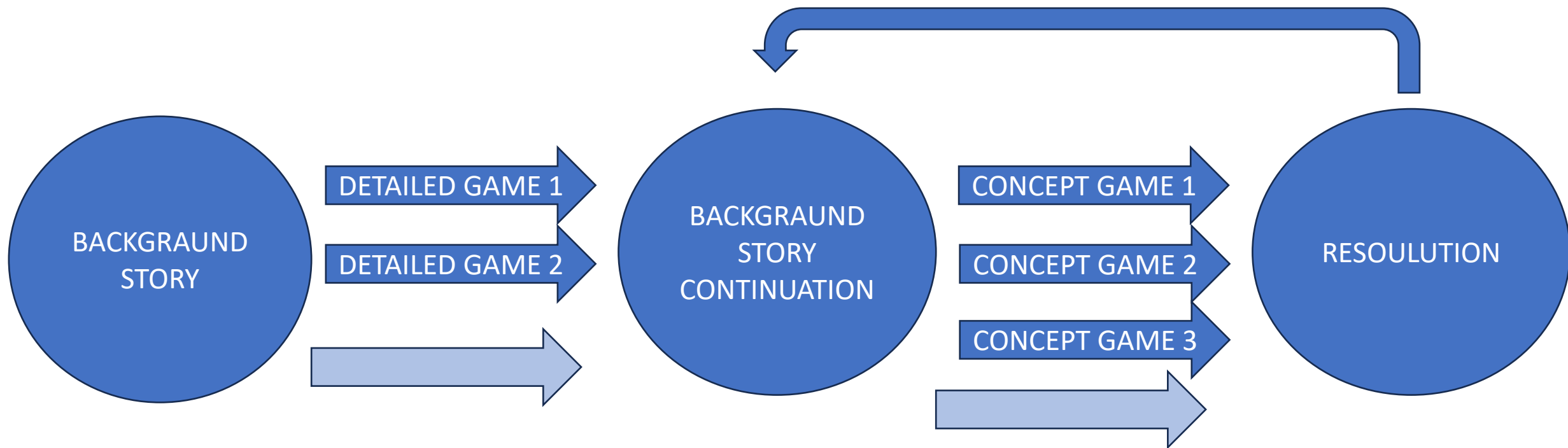
To provide at least one detailed games

- So, our trainees can learn something new by playing the game
- They have three levels, each level has two to three challenges
 - Instructor can stop the game at the end of each level depending on the level of expertise trainees have)

To provide few follow up game concept

- Identify levels and challenges at each level
- Remember that it is a learning process for our attendees especially if they do not have prior knowledge
 - You can use AI tools here as well

THIS IS JUST ONE GAME INSTANCE





Next Steps

Define more detailed games using provided template!

Define more game concepts using provided template!

Create lesson plans!

Possibility to create digital game

Possibility to move game concept to detailed game

It's time
to talk.



Fine tuning

What can be improved?



Thank you!

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