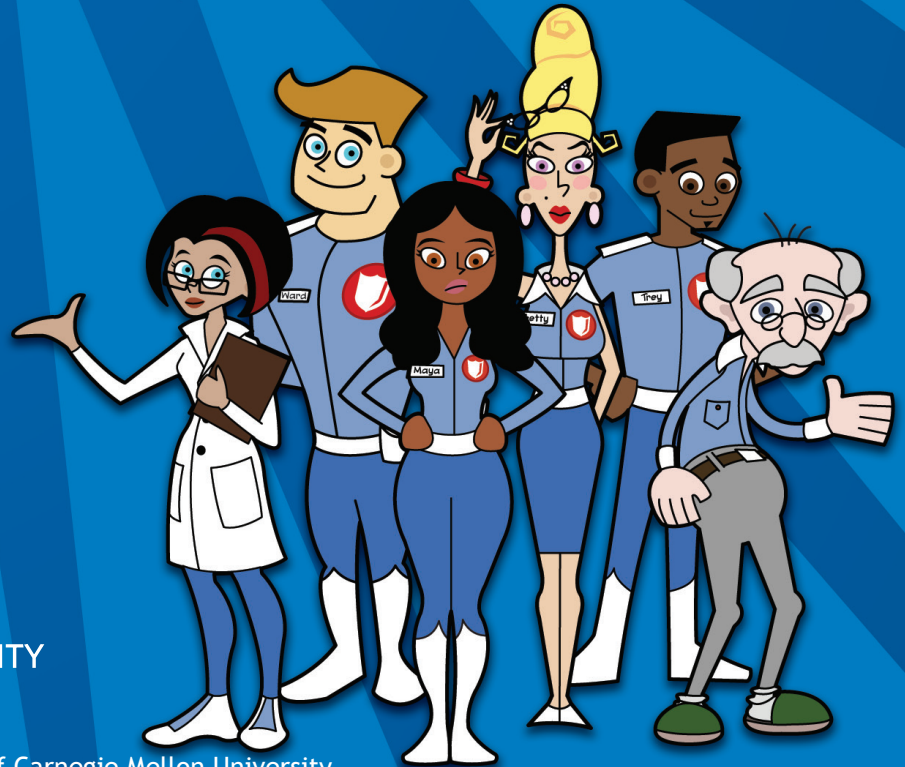Carnegie Mellon

CARNEGIE CADETS

The MySecureCyberspace Game

User Manual

ini Information Networking Institute
Carnegie Mellon University

my **SECURE** **cyberspace**

created at CARNEGIE MELLON UNIVERSITY

Table of Contents

Introduction

Approximate play time: 1-2 hours

Game Overview

Carnegie Mellon created the outreach project for cyberawareness, MySecureCyberspace, as a response to the National Strategy to Secure Cyberspace (*www.whitehouse.gov/pcipb/*), which calls for every American to help create a safe Internet by securing his or her own corner of cyberspace. The MySecureCyberspace portal (*www.mysecurecyberspace.com*) and Carnegie Cadets: The MySecureCyberspace Game give everyday citizens the tools and knowledge they need to do this.

The MySecureCyberspace Game is an interactive game designed for fourth and fifth graders that teaches Internet safety and computer security in a safe, fun setting. Created by Carnegie Mellon's Information Networking Institute (*www.ini.cmu.edu*) and Carnegie Mellon CyLab (*www.cylab.cmu.edu*), the game is a free download from The Carnegie Cyber Academy Web site (*www.carnegiecyberacademy.com*).

The MySecureCyberspace portal

Players become Cadets at the Carnegie Cyber Academy and learn how to become Cyber Defenders of the Internet, protecting themselves and their computers from dangerous Cyber Criminals and Villains. Under the guidance of Commander Omni and the Cyber Defense Force, players enter into Cyberspace, the "world within the Internet," to complete several training missions. Missions are located inside various buildings in Cyberspace, with each building focusing on an individual Internet subject (ex: the Email missions are located in the Message Center), and cover fundamental skills such as how to spot spam, how to keep personal information private, and how to identify Web site traps, such as dangerous pop-up windows, forms that ask for personal information, and Web pages that show inappropriate content.

Building supervisors provide the player with information and advice and award the player a prestigious Gold Badge with each mission success. Successful missions also earn the player Academy Credits that can be spent at the Academy Store on items to decorate the player's own customizable dorm room. Players also unlock ReQuests to complete, tasks that could involve talking to certain characters or fetching certain items, which can earn the player bonus Academy Credits and rare room items.

Through the game, players learn how to become safe, educated Cybercitizens before entering the Internet on their own.

The Carnegie Cyber Academy Website

Visit Carnegie Cyber Academy Web site at http://www.carnegiecyberacademy.com to enjoy the Carnegie Cyber Academy and its characters beyond the game.

The Web site includes blogs by characters from the Game, news and background information from the Academy, additional cyber defense tips and training, and mini-games and fun downloads. Also, it provides a free download of the game, game account registration, technical support for the Game, instructions for getting started with the game, and a teacher's companion with suggested activities for using the game in the classroom.

Before you Start

Before you can play The MySecureCyberspace Game, there are a few steps you must go through to set it up.

1. Registering an Account
You will need to register a username and password to download and play the Game. Once you have registered, you will be able to log in to The MySecureCyberspace Game from any computer connected to the Internet that has the game installed on it and not have to worry about losing any game progress. To register a username and password, go to the Carnegie Cyber Academy Web site registration page (*www.carnegiecyberacademy.com/login/register.html*).

2. Registering a Group
Are you a teacher or group leader? We would love to help you get started with The MySecureCyberspace Game in your classroom or organization. We have additional assistance and benefits to offer you.

We ask that you register your group with us and we will provide you with a Group Code for your kids to enter when logging in. The Group Code allows us to track the statistical use of the Game to help us improve it. You are not required to register your group, but as an added benefit you can ask us for the statistical information we collect from your group's usage of the Game. To register your group, go to the Carnegie Cyber Academy Web site Group registration page (*www.carnegiecyberacademy.com/login/registerGroup.html*).

3. Downloading the Game

In order to download a copy of The MySecureCyberspace Game, you must log in with your registered Username and agree to our End User License Agreement. Then, the download may begin. To download the game, go to the Carnegie Cyber Academy Web site download page (*www.carnegiecyberacademy.com/login/*).

Once you click "Agree" in the End User License Agreement, you will be asked "For PC" of "for Mac." Choose as you wish, and "CarnegieCadets.exe" file will be downloaded on your "Downloads" file under "My Documents."

Installing the Game

When you have finished downloading, double-click the CarnegieCadets file to launch the installation. The installation will create a folder named Carnegie Cadets on your computer and install the Game files to that folder.

Note: If you do not have administrator privileges, you will still be able to install the game. During the installation process when you are asked where the game should be saved on the computer, you need to change the location to a place you have access to, such as the Desktop or user Documents folder.

Locating the Game on your Hard Drive

For Windows	For Mac
By default, the Game files are installed to **C:\Program Files\Carnegie Cadets**. You can locate the game files by opening My Computer, double clicking the C: drive, double clicking the Program Files folder, then double clicking the Carnegie Cadets folder. The Game Launch file is called **CarnegieCadets.**	By default, the Game files are installed to **Hard Drive:\Applications\Carnegie Cadets**. You can locate the game files by opening your Hard Drive, double clicking the Applications folder, then double clicking the Carnegie Cadets folder. The Game Launch file is called **CarnegieCadets**.
If you selected a different location to unzip the files to when installing, you will find the Carnegie Cadets folder located in the directory you selected.	If you selected a different location to unzip the files to when installing, you will find the Carnegie Cadets folder located in the directory you selected.

Creating a Desktop Shortcut or Alias

You may also wish to create a Desktop shortcut or alias for the Game Launch file once the files are installed.

For Windows	For Mac
To create a Shortcut to the Game Launch file (CarnegieCadets.exe):	To create an Alias to the Game Launch file (CarnegieCadets.app):
1. Locate the CarnegieCadets Game Launch file (see instructions above under Locating the Game on your Hard Drive – For Windows). 2. Right-click on the file and select Create Shortcut from the menu. When the shortcut icon displays, drag it to the Desktop.	1. Locate the CarnegieCadets Game Launch file (see instructions above under Locating the Game on your Hard Drive – For Mac). 2. While holding the CMD and Option keys, drag the CarnegieCadets file to the Desktop.

Uninstalling the Game

To uninstall the Game, you must manually delete the game folder, Carnegie Cadets. Refer to the above section Locating the Game on your Hard Drive to locate the Carnegie Cadets folder, then delete the entire folder to remove the Game from your computer.

Starting the Game

Launching the Game

🪟 **For Windows**	🍎 **For Mac**
Double click CarnegieCadets.exe or the Shortcut if you created one. If you did not create one, locate the CarnegieCadets launch file (see instructions above under Locating the Game on your Hard Drive – For Windows) and double click it.	Double click CarnegieCadets.app or the Alias if you created one. If you did not create one, locate the CarnegieCadets launch file (see instructions above under Locating the Game on your Hard Drive – For Mac) and double click it.

Logging In

When you launch The MySecureCyberspace Game, you will be asked if you have a Group code. If you have a Group Code, select Yes. If not or you are unsure, select No.

Enter the username and password you created on the Carnegie Cyber Academy Web site, and if you selected Yes to having a Group code, enter that, too. Then click Play!

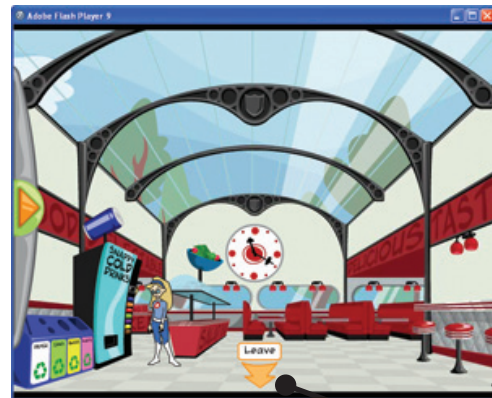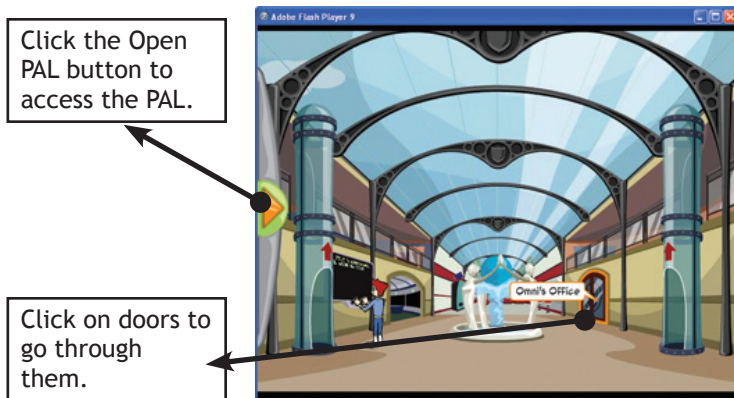You will need an Internet connection to play The MySecureCyberspace Game.

Playing the Game

Moving around

To move around in the Game, simply click on the door to the building or room you would like to enter, or the orange arrow pointing to the location you would like to go to.

Click the Open PAL button to access the PAL.

Click on doors to go through them.

Click on arrows to go to where they point.

The Personal Access Link (PAL)

The PAL (Personal Access Link) is the players' menu system and stores some very useful information for your training. After registering your PAL in the Game introduction, it minimizes to the left side of the screen. To open the PAL again, click on the orange Open PAL button (see above). While the PAL is open, you cannot access anything else in the Game.

To close the PAL, click either orange Close PAL button and it will minimize to the side of the screen again. The PAL contains useful game information, like Maps and your Inventory, all accessed with the tabs along the top of the screen.

Home Screen

The PAL's Home Screen displays your name and how many credits you have, as well as a Save and Quit Game button and a Sound Off/Sound On button that mutes the sound for the game.

Tabs to access PAL screens

Close PAL buttons

Saves current Game progress to the server and rolls the credits

Turns the sound off and on
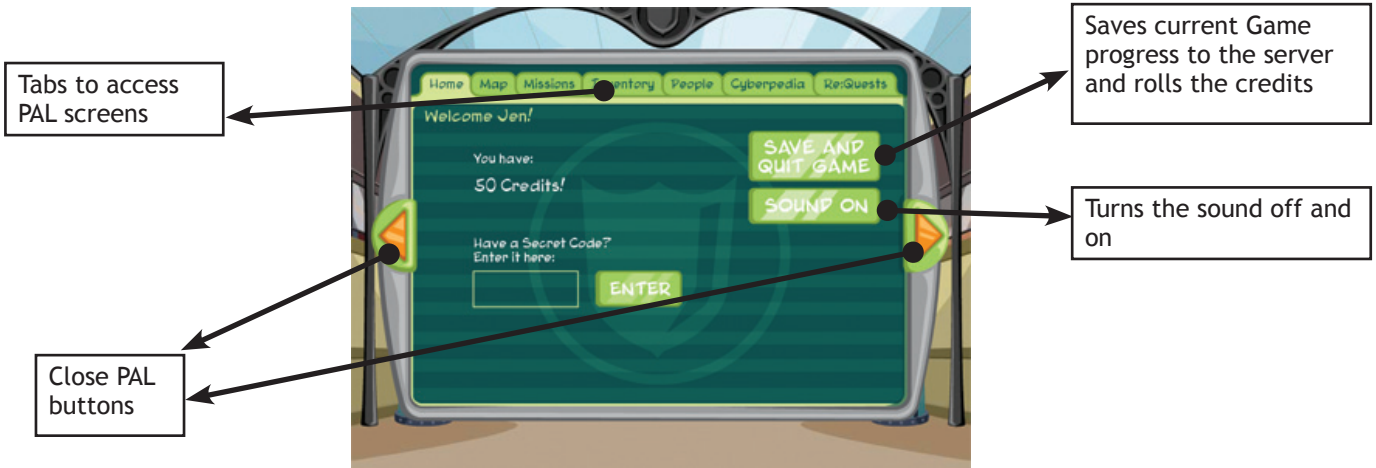
Map

The Map Screen displays a basic top-down map of your current location. For the Academy, the map shows the current floor layout. For Cyberspace, the map shows the exterior layout with labeled buildings.

The area where you are currently located is marked with an orange circle with a white star. The labels for points of entry, such as portals or elevators, can be clicked on to view the map of that next area. To return to the Map region where you are currently located, click the You Are Here icon in the upper right of the screen.

Click to return the Map to the section you are in

Click on labels to view that part of the Map

Shows where you currently are
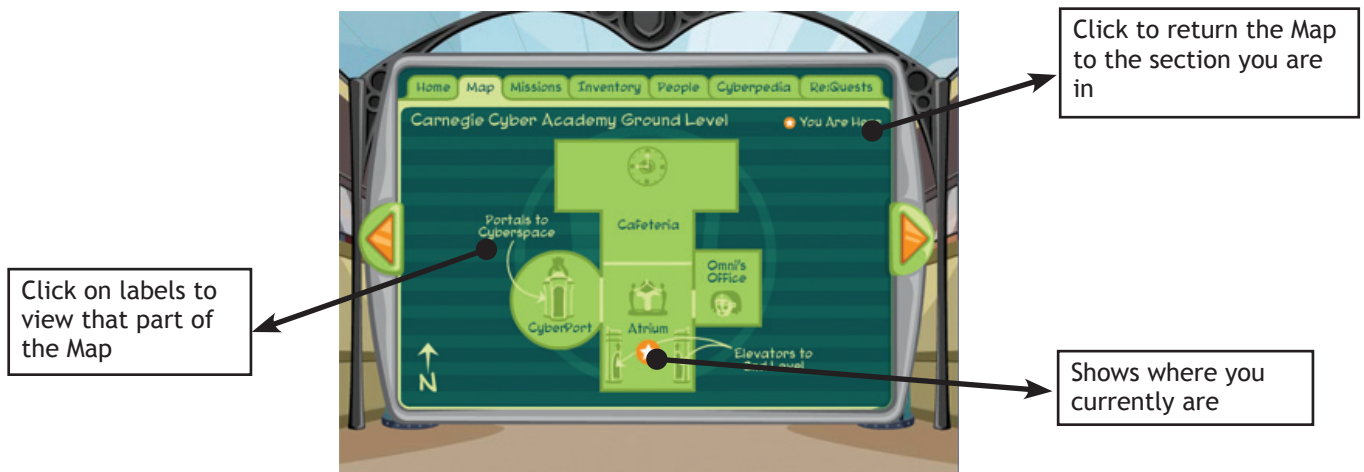
Missions

The Missions Screen displays all the Gold Badges you have earned and slots for badges that you have not earned yet. It also displays a list of the Hint Sheets from missions you have already accessed. Clicking on the Hint Sheet name brings it up to be printed, just like clicking on the Hint button in a mission does.

Note: Be sure to check that your printer is set for "Landscape" when printing a Hint Sheet.

Earned Gold Badges.

Hint Sheets from accessed missions

Empty slots for unearned Gold Badges

Click to Print Hint Sheet

Click to close Hint Sheet
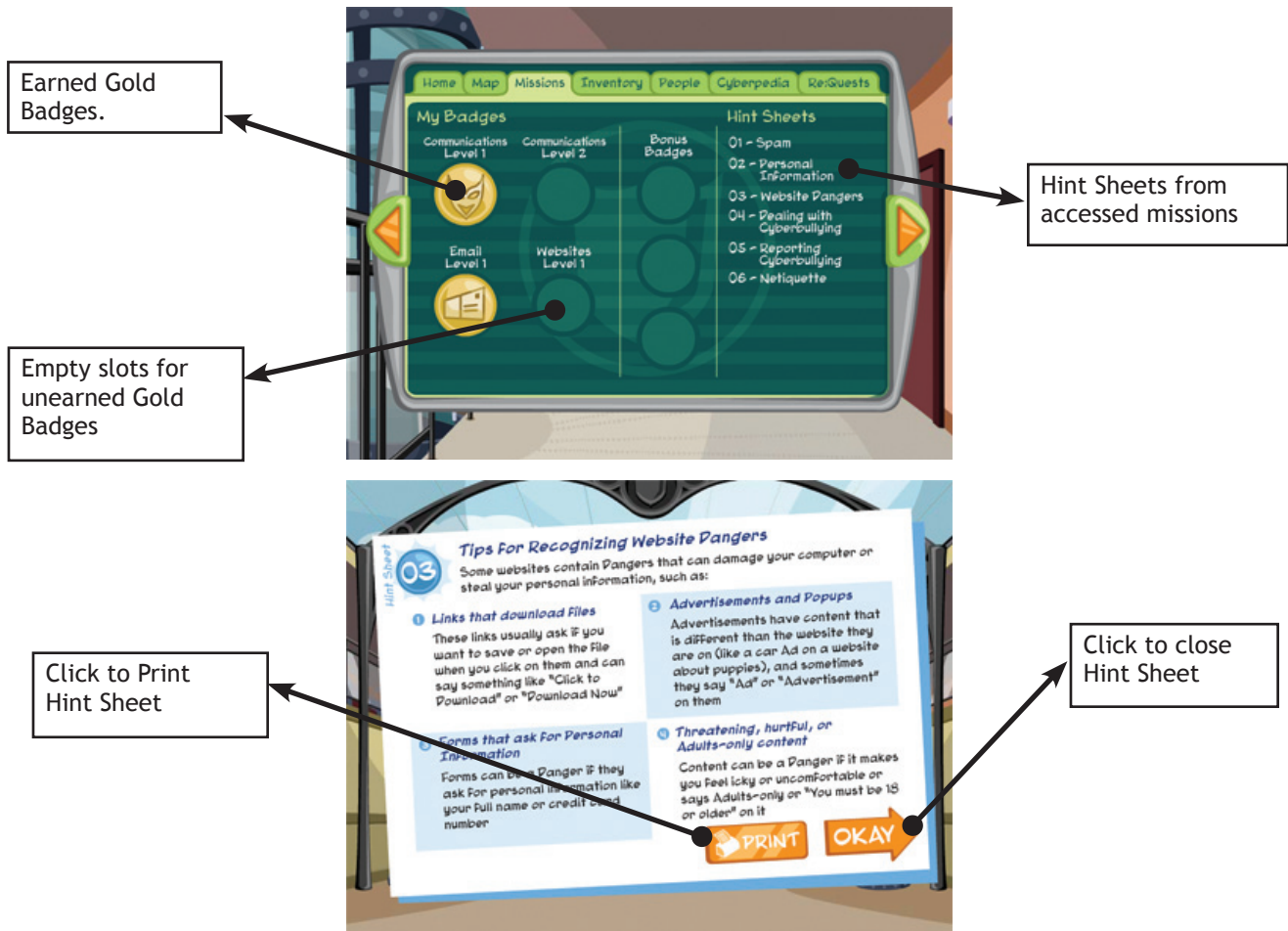
Inventory

The Inventory Screen displays a scrollable list of all the items you currently have in your Inventory. You can click an item's name to see more information about it. The Item list can be filtered using the category buttons on the left of the screen.

Category buttons to filter Item list

Item name

List of items in your Inventory

Item picture

Item description

People

The People Screen displays a scrollable list of the characters in the game. You can click a character's name to see a picture of them and their biography. You can switch between the Cyber Defense Force character (includes the Academy Cadets and the Cyber Defenders) and the Cyber Criminals (includes the Cyber Criminals and the Cyber Villains).

Buttons to filter people list

Character name

Character picture

List of people

Character biography

Cyberpedia

The Cyberpedia Screen displays a list of Cyber Defense terms. You can click on a term to read its definition. The list is filtered alphabetically, and you can select a letter range with the buttons on the left of the screen.

Buttons to filter terms alphabetically

Term

List of terms

Term definition
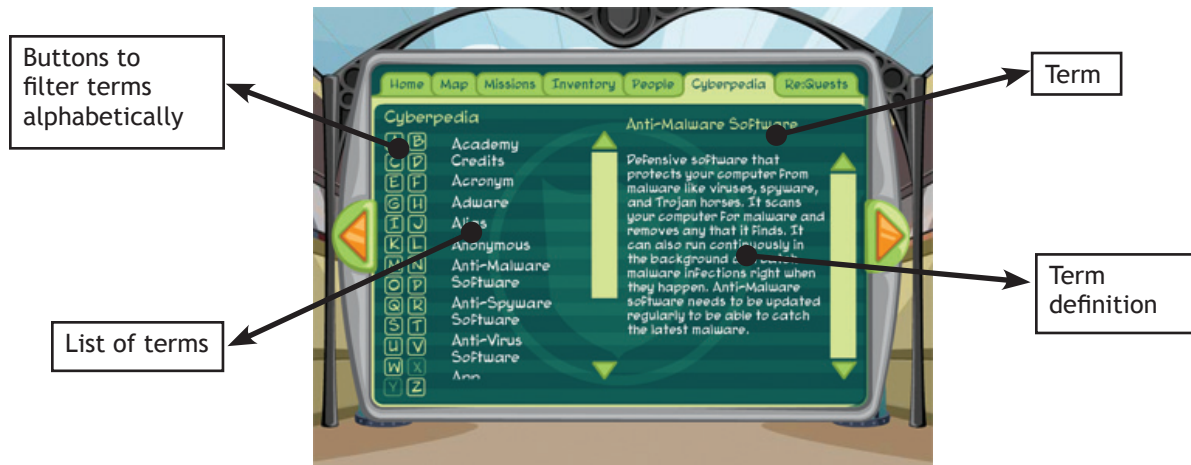
ReQuests

The ReQuests Screen displays a scrollable list of your current incomplete ReQuests in the order they were received. You can click on a ReQuest title to see more information about it, including your To Do list for completing the ReQuest. The To Do item you are currently on is highlighted orange.

ReQuest title

List of incomplete ReQuests

ReQuest description

List of things to do to complete ReQuest
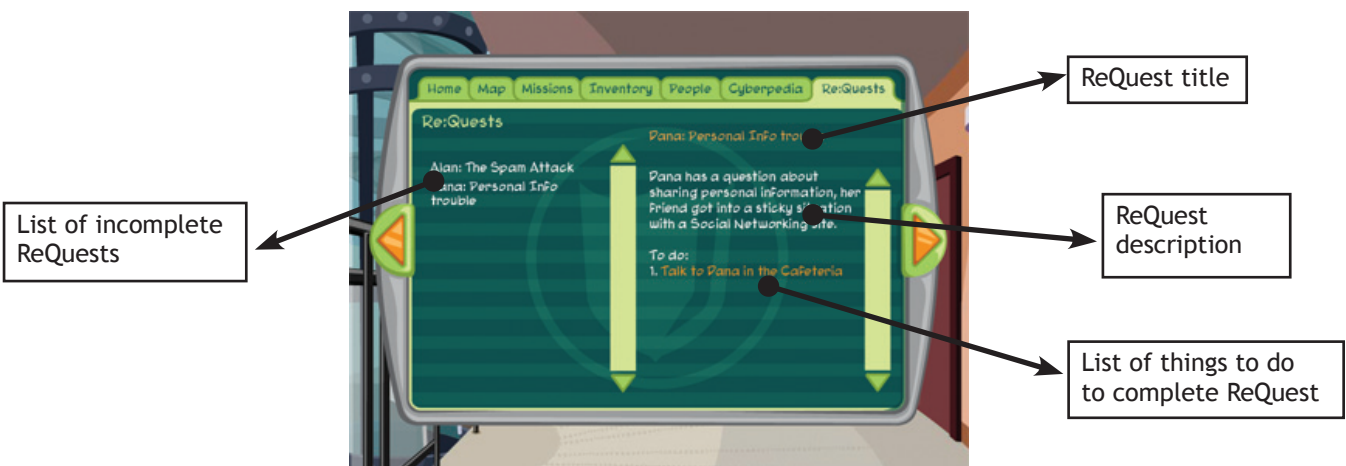
The Carnegie Cyber Academy

Welcome to the Carnegie Cyber Academy, Cadet! You have been recruited to join in the effort to secure and protect Cyberspace. It is becoming overrun with cyber criminals and villains who want to destroy people's computers and steal their personal information. At the Carnegie Cyber Academy, you will train to become Cyber Defenders, completing missions in Cyberspace that teach you valuable cyber defense skills.

In the game, you can meet Commander Omni and talk to the other Cadets. You can also read more about their lives through their blogs on the Carnegie Cyber Academy Web site (http://www.carnegiecyberacademy.com).

Cyberspace

Cyberspace is the Internet. Cadets at the Carnegie Cyber Academy are uploaded into Cyberspace for their training missions. Cadets learn valuable cyber defense skills like spam spotting, protecting personal information, and how to identify and avoid Web site dangers in a safe, secure part of the Internet.

There is an information center for computer maintenance and emergency repairs (Diagnostics), and a cyber crime center and jailhouse (Detention Center) also in Cyberspace. Visit these to learn more about the risks of the Internet and the importance of cyber defense.

To upload into Cyberspace, talk to Carlo in the Academy CyberPort. He will upload you to Cyberspace through the Cyberspace Portal, as long as you have a Cyberspace Pass from Commander Omni.

Get a Cyberspace pass from Omni

Cyberspace Portal
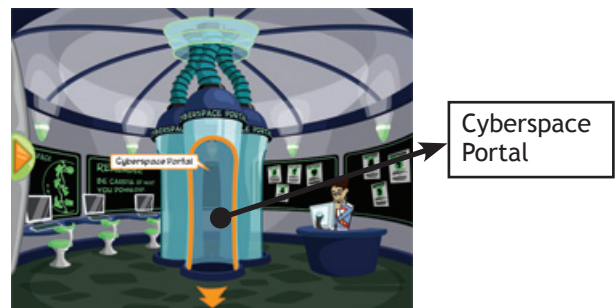
You are uploaded into a secure, firewall-protected area of Cyberspace where the Academy's training mission buildings are located. The buildings are scattered along the Data Stream, which runs throughout Cyberspace. To download back from Cyberspace back to the Academy, you can enter the Academy Portal from the Data Stream Central. An Academy supervisor can also download you after you complete a mission.

Talking to People

You can talk to all of the characters in the Game, so don't be shy! To talk to a character, simply click on them. While you are talking to a character, you cannot access anything else in the Game.

When you can respond to a character, the Response Box pops in from the bottom of the screen and displays your available responses in a scrolling list. Choose the response you want by clicking on it to continue the conversation. You can end a conversation by choosing "Goodbye."

Response box

Click your response to say it

Training Missions

Various buildings in Cyberspace host training missions, with each building focusing on an individual Internet subject (ex: the Email missions are located in the Message Center). The missions cover fundamental skills such as how to spot spam, how to keep personal information private, and how to identify Web site traps, such as dangerous pop-up windows, forms that ask for personal information, and Web pages that show inappropriate content.

You can visit the buildings and complete the missions in any order, but you must complete a building's Level 1 mission before you can try the Level 2 mission.

Building supervisors provide you with information, advice, and Hint Sheets to prepare for your missions, so be sure to talk to them! They also award prestigious Gold Badges for each mission success. To complete a mission and earn a Gold Badge, you must earn at least 70% of the total points for that mission. You will need to collect all the Gold Badges to become a Cyber Defender.

Each mission has different controls and goals, so pay attention to the instructions. However, there are a few buttons you will find in every mission:

The Help button pauses the mission and displays the Gameplay Instructions on screen. The Quit button takes you out of the mission. If you leave a mission in the middle, you will not earn any credits for that mission. The Hint Sheet button pauses everything and pulls up the Hint Sheet for the mission. The Hint Sheet is an overview of the mission's main topic and is a very useful resource. You can print Hint Sheets by clicking the Print button. Hint Sheets also appear in your PAL on the Missions Screen when you start a mission.

Note: Be sure to check that you printer is set for "Landscape" when printing a Hint Sheet.

Help Button

Hint Button

Quit button

ReQuests

You can also unlock ReQuests to complete tasks that could involve talking to certain characters or fetching certain items. Completing a ReQuest earns you bonus credits and a rare item that you can't find in the store.

You can keep track of your current ReQuests with the ReQuests screen in your PAL (see above). A ReQuest may have several steps involved, so check up on it as you complete them.
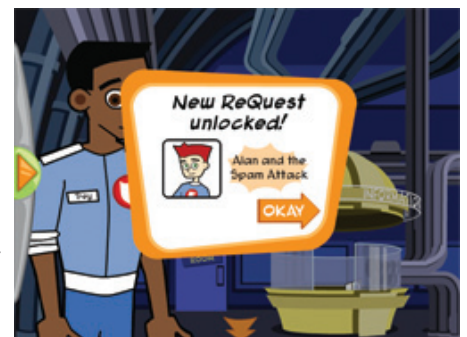
Academy Credits

Academy credits can be spent at the Academy Store to buy items for your dorm room. The points you earn during training missions are converted into Academy Credits if you successfully complete the mission. You can also earn credits by helping out other characters.

The Academy Store

The Academy Store is located in the East Upstairs Hallway and is manned by Captain Wits, retired Cyber Defender and co-founder of the Academy. To spend your Academy credits at the Store, talk to Captain Wits by clicking on him, then respond to him with "I'd like to see what's available in the Store."

All the items the Store carries are displayed in a scrolling list. The Item list can be filtered using the category buttons on the left. You can also see how many credits you have available to spend.

Note: You may only own one of each item. If you already own one of something, the Buy It button will say it is Sold Out.

Category buttons to filter Item list

List of Store items

Current available Academy credits

Click to leave the Store

Item price

Item picture

Item description

Click to purchase an item.

Your Dorm Room

Your Dorm Room is your own personal customizable space within the game. Any Item in your Inventory can be placed in your room and manipulated using the Room Customization Interface.

To place an Item in your room, first click the Open Inventory button. The items currently in your inventory are displayed, and you can filter them using the buttons above the items (see below). Drag an item out of the interface and into the room. If an item is in your room, it appears grayed out in your inventory. (You may only have one of each item in your room.) To close the Inventory, click the Close Inventory button (same as the Open Inventory button when the inventory is closed).

When an item is in your room, you can drag it around the room and use the Grow Item and Shrink Item buttons to make it larger or smaller. You can add walls and floors to your room simply by clicking on them in the inventory. To remove an item from your room and return it to your Inventory, click the Return to Inventory button.

Open Inventory/Close Inventory button

Category buttons to filter items

Return to Inventory

Grow Item button

Shrink Item button

Saving and Quitting the Game

The best way to save your Game progress and to quit the game is to open the PAL. On the Home screen, click the Save and Quit button (see above). At the prompt, click Yes.

Alternatively, you can exit the game at any time by closing the window, but this is NOT recommended because the Game may not save your most current progress.

Note: Players' storyline progress will be saved, however, their location will not. To save your progress, the Game must send it to the server, so this may take some time if you have a slower Internet connection. DO NOT close the program until the Game has successfully saved.

Hints and Tips

- Explore every environment to meet new characters and find new things.
- Talk to all the characters to learn more about them and see if they need any help.
- Check out all the information in the PAL.
- Talk to Commander Omni in her office if you're unsure about how to get started or what to do next.
- You can complete a training mission as many times as you like to earn more Academy Credits. However, you will only earn 1 Gold Badge for each mission.
- Be sure to visit Commander Omni in her office after orientation. She can answer your questions and may even help you get a head start.

Performance Tips

Recommended System Specs

Hardware:		
	PC	Macintosh
Processor	• Pentium III or faster • 500 Mhz or higher (800 Mhz recommended)	• Mac OS
Platform/s	• Windows® 2000/XP, 7	• Mac® OS X, 10.5
Memory	• 128 MB RAM (512 MB RAM preferred) • 180 MB disk space	• 128 MB RAM (512 MB RAM preferred) • 180 MB disk space
Screen Resolution/video	• 16 bit (High Color), 800 x 600 or higher resolution	• 16 bit (High Color), 800 x 600 or higher resolution
Audio	• Sound card & speakers	• Sound card & speakers
Disk drive and storage	• Write access to the user settings on the hard drive	• Write access to the user settings on the hard drive
Internet connection:		
	• Broadband 256k Internet connection or faster	• Broadband 256k Internet connection or faster
External Devices		
	• Mouse (required) • Keyboard • Headphones or Speakers (recommended)	• Mouse (required) • Keyboard • Headphones or Speakers (recommended)

Tips for optimal performance

If you are experiencing poor performance, check to make sure your system hardware supports the requirements above. We recommend not running any other programs at the same time.

Troubleshooting

Most issues that may arise with Carnegie Cadets: The MySecureCyberspace Game can be resolved by restarting the game. If that does not solve the problem, refer to the following Common Issues:

Issue: Cannot log in to game
You must have a registered account and an Internet connection to play the game. Check to see that your Internet connection is functioning normally and that there is not something preventing the Flash application from accessing the Internet, such as a firewall.

If you are experiencing the problem with an account that has previously functioned normally and your firewall settings have not changed, the issue likely resides with our server, such as a temporary maintenance issue. Try logging in again later in the day.

Issue: After logging in, Commander Omni walks towards you and then disappears
This problem occurs when the game's main launch file cannot access the external files it needs to. This can happen if the files or folders were moved or renamed in some way, and also if your network settings are preventing the files accessing each other. If you think the files have been moved or renamed, you can try downloading the game again.

Issue: Characters do not appear when a conversation is started
Occasionally a character will not appear when you first start a conversation with them. This is due to the computer's processing speed, and the character will usually appear when you click the Next button. If they do not, try restarting the Game.

If you are still experiencing trouble, contact our Technical Support at info@carnegiecyberacademy.com.

Carnegie Mellon University and the Information Networking Institute are not accountable for any issues arising from users altering any of the game files.

Contact Us

Please feel free to contact us regarding any of the following:
* General questions, concerns, and comments
* Report a bug
* Assistance with your registration or user account
* Assistance with technical problems that cannot be resolved with the information in our Technical Questions section on our Web site (*http://www.carnegiecyberacademy.com/help.html*)
To contact us, please email *info@CarnegieCyberAcademy.com*.

End User License Agreement

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Terms of Use

Last updated: October 11, 2007

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Privacy; Kids' Privacy.
As mentioned above, our Privacy Statement (*www.carnegiecyberacademy.com/policies.html*) describes the information collection online through the Site and its related registration pages. Please review it carefully.

CHILDREN SHOULD NOT PROVIDE ANY PERSONAL INFORMATION. The point of this Site and the MySecureCyberspace game is to teach children about online safety and such things as protecting their privacy. To allow them to access and retain game progress, children create a user account profile by providing information such as a username and password (which should not be their real name), gender, age group, and secret answer (i.e., a favorite color) to a question. However, CMU does not collect their name or other personally identifying information and does not attempt to tie a profile to an identifiable person. CMU does not want to collect any personal information from children, directly or indirectly, and requests users not to provide any. If anyone (child or adult), nevertheless provides personal information about a child under 13, a parent or guardian may so inform us by writing us at the following address and we will use commercially reasonable efforts to delete it: INI, 4616 Henry Street, Pittsburgh, PA 15213, email *info@carnegiecyberacademy.com*. You may wish to visit the resources on our mysecurecyberspace. com web site for more information about children's privacy on the Internet, or *http://www.ftc.gov/bcp/conline/edcams/kidzprivacy/index.html* to learn about some commercially available Internet protection measures.

Complete information about privacy and the information collected through the Site appear in our Privacy Statement (*www.carnegiecyberacademy.com/policies.html*).

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CMU may update and change the Site, along with these Terms of Use (including but not limited to the Privacy Statement) from time to time without notice to you. You must review these Terms of Use each time you use this Site or Materials to make sure you are still in agreement to abide by them. You agree that by using this Site or Materials or engaging in any of the activities described in these Terms of Use after changes have been made to these Terms of Use, you are agreeing to accept and comply with those changes.

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If any provision(s) of these Terms of Use shall be held to be invalid, illegal, or unenforceable by a court or other tribunal of competent jurisdiction, the validity, legality and enforceability of the remaining provisions shall not in any way be affected or impaired thereby.

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You agree that CMU, at its sole discretion, may require you to submit any disputes arising from the use of this Site, the Materials, and/or these Terms of Use concerning or including any disputes arising from or concerning their interpretation, violation, nullity, invalidity, non-performance or termination, as well as disputes about filling gaps in this contract or its adaptability to newly arisen circumstances to final and binding arbitration under the International Rules of Arbitration of the American Arbitration Association, by one or more arbitrators appointed in accordance with the said Rules. Notwithstanding these rules, however, such proceeding shall be governed by the laws of the Commonwealth of Pennsylvania and the venue for such arbitration will be in Pittsburgh, Pennsylvania. Any award in an arbitration initiated under this clause shall be limited to monetary damages and shall include no injunction or direction to any party other than the direction to pay a monetary amount. Further, the arbitrator shall have no authority to award punitive, consequential or other damages not measured by the prevailing party's actual damages in any arbitration initiated under this section, except as may be required by statute.

Privacy Policy

Privacy Statement for carnegiecyberacademy.com
(including information about kids' privacy)
Last updated: October 11, 2007

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Kids' Privacy
CHILDREN SHOULD NOT PROVIDE ANY PERSONAL INFORMATION. The point of this Site and the MySecureCyberspace game is to teach children about online safety and such things as protecting their privacy. To allow them to access and retain game progress, children create a user account profile by providing information such as a username and password (which should not be their real name), gender, age group, and secret answer (i.e., a favorite color) to a question. However, CMU does not collect their name or other personally identifying information and does not attempt to tie a profile to an identifiable person. CMU does not want to collect any personal information from children, directly or indirectly, and requests users not to provide any. If anyone (child or adult), nevertheless provides personal information about a child under 13, a parent or guardian may so inform us by writing us at the following address and we will use commercially reasonable efforts to delete it: INI, 4616 Henry Street, Pittsburgh, PA 15213, email info@carnegiecyberacademy.com. You may wish to visit the resources on our mysecurecyberspace. com web site for more information about children's privacy on the Internet, or http://www.ftc.gov/bcp/conline/ edcams/kidzprivacy/index.html to learn about some commercially available Internet protection measures.

Collecting Non-Personal Information Through Technology
When you visit the Site or click on internal links within the Site, we collect information that has no personal reference to or connection with you (impersonal information). By using this Site, you consent to the collection and use of this information by CMU. By itself, this information does not identify you and may include the following:

- The Uniform Resource Locator (URL) address (the address of a file or resource accessible on the Internet) of the web site that you left to visit the Site
- The web pages you visit on the Site
- The browser application you used to come to the Site
- Your Internet Protocol (IP) address (a number that identifies each sender or receiver of information that is sent in packets across the Internet)
- Cookie resetting password
- Statistical game data (for example, time spent in certain areas of the game, number of attempts at a mission, points earned, etc.) that is not tied to personal information.

We use the impersonal information we gather to, among other things, help us improve our understanding of how visitors are playing and performing on the MySecureCyberspace game. We may also use such information for other purposes, including but not limited to as a way to enhance users' experiences on our Site or to better prepare future game content.

Collecting Non-Personal Information Through Creation of a User Account
In order to play the MySecureCyberspace game, users must create a user account. Users are not asked to provide any personal information to create a user account. The information required to set up a user account includes:

- Username
- Password
- Gender
- Age group
- Reminder question
- Answer to reminder question

Collecting Personal Information Through Group Registration
In order for you to complete a group registration (so that you are able to download the MySecureCyberspace game for use by a group), we may require you to provide us with certain information that personally identifies you (which may include, without limitation, contact data like your name, email address, postal address, country and telephone number).

Choice Regarding Collection of Personal Information Through Group Registration
You may choose not to provide us with any individually-identifiable information. In such an event, you may not be able to complete those group registration portion(s) of our Site that requires your individually-identifiable information.

How We Use and Share Personal Information Collected
We will use personal information collected from you through the group registration to, among other things, provide you with information related to the MySecureCyberspace game, to send you information about CyLab and/or CMU's activities and/or offerings, and/or to contact you when necessary.

In the event that some of CMU's assets and/or information are sold or transferred or used as security, the personal information collected through our Site may be transferred to third parties as part of that transaction. CMU may also provide such information and/or provide access to such information to any of our affiliated entities or to our business collaborators, vendors and/or service providers.

CMU may also use your personal information to reply to you and send information to you. CMU may also provide aggregated personal information received through the Site to third parties. CMU does not intend to reveal such personal information to third parties except in the manner stated in this Privacy Statement.

If CMU is requested by law enforcement officials or judicial authorities to provide information on individual users, we may, without your consent, provide such information. In any matters involving claims of personal or public safety, CMU may provide your personal information to appropriate authorities without your consent or court process. CMU may also use your information to enforce CMU's rights, intellectual property or other property, including but not limited to enforcing our Terms of Use or other agreements with you relating to this Site or its materials.

Your Ability to Access, Update and Correct Personal Information
If you do not want to receive informational emails from CyLab or if you wish to check the personal information that we have about you that was collected through the Site, please contact us through the contact information that appears at the end of this Privacy Statement. We may retain in our files information you have requested us to remove in some circumstances, such as to resolve disputes, troubleshoot problems and/or enforce our Terms of Use (www.carnegiecyberacademy.com/policies.html) or license agreements with you. In addition, please note that such prior information is never completely removed from our databases due to technical constraints and the fact that we back up our systems (therefore we cannot guarantee every trace of your information will be completely removed from our systems in response to your requests).

Site Security
This Site makes use of firewalls, password protection mechanisms, and a SSH certificate on our server designed to protect transmissions of personal information through the Site. However, as you know, even with the best technology, no web site is 100% secure. CMU takes reasonable measures which it believes are appropriate to protect the information collected through this Site from loss, misuse, alteration or destruction.

Links to Other Sites
Links to third-party web sites may appear on some pages within the Site for your convenience and information. Using these links will cause you to access web sites that are not part of the Site, even though they may contain CMU logos, information, etc. CMU is not responsible for the content or privacy practices of non-CMU Sites, and this Privacy Statement does not apply to other CMU-related web pages and sites. We suggest that you carefully review the privacy policies of each site you visit.

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