

Objective

Develop an innovative Desktop/mobile/web app that boosts cybersecurity awareness by helping users recognize and respond to threats like phishing, malware, AI based cybercrimes and social engineering. Through gamified learning, real-world case studies, and interactive simulations, the app will teach safe online behaviors and practical defense strategies. The goal is to make cybersecurity education engaging, fun, and effective reducing users' vulnerability to attacks.

Use below QR Code or link to Register

REGISTER NOW



Society for Electronic Transactions and Security(SETS)
(Under O/o The Principal Scientific Adviser to the
Govt. of India)



Price Pool
₹1,70,000

13 JAN Registration starts

Prizes:

Winner : 1,00,000

Runner : 70,000

For any queries
Contact us



nsrgsetsindia@gmail.com



@SetsIndia.in



Come and join us in

Gameathon

Play to Protect : Cybersecurity Awareness through Gamification

16 FEB REGISTRATION CLOSES

20 FEB IDEA SUBMISSION LAST DATE

27 FEB RESULT FOR IDEA SUBMISSION

20 MAR PROTOTYPE SUBMISSION LAST DATE

26 MAR RESULT FOR PROTOTYPE

2 APR FINAL ROUND (PHYSICAL)

Problem Statement *

Today, many users fall victim to social engineering and malicious attacks due to lack of awareness. Our solution is an application that serves as an interactive cybersecurity training platform, empowering users to:

- Recognize phishing attempts, malware, AI based cybercrimes, and other cyber threats.
- Learn through real-world case studies and decision-based simulations.
- Practice safe responses in gamified scenarios that adapt to user choices.
- Gain actionable safety measures to protect confidential information.
- Solutions supporting accessibility and inclusivity for persons with disabilities are an added advantage.

By combining education, gamification, and real-world decision-making, this application significantly reduces the risk of users becoming victims of cyberattacks.

Note: The selected idea will be used by SETS for future development.



Target Participants

- College / University Students from India

(Bonafide should be submitted during registration)



Rounds: Three Rounds

1

Idea Submission

Participants are required to virtually submit their ideas in either PPT or PDF format. **Submission should be on or before 20th February**

2

Prototype Demonstration

A virtual review will be conducted after submission of the prototype with live presentation (10 min per team). **Submission should be on or before 20th March**

3

Final Round (Physical)

The final round will be conducted on **2nd April** at **SETS, Chennai**.

Note: Only selected teams will move forward to the following rounds.

Expected Outcome

- The outcome should be a usable application/game on either mobile or desktop
- The application/game should be able to give proper awareness or learning
- Any platform can be used for the development
- Developed application can run on anyone platform, if given multiple platform solution also welcomed (like Android, Windows, Mac, Linux)

Team Members

Form a team of maximum 4 members.

