

# DATOPIA

## Play hard, stay safe



Videos of cute cats? Sure... Videos of cute pussies? No way!  
Children love using phones and going on the internet... Yet it can be a risky place and our dearest ones are oftentimes not equipped to navigate safely.

We want to empower children to build good cyber-security habits!

... But in a FUN way

## Our project

### Our target

Children from 8-12 y.o. in Switzerland. So we want kids to buy our products? Not exactly, schools are our target because they don't have any education material on cyber-security for this age group.

### Our team

A team of 7 students who won the UNIGE Open Geneva Hackaton

The Think & Do Tank to get sustainability done.



### Our product

A fun game to learn about cybersecurity risks. A great educational tool for teachers to support their course material.

Datopia incorporates replayable mini-games on different cyber-security topics.

## The next steps

**Funding:** find partners (NGOs, government) who focus on the security of children

**Distribution:** Contact schools to start a pilot project and find partnerships

**Expansion business model:** Marketing the game directly to parents and integrating the games in parenting control applications.

