# Meeting Report

| Meeting Type  (*BOLD the meeting phrase*) | Instructor / **Expert** / Stakeholder / Code Review / Librarian |
| --- | --- |
| Meeting Date | 05/17/2024 |
| Attendees | Kristina Chen, Nick G |
| Project Title | CyberQuest |
| Purpose | Identifying activities that could be improved for later iterations and improving upon the focus narrative of CyberQuest |

## Summary of Meeting

In this meeting we went over the current iteration of the CyberQuest curriculum and went over the key activities that contribute to the perspective of the narrative. In addition we pinpoint sections that could become more interactive, especially the intro narratives from the day to day.

## Action Items

* Pinpoint stages of activities that may seem “dry” and could cause students to lose focus
* Redevelop certain stylistic elements that could seem more “childish” to the teen audience and cater it with educator points to add their own element of pop culture or camp interests.

## Reflection

As a result of this meeting I was able to look over specific activities that lacked interaction and engagement. I found that my Caesar cipher activity was a really good starting point to creating historical connections to a security concept that was easily digestible for the teens. In addition I would need to create challenge pieces as it may be hard to engage the campers who work through activities a little faster than others.

## Comments / Issues / Notes / Other

This meeting had me think deeply about the accessibility standards I wanted to set upon developing this concept. I feel as if accessibility is important to CyberQuest because it’s supposed to refresh teen perspectives on security and that should be as inclusive as possible.