Value Proposition

Team 29

VM-Craft II

There is a large demand for cybersecurity workers in today’s economy and world. Unfortunately, there is not nearly enough students to fill that demand. One reason for this shortage could be that students aren’t interested in cybersecurity. Another reason, could be that students who enter into a cyber education, don’t end up sticking to it. We will be working with a faculty member at the University of Idaho, to develop an exciting way to increase interest and education in the area of cybersecurity through VMCraft-II. The Minecraft mod creates a platform for students to simulate real-life scenarios from the exciting aspect of a computer game. VMCraft I, which was created by previous students, allows students to access a VM, in-game through the use of a computer block. We hope to increase the capabilities of this block, to allow for security-driven model, which can be later used for real-life educational labs.