



## Large-scale transnational event - Final conference

### SuperCyberKids D8.2

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## Internal project peer review process

<b>Approved by</b>		
<b>Manuel Gentile</b>	Project Coordinator (CNR-ITD)	22/12/2025

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# 1 Positioning the SuperCyberKids Final Event within the ESHA Conference 2025

The **ESHA Conference 2025** (<https://www.esha2025rome.eu/>), held in Rome from October 29 to 31, 2025, provided a high-level European framework within which the **final event of the SuperCyberKids project** was strategically positioned. The SuperCyberKids final event took place the 28<sup>th</sup> October, **immediately prior to the official opening of the ESHA Conference**, allowing the project to anticipate and frame key discussions that would later unfold during the conference while engaging an audience closely aligned with the project’s objectives. Organised under the theme “*Powerful Leadership in Changing Times: Cultivating Sustainable, Innovative, and Healthy Learning Environments*,” the conference offered an ideal setting for the subsequent dissemination and consolidation of the project’s results.

Hosted at the Rome Marriott Park Hotel, the ESHA Conference brought together school principals, headteachers, administrators, policymakers, and educational thought leaders from across Europe and beyond for three days of professional exchange and reflection on contemporary educational leadership. The conference programme opened with welcome addresses from high-level institutional representatives, including the Undersecretary of Education, the Mayor of Rome, and delegations from the Council of Europe and the European Commission, establishing a strong institutional and European policy context that further enhanced the relevance of the SuperCyberKids project.

The **final SuperCyberKids event** preceded the conference, and the project was subsequently integrated into the ESHA Conference program **through a dedicated workshop**, ensuring continuity between the project’s concluding activities and the broader conference discussions. This workshop provided a focused space to present and reflect on the project’s outcomes, methodologies, and lessons learnt, situating cybersecurity education and digital citizenship within wider debates on educational leadership, innovation, and responsibility.

Keynote sessions and plenary discussions during the conference addressed themes such as leadership in changing times, the challenges faced by school leaders, micro-learning approaches, and the relationship between artificial intelligence and critical thinking. These topics closely aligned with the core principles of the SuperCyberKids project and reinforced the relevance of its focus on cybersecurity awareness, digital safety, and leadership in fostering resilient and responsible school communities.

Throughout the conference, participants engaged in multiple workshops rounds and mini-symposia covering a broad spectrum of themes, including internationalisation and pupil mobility, inclusive education, pedagogical leadership, sustainability and citizenship, healthy lifestyles, and digital and cybersecurity leadership.

Within this framework, the **dedicated SuperCyberKids workshop** enabled direct dialogue with school leaders and practitioners, fostering a meaningful exchange of strategies for integrating cybersecurity education into school leadership practices and curricula.

Beyond formal sessions, the conference offered school visits and immersive educational experiences that showcased innovative educational practices in real learning environments. Cultural and social events—such as the *Vacanze Romane* dinner, the gala dinner, the musical performance “*In a Different Key – Notes of Passion Between the Lines of Duty*”, and a special moment at the Vatican with the Pope—further strengthened networking and informal knowledge exchange, supporting broader dissemination of the project’s themes and outcomes.

The conference’s online resources section (<https://www.esha2025rome.eu/resources/>) offers presentations, workshop materials, and leadership resources, including those related to the

SuperCyberKids project. These materials address topics such as leadership for internationalisation, EU funding opportunities for schools, pedagogical leadership, digital citizenship education, bullying prevention, sustainable citizenship, and OECD perspectives on social and emotional learning, ensuring sustained visibility and impact beyond the event itself.

Overall, the ESHA Conference 2025 offered a highly effective dissemination and exploitation environment for the SuperCyberKids project. By concluding the project with a dedicated event immediately before the conference and reinforcing its results through a targeted workshop during the conference, SuperCyberKids achieved strong alignment with European educational leadership priorities, enhanced engagement with key stakeholders, and ensured a coherent transition from project closure to broader policy and practice-orientated discussion.

## 2 The SuperCyberKids Final Conference

The final SuperCyberKids event was designed as a dynamic, interactive experience with the aim of blending information sharing, audience participation, and thoughtful analysis.

The event was opened by a brief introduction from the project coordinator, Dr Manuel Gentile from CNR. He situated the project within the larger European conversation about cybersecurity education, digital citizenship, and school leadership. This initial address established the project as a relevant response, both educationally and in terms of policy, to the new digital dangers facing children and teenagers. Following this, Luca Laszlo and Petra van Haren, representing ESHA, led a fun and engaging "who is in the audience" activity. This interactive opening immediately drew everyone in, showcasing the varied professional experiences in the room and underscoring the event's focus on collaboration and community. By encouraging participation right away, it established a more dynamic, two-way flow of information, rather than a simple presentation of findings.

The main focus was on presentations from consortium members. The consortium members provided a thorough look at the project's underlying concepts and the technological solutions developed. The SuperCyberKids Learning Framework was presented by Dirk Ifenthaler and Nicolai Plintz (University of Mannheim), illustrating the project's competency-based model and training approach for cybersecurity education. Roberta Memeo (GRIFO) then took the stage, presenting the gamification platform. She demonstrated how these playful, game-like settings can actually boost learning and keep people interested. Catlyn Kirna (CGI) and Ilaria Matteucci (CNR) followed, introducing specific training activities like Spoofofy and Nabbovaldo. They provided real-world examples of how the framework works in a classroom. Ann-Sophie Van Varenbergh (ECSO) wrapped things up by sharing insights from the project's pilot phase, discussing what they learnt, and how they implemented it in various educational settings.

Villiano Qiriazzi, Head of the Education Department of the Council of Europe, delivered the keynote address. He offered a broader institutional view, placing the SuperCyberKids project within the context of European priorities. These include democratic culture, digital responsibility, and safeguarding children online.

This contribution underscored the project's strategic significance and solidified the connection between grassroots educational innovation and European policy initiatives.

Following, the programme transitioned to a structured dialogue, facilitated by ESHA through guided discussion rounds. Participants worked together in groups to think about important future issues, such as how to include game-based cybersecurity education in regular school programs, the challenges and

supports for expanding cybersecurity education across the system, and how cybersecurity education is changing with the rise of generative AI. These discussions allowed participants to carefully evaluate the pros and cons, especially regarding AI-based tools that can either help or hinder the growth of important skills in ethics, critical thinking, and digital security.

The event wrapped up with an engaging masterclass, courtesy of Apple Education. Participants got a firsthand look at cutting-edge digital learning environments. This final session really drove home the event's practical focus, connecting the dots between theoretical talks on cybersecurity and digital citizenship and actual teaching methods and classroom dynamics.

In short, the SuperCyberKids final event was well-structured and content-rich, striking a beneficial balance between sharing information, encouraging interaction, and strategic thinking. By taking place just before the ESHA Conference and feeding directly into a workshop there, the event successfully linked project results with wider European discussions on educational leadership, innovation, and digital responsibility.

*Table 1: The Event Programme*

8:45-9:00 Registration
9:00-9:05 Welcome from Dr. Manuel Gentile (CNR) coordinator of the SuperCyberKids (SCK) project
9:00-9:15 Playful round of “who is in the audience” led by Luca Laszlo and Petra van Haren (ESHA)
9:15-10:00 Presentation by consortium members
- SCK Learning Framework (competencies model and training model):Dirk Ifenthaler and Nicolai Plintz(University of Mannheim, DE)
- Gamification Platform:Roberta Memeo (GRIFO, IT)
- Examples of training model activities[Spoofy and Nabbovaldo]: Catlyn Kirna (CGI, EE) and Ilaria Matteucci (CNR, IT)
- Project piloting: Ann-Sophie Van Varenbergh (ECSO, BE)
10:00-11:00 Keynote by Villiano Qiriazzi, Head of Education Department Council of Europe
11:00-11:20 Coffee Break
11:20-11:50 Guided discussion rounds in groups coordinated by Luca Laszlo (ESHA)
1. How can a game-based approach to cybersecurity be integrated into everyday practices in primary and lower secondary schools? What practical or pedagogical obstacles and drivers do you see?
2. What is needed to take cybersecurity education to a broader level? Who are the main actors and partners? How can we encourage these stakeholders to encourage their peers?
3. How will cybersecurity education for children and young people change in the era of generative artificial intelligence? How can AI-based tools enhance—or risk compromising—the development of critical, ethical and digital security skills?
12:00-13:00 Lunch
13:00-16:00 Immersive classroom masterclass by Apple Education

Link to the slide presentation used at the event:

[https://www.supercyberkids.eu/wp-content/uploads/2025/12/Final-conference-presentation\\_new.pdf](https://www.supercyberkids.eu/wp-content/uploads/2025/12/Final-conference-presentation_new.pdf)

### 3 Attendees

There were 67 -leader participants from the following countries and regions:

Albania - Armenia - Australia - Bulgaria - Canada - Catalonia - Croatia - Cyprus - Denmark - Estonia - Finland - France - Germany - Iceland - Ireland - Italy - Kazakhstan - Lithuania - Luxemburg - Netherlands - Norway - Scotland. - Slovenia - Spain - Switzerland - Turkey - UK - Ukraine - USA

The participants came from national school leader organisations, and also included a representative of the Council of Europe, and the director of the Life Long Learning Platform. Members of the SCK consortium were also present, as well as a member of the Advisory Board.



*Figure 1: Conference participants gathered to share insights, experiences, and perspectives on cybersecurity education and the outcomes of the SuperCyberKids project.*

## 4 Outcomes of the guided discussion rounds



**🔗** In one word, what does "cybersecurity" make you think of?

👤 21 / 45    🗨️ 22

Most popular

**safety** 5



Also prominent

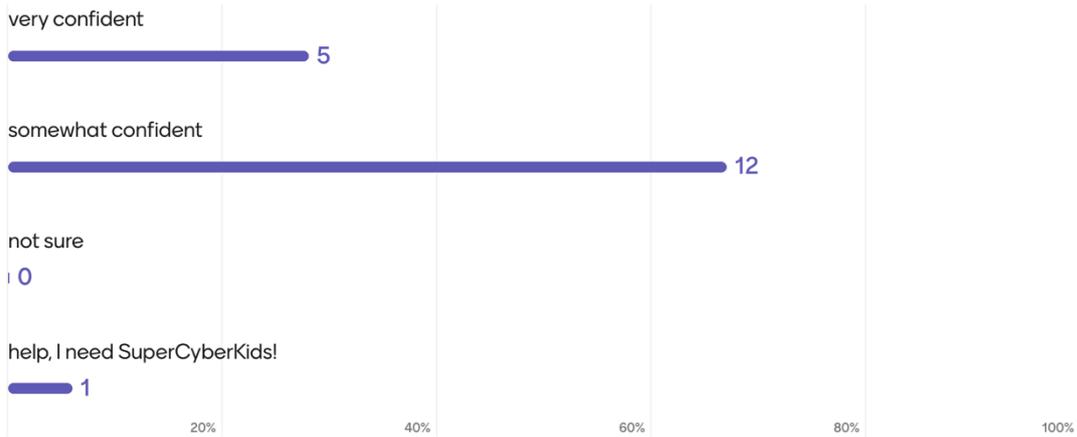
**security** 2

Other responses

- banking 1
- beaware 1
- confident 1
- creeps 1
- danger 1
- education 1
- firewall 1
- fraud 1
- hygiene 1
- important 1
- insecure 1
- online safety 1
- protection 1
- safe 1
- scare 1

**📊** How confident are you talking to children about online safety?

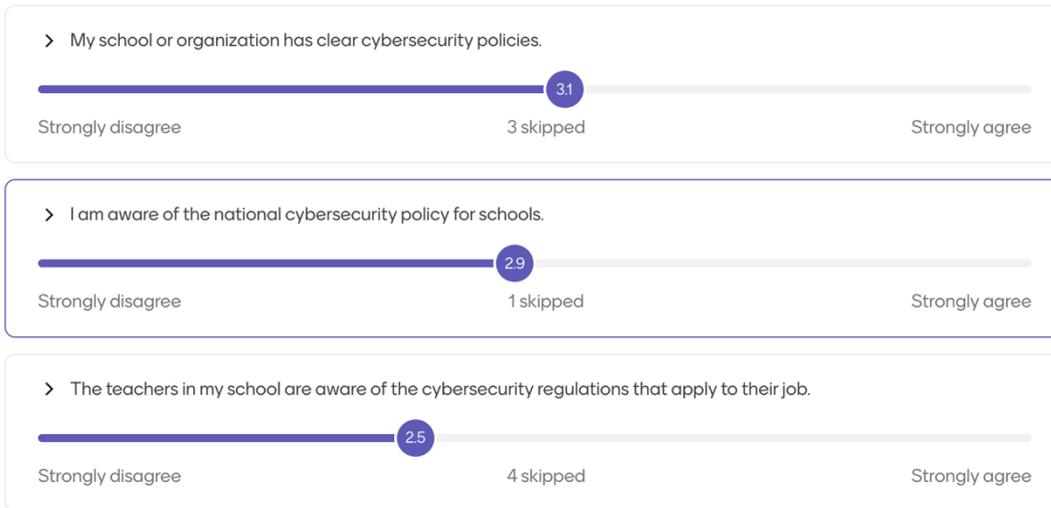
👤 18 / 45



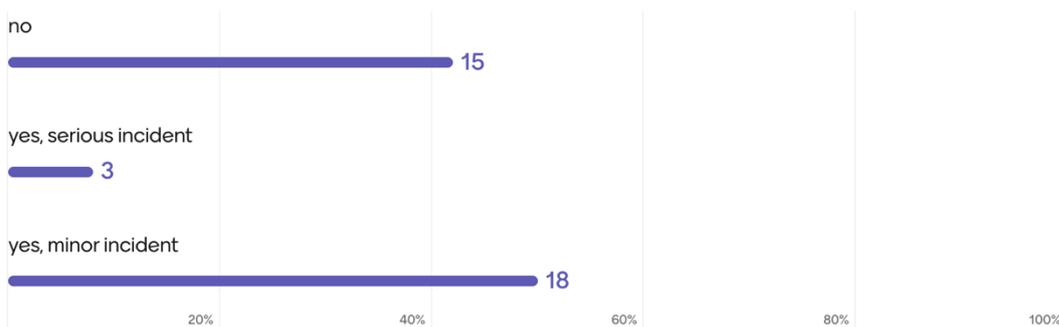
**📊** Which of these is the safest password?

👤 0 / 45    0% correct

### School cybersecurity policy 35 / 45



### Have you or your school experienced a cybersecurity incident? 36 / 45



## 5 Conclusion

The final event marked both a conclusion and a milestone for the project, bringing together partners, school leaders, policymakers, and other stakeholders to reflect on the journey, share key outcomes, and look ahead to the future. It provided a valuable space to present the project's core results, demonstrate the practical resources developed, and exchange experiences on strengthening cybersecurity awareness and education for children, families, and schools.

Beyond showcasing achievements, the event emphasized sustainability and long-term impact. Participants were encouraged to continue engaging with and disseminating the project's tools, platform, and policy recommendations, ensuring that the knowledge generated extends beyond the project's lifetime. The strong interest and commitment expressed during the event reaffirmed the relevance of the project's work and highlighted the importance of ongoing collaboration across sectors.

In closing, the final event underscored the project’s legacy: a shared foundation of resources, partnerships, and insights that will continue to support safer and more informed digital environments for children and their communities. While the project formally concludes, its outcomes remain open, accessible, and ready to be taken forward by all those committed to advancing cybersecurity education and digital well-being.