

Promoting cyber careers to the next generation

Legacy process

Objective

As one of Europe's most digitalised countries, Denmark is highly exposed to cyberattacks ([Statistics Denmark](#), 2025). Public authorities, private businesses, and citizens face daily attempts to disrupt digital systems, reflecting a serious and rapidly growing cyber threat landscape in Denmark ([Styrelsen for Samfundssikkerhed](#), 2025).

At the same time, emerging technologies provide cybercriminals with increasingly advanced tools, making it harder to protect critical infrastructure. This emphasizes the urgent need for more talents with cyber competencies through strengthened education in IT skills, cyber awareness, and digital resilience.

To address the skills gap, Copenhagen Legacy Lab and Aalborg University, set out to explore whether Copenhagen Gaming Week could be a relevant platform to inform, engage, and inspire young people to pursue a future career in cybersecurity.

Activities

Activity 1: Workshop for high school students

On the opening day of Copenhagen Gaming Week, Aalborg University hosted a workshop for 20 upper secondary students from the Academy for Talented Youth with an interest in technology and gaming. Through two sessions, students explored the human and technical aspects of cyberattacks and how to protect themselves from becoming victims.

Program:

- **Workshop 1:** Introduction to cyber careers and how hackers think and operate
- **Break**
- **Workshop 2:** Hands-on experience with hacking techniques in a virtual lab environment
- **Copenhagen Gaming Week:** Students visit the gaming festival

Activity 2: Interactive booth

In addition, Aalborg University hosted a three-day interactive booth on cybersecurity skills as part of Copenhagen Gaming Week.

Each day featured a recurring programme of short, hands-on sessions designed to spark curiosity and build understanding of cybersecurity, including:

- **Your Digital Footprint:** What you share online and how it can be used
- **Hack a Watertank:** Live demonstration of industrial system hacking
- **Spy in Your Browser:** What cookies are and how they can be manipulated
- **A Company Under Attack:** How hackers identify and exploit vulnerabilities

Activity 3: Session on cybersecurity

On the final day of the festival, a representative from Aalborg University delivered a session titled *"Think Like a Hacker – and Improve Your Cybersecurity"*. The talk explored how different types of hackers think and the methods they use, aiming to increase awareness of how both young people and adults can better protect themselves in an increasingly digital society.

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Evaluation

Feedback from the educational workshop confirmed the relevance of Copenhagen Gaming Week as an effective platform for inspiring young people interested in tech and addressing the cybersecurity skills gap (e.g., 80% of students reported increased interest in pursuing a career in cybersecurity).

Across the three-day event, the interactive booth attracted more than 200 visitors and resulted in 44 new members joining the CyberSkills' Discord community, an online platform for Danish youth interested in developing cybersecurity skills.

Participation in Copenhagen Gaming Week also led to the establishment of a new partnership between Aalborg University, CyberSkills, and Specialisterne stu (a youth education programme for young people aged 16 to 24 with cognitive and physical disabilities and other needs). This collaboration resulted in three student workshops focused on cybersecurity awareness and hands-on training.

Building on these outcomes, the partners are now exploring how the initiative can be further developed and scaled for Copenhagen Gaming Week 2027.





Copenhagen Legacy Lab is an award-winning strategic initiative under Copenhagen Convention Bureau that drives positive long-term impact from congresses and events.

For more information and additional cases, visit
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