Hewlett Packard Enterprises Launches Program to Teach Young Girls Cybersecurity

Hewlett Packard Enterprises has recently announced the launch of a program designed to teach young girls cybersecurity skills. The program, developed and designed by H.P.E.'s own female cybersecurity employee group, is partnered with The Girl Scouts Nation's Capital for the launch. The target audience at the present time will be Junior Girl Scouts ranging in ages from 9 to 11 years old. It's aim is to educate this young generation on cybersecurity awareness and giving them the tools and knowledge to deal with the ever-evolving cyber world. Those individuals who complete the program in its entirety will receive special badges for their cybersecurity literacy. This program is geared to help promote The Girl Scouts organization's goal of introducing young girls into the science, technology, engineering, and mathematics (S.T.E.M.) fields with new science and technology related badges and projects.

In coalition with this program, Hewlett Packard Enterprises has debuted an interactive video game called Cyber Squad. The online educational video game will teach children cybersecurity literacy through real life scenarios. It will simulate real life cyber situations using avatars that the users can create. It then places those user's avatars in digital and social situations and asks them how they would navigate through those issues, allowing the players to decide their avatars fate in the story-line. Once players make decisions in their avatars story line, they are then given the positive or negative outcome of their choices. They are either then rewarded for choosing the positive outcome, or shown how the negative choice will affect their avatar's life. When making the safe choices, players are given virtual cyber patches that will help them complete the game. In total, there are four patches that must be unlocked in order to successfully complete the game: cyberbullying, digital footprint, phishing, and online safety. Cyber Squad also includes a competition element, allowing players to test their earned cybersecurity smarts with multiple choice quizzes they can take and can play against other players. Currently the game is only accessible through a web interface, but Hewlett Packard Enterprises hopes to launch the game across desktop and mobile platforms within the next year.

Long term, Hewlett Packard Enterprises hopes to be able to launch this program to other youth organizations to help educate other young individuals on cybersecurity.

Where to buy:
Tekmentum – Veteran Owned Small Business – [Click Here](). Ask for military and veterans

discount!