

- → Security awareness: why and how
- → Security awareness and game design: opportunities, challenges and tips

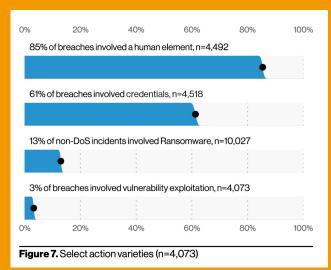
→ 5 years of SWITCH Security Awareness Adventures

What?





#### Why Awareness?



Verizon, 2021 Data Breach Investigations report

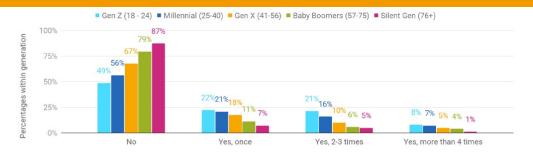


Figure 10. "Have you ever been a victim of harmful cyber activities online that have resulted in the loss of money or data?"

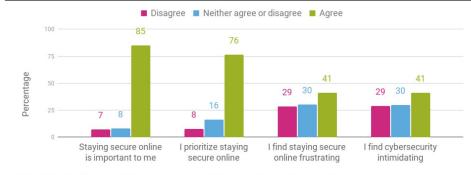


Figure 14. Participants' levels of agreement to four cybersecurity statements.

Base: UK & US based participants, total number: 2000, aged 18+, dates conducted: August 10, 2021 - August 18, 2021.

CybSafe and National Cybersecurity Alliance,

OH, BEHAVE! THE ANNUAL CYBERSECURITY ATTITUDES AND BEHAVIORS REPORT 2021











Raising awareness of and interest in a special topic

#### **EDUCATION**

Learning new skills and the theory behind them

#### **TRAINING**

Learning and training (new) skills





## Gamification vs. Game Design

https://en.wikipedia.org/wiki/Gamification

https://en.wikipedia.org/wiki/Game\_design





# **Advantage of Game Design in Trainings**

- → Have some fun
- → Freedom to fail
- → Satisfaction of solving the problem



#### Game Design in training – a balancing act

**Training** 

Game objective Challenge | Frustration

Training objective Pretending | Relevance for reality



# Tips for game design in training

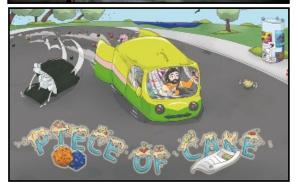
- → Use existing games
- → Every task/question needs to be relevant for the game
- → Involve ALL players











## **Training in 3 steps**

- 1. Learn
- 2. Apply
- 3. Recall



Hack The Hacker - the escape room



Duration:	ca. 2 h	Training topics:  Password security Backups Dumpster diving Brute force methods Social engineering Phishing Encryption		
Participants:	max. 6 pers.			
Target group:	employees of all fields			
https://swit.ch/hack-the-hacker				









#### **Hack The Hacker - Objectives**

# Game:



- → Find decryption key
- → Save the organisation

#### **Training:**



The participants understand risk of poor security measures and importance of strong passwords.



Track The Hacker - the outdoor quest



Duration:	ca. 3 h	Training topics:		
Participants:	max. 6 pers.	<ul><li>Data Security</li><li>Data Privacy</li><li>Social engineering</li></ul>		
Target group:	employees of all fields			
https://swit.ch/track-the-hacker				







#### **Track The Hacker - Objectives**

# Game:



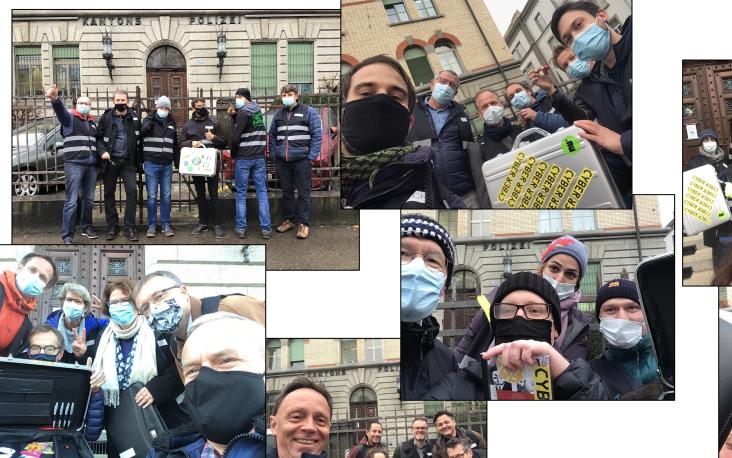
- → Recover data
- → Save the organisation

#### **Training:**



The participants learn how to deal consciously with personal data online.









#### Piece of Cake - the role playing game



Duration:	ca. 2 h	Training topics:		
Participants:	max. 5 pers.	<ul><li>Social engineering</li><li>Data privacy</li><li>Data security</li></ul>		
Target group:	employees of all fields			
https://swit.ch/piece-of-cake				









#### Piece of Cake - Objectives

# Game:



- → Find recipe
- → Save bakery

#### **Training:**



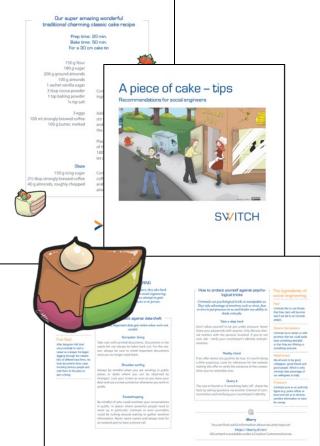
The participants learn how to detect and react to Social Engineering attacks.



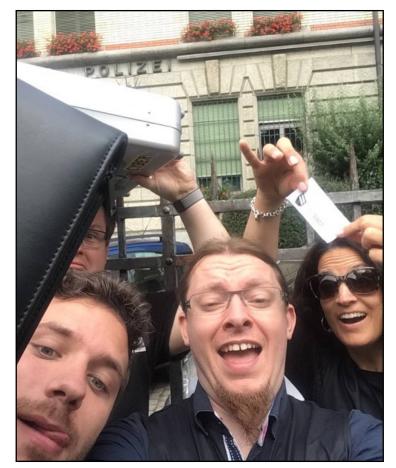






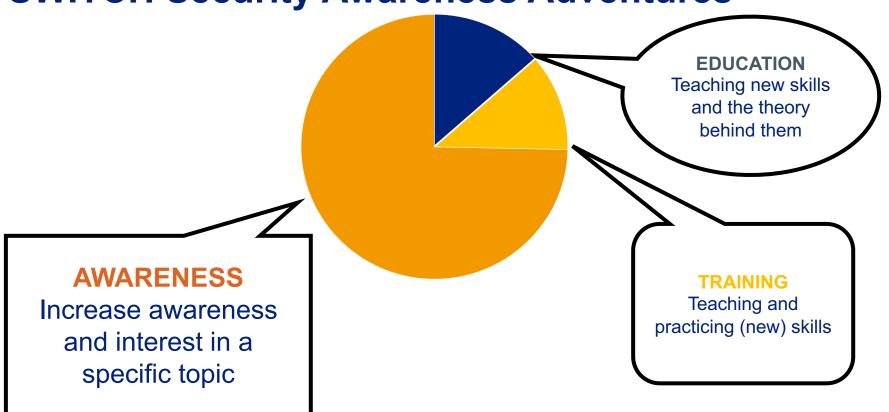














#### What we can do

- → Raise (long term) interest in security
- → Encourage users to deal with IT related topics
- → Improve the reputation of the security department
- → Improve teamwork



#### What we can't do

- → Train a high number of employees in a cost-effective way
- → Optimise it to a cost-effective training tool
- → Quickly adapt to new topics

# **Questions?**

awareness@switch.ch

SWITCH Security Awareness Day 2022 26th October in Berne (hybrid)



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