## Goal hierarchy for the EEP (Executive Education Platform) for the Master thesis of Elias Ladenburger Legend Theoretical foundation In Scope Increase Cybersecurity Not in scope Resilience among the nontechnical experts within an organization Fayol (1925), Increase cybersecurity Lewin (1947), Have leaders serve resilience through other me Schein (1990), as mentors and role models Bloom's taxonomy Empower leaders to act as role Incentivize executives t (knowledge and skillmodels act as role models based goals) (1991), (Constructivist approach) (behaviorist approach) Active Learning Train leaders using a PBL, SBL, computer-supported, Train using other approaches Enable Gamification scenario-based approach Provide the educational Provide one Provide a curriculum platform

Focus on feature set

Focus o

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Focus on usability

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self-learning

or more facilitators

n other quality operties