Employer Project

2020/2021

Context

Founded in 1976, CGI is among the largest IT and business consulting

services firms in the world. Operating in hundreds of locations across the globe, CGI delivers end-to-end services and solutions, including strategic IT and business consulting, systems integration, intellectual property, and managed IT and business process services.

CGI has a 40 year heritage of creating and securing critical business systems in complex, environments across the globe, including the defense and intelligence sectors. We have invested heavily in establishing our credentials, working closely with international security associations and standards bodies. While cyber threats are global, we know that requirements vary locally and challenges are unique to each organization. Through our expert talent, deep technical and business knowledge, security operations centers, best practices and frameworks, we work to ensure controls are baked in, not bolted on.

CGI also offers comprehensive IT security software and system auditing, testing, evaluation and certification services to IT security product vendors worldwide.

Scenario

In the UK, 50% of 10 year old children have smartphones with internet access, but lack the knowledge and skills to stay safe in today's digital world.

To combat this problem, CGI would like to design a free cybersecurity skills game for primary school-aged children. The vision is to help children grow up knowing how to navigate today's complex digital world in a safe and secure manner.

You have been tasked with designing this game and presenting it to CGI. The game should cover at least 3 of these cyber security practices; protecting privacy, not sharing personal information, strong passwords, navigating social media, updating systems.

Task

You will work in groups of 2-3 and will have to produce all of the following over the duration of the project:

- Create a mind map to develop your ideas.
- Produce a name and logo for this new game.
- Write a 100 word introduction to your game explaining how it works and how it meets your target audience.
- Create a mock-up of the game to show how it will look. This could be level maps or a prototype.
- Create a 2-3 minute video presentation that outlines your idea and shows your designs.
- A short biography of CGI outlining what they do and what the sector is all about.