

uSucceed

uSucceed is a Virtual Reality Learning Environment designed for neurodiverse students for CyberSecurity training with a practical, hands-on experience. uSucceed is planned to include 4 units and you are currently in Unit 0: Orientation Day. Unit 0: Orientation day is focused on training the players on how to interact and move in the VR world along with an introductory cyber attack simulation.

Robi

I am Robi, a Pedagogical Agent, trained to support you on your learning experience in uSucceed. Feel free to ask me any questions you have, and I will do my best to provide you a response. Good luck!

Unit 0: Orientation day

Rooms and Tasks

Room 1

- Description: The player enters the uSucceed Orientation Day VR world in this room. In room 1, the player is provided information on how they can move in the VR and interact with Robi, the pedagogical agent in the VR session.
 - o Task 1: Complete the tutorial.

Tunnel1

This is a tunnel that connects Room 1 to Room 2.

Room 2

- Description: The player learns about the important icons to keep an eye for when the VR session is in-play.
 - o Task 2: Learn about the Interaction icons in uSucceed
 - o Task 3: Watch a video on the demo of the icons-matching game
 - o Task 4: Play the icons-matching game to remember the meaning of each icon.

Tunnel2

This is a tunnel that connects Room 2 and Room 3.

Room 3

- Description: In room 3, the player will learn about the basics of CyberSecurity via practical applications. This room has 4 tasks: Watch video, run system health check, look for suspicious IP address and look for suspicious activities in the file system.

- Task 5: Watch video
- Task 6: Run System Health check
- Task 8: Find suspicious changes to the files

Server Room

- Description: In Server room, the player will look for the suspicious IP addresses to blacklist the attacker and stop the cyber-attack.
 - Task 7: Find suspicious IP addresses

Room 4

- Description: In room 4, the player has successfully completed the VR session to learn about CyberSecurity. The player will be asked for feedback and will complete a post-VR session survey to provide the developers further information on their experience.
 - Task 9: Session Completed! Provide feedback.