

References

Caserman, P., Zhang, H., Zinnacker, J., & Gobel, S. (2019, September). Development of a directed teleport function for immersive training in virtual reality. *2019 11th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games)*.

Presented at the 2019 11th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games), Vienna, Austria. doi:10.1109/vs-games.2019.8864599

The researchers involved with this experiment tested how children ages 7-10 would learn about cyber-safety when playing a game. The results were a much higher understanding and recall about the information to do with cyber-safety. This activity was an engaging way to involve the children and helped them to become more involved. This research article is useful because it provides information about the best way to teach the children at the health fair.

Edwards, S. (2021). Cyber-safety and COVID-19 in the early years: A research agenda. *Journal of Early Childhood Research*, 19(3), 396–410.

<https://doi.org/10.1177/1476718X211014908>

This article aims to understand the technology exposure with children now. Since the covid-19 pandemic the use of technology has increased significantly. More parents allowed their children to use the internet at younger ages due to being stuck at home for longer periods of time. This has increased the importance of children needing to understand the internet and how to use it safely. This article will be useful because it focuses on the importance of education about the internet in the early years of life and specifically which information should be stressed.

Rahman, N. A., Saira, I. H., Zizi, N. A., & Khalid, F. (2020). The importance of cybersecurity education in school. *International Journal of Information and Education Technology*, *10*(5).

<https://pdfs.semanticscholar.org/f24d/d9d57c7c3c4a14cedfd4eb38073b78124d96.pdf>

Rahman N.A, (2020) examines the need for cyber-safety education in schools. This literature review focuses on the importance of cyber-safety and how it can be implemented in the classroom. The information listed will be useful for facilitating an engaging conversation in the classroom to do with this topic. Methods such as videos, interactive discussion, and games can be utilized in order for children to understand cyber-safety.