

1. Introduction to GenCyber Camp
  - a. 9-9:30
  - b. Lecture topic: The scenario, introducing the characters, introducing the environment.
  - c. Activity: Ice breaker activity among students
2. Ethics and Legal Activities
  - a. 9:30 - 10:15
  - b. Lecture: What is hacking, CFAA
3. Introduction to Virtualization
  - a. 10:15-11:00
  - b. Lecture: Basic concepts of virtualization
  - c. Activity: None; after lunch