

# RSA® Conference 2020 Asia Pacific & Japan

A Virtual Learning Experience | 15–17 July

HUMAN  
ELEMENT

SESSION ID: HUM-R06

## Hackers Going To Hack

Chloé Messdaghi

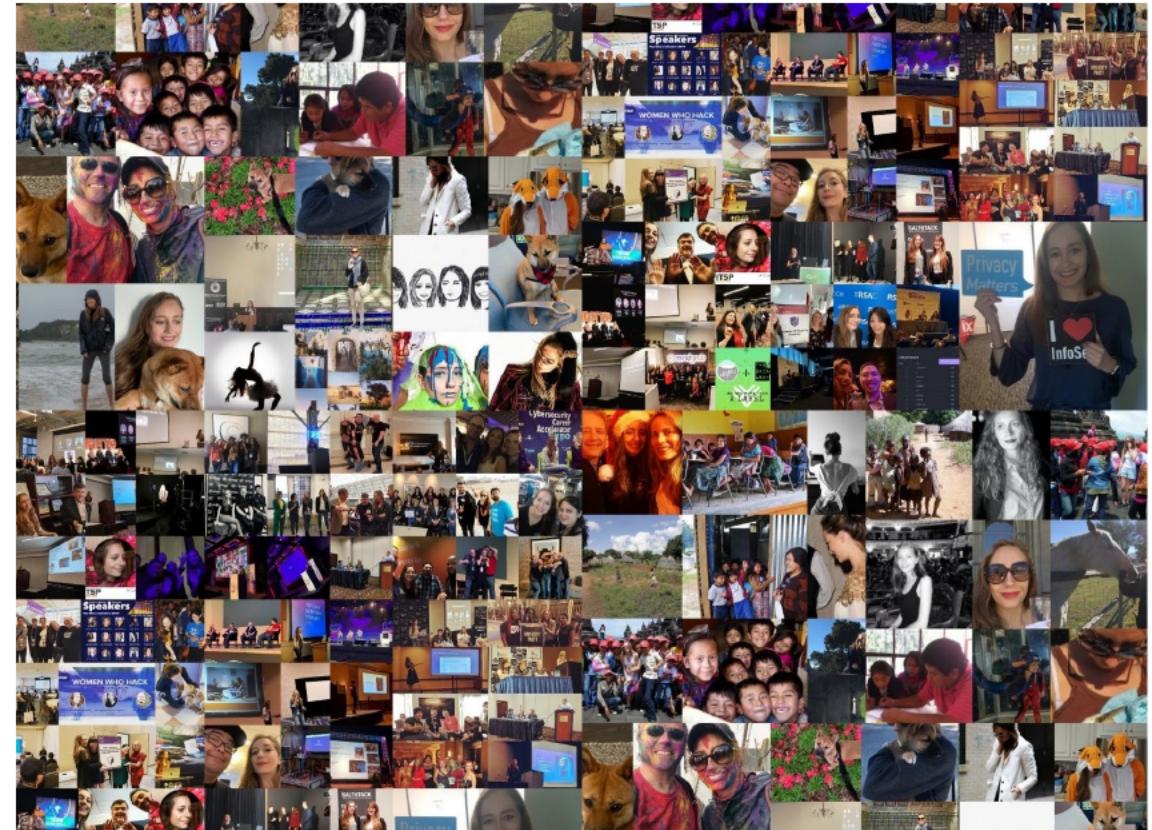
VP of Strategy  
Point3 Security  
@ChloeMessdaghi



# Who am I?

@Chloé Messdaghi

- VP of Strategy at Point3 Security
- Ethical Hacker Advocate
- President/Cofounder of WoSEC
- Founder of WomenHackerz
- The Hacker Book Club Creator
- Podcaster for ITSP Magazine “The Uncommon Journey”



# Agenda

- What is gamification?
  - Walk through history
- How does it work?
  - Deep dive in the brain
    - Temporal Lobe
      - Hippocampus
      - Amygdala
- Why is it needed?
  - Evidence
  - Key Takeaways



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# Gamification

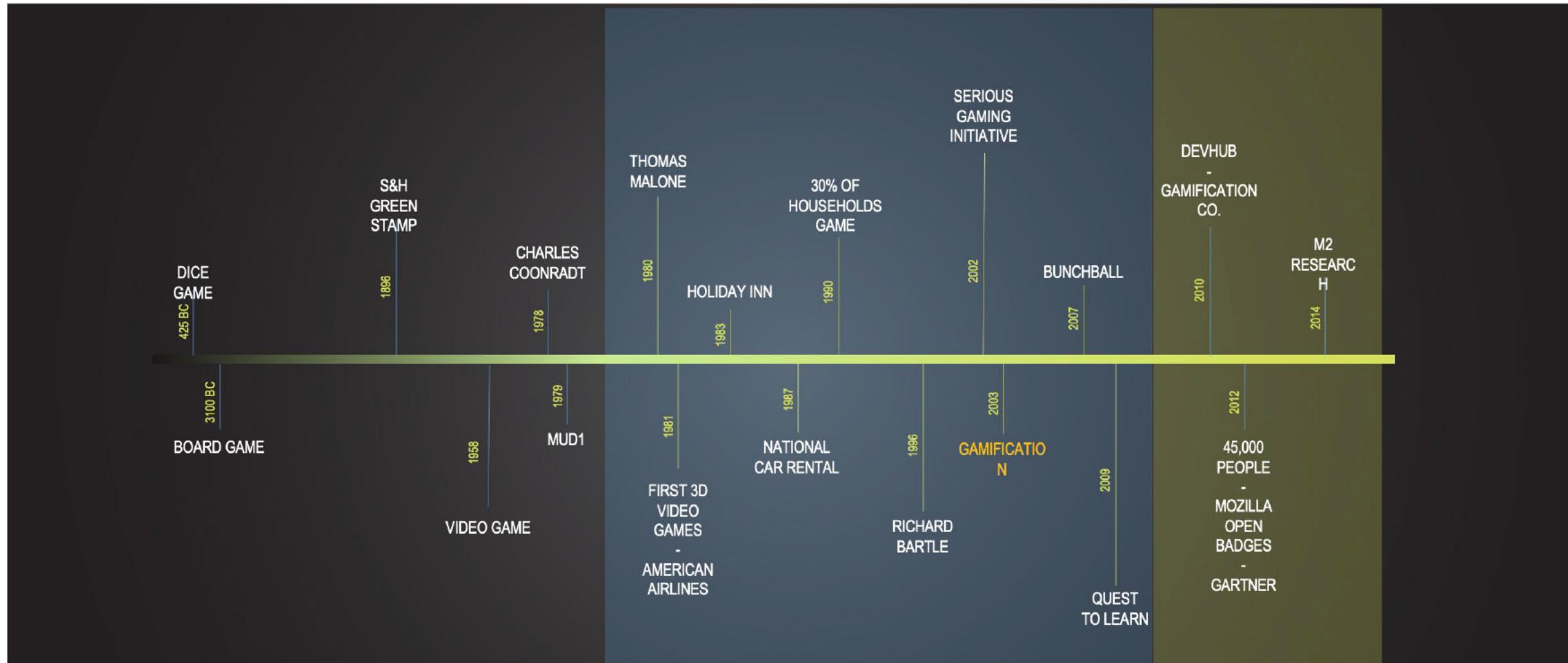
The Past, Present, and of course... it's role in infosec.

# What is Gamification?

Gam·i·fi·ca·tion | \ ,Gā-mə-fə- 'kā-shən:

The process of adding games or game-like elements to something (such as a task) so as to encourage participation

# Timeline of Gamification



# Pop Quiz Time!

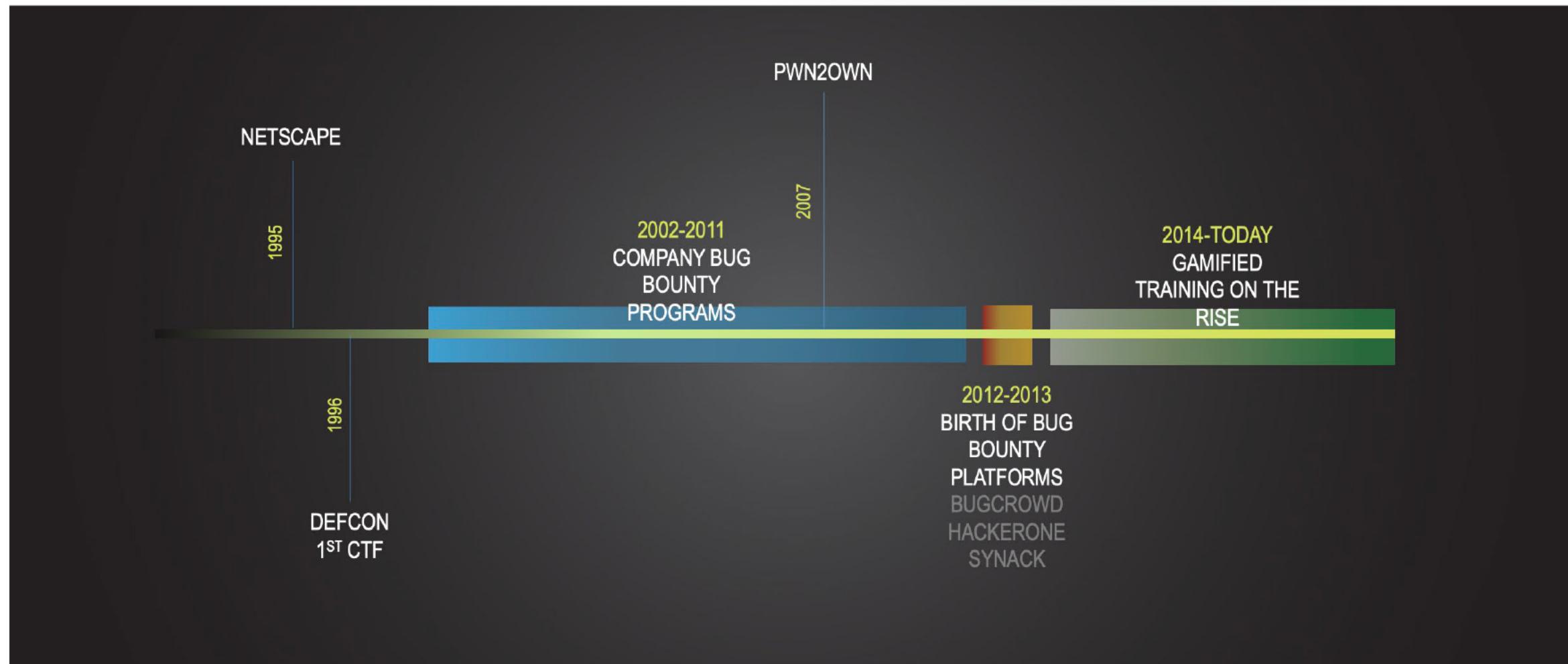
**What year did the first video game come out?**

**Gamification is expected to become a \_\_\_\_\_ billion dollar industry by the end of 2020.**

# Fact: InfoSec has always been gamified.



# InfoSec Timeline



**And it's back! It's pop quiz time!**

**What year was the first bug bounty program created?**

**Le fin of pop quiz time... or is it...**



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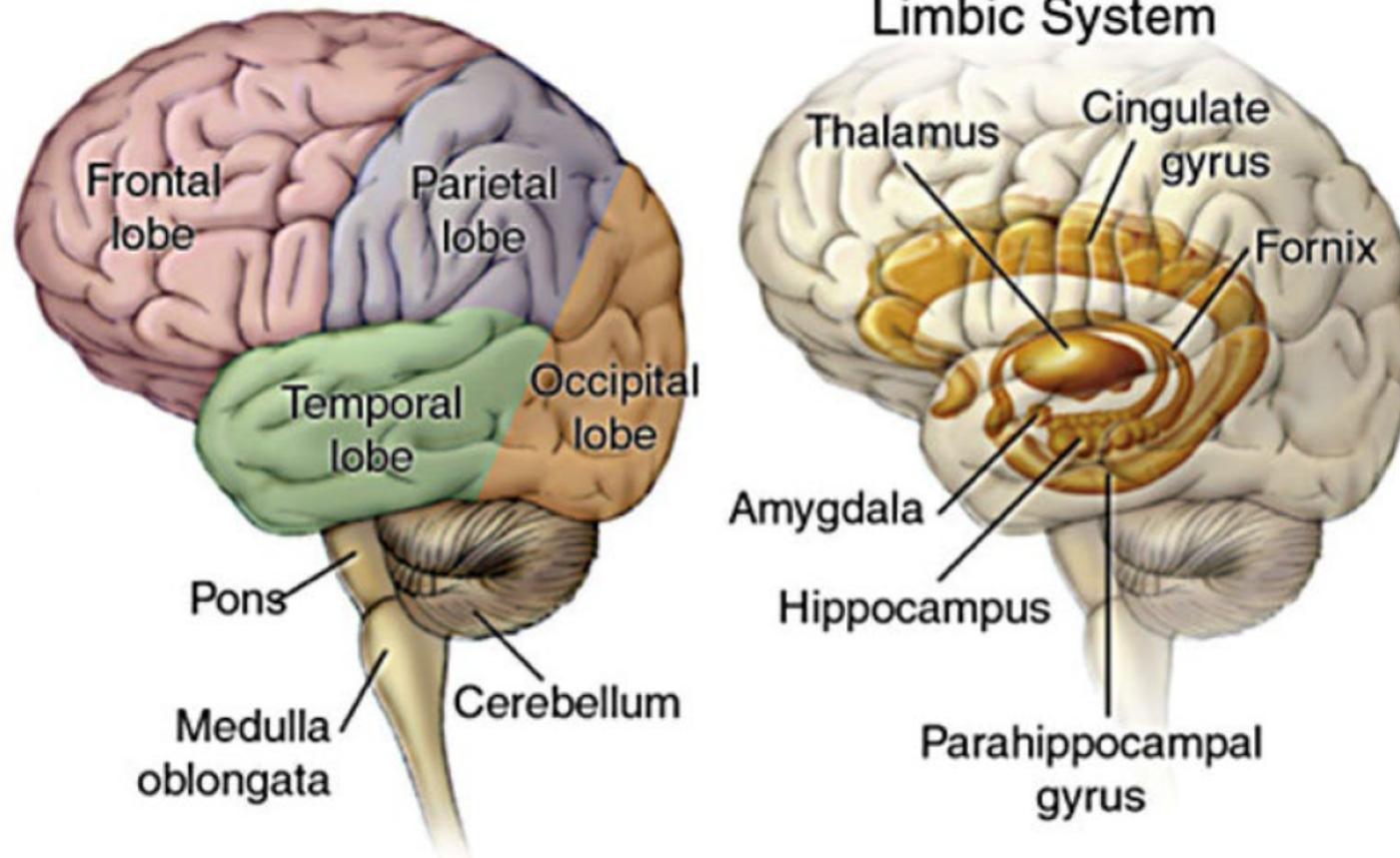
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## How does it work?

Hint: Our brains are stimulated by it.

# Let's get to know your brain.



# The Temporal Lobe

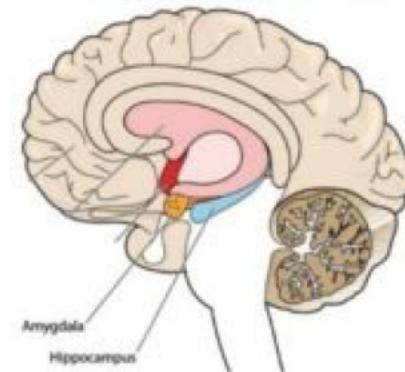


# Temporal Lobe Activity Time!

**Fill in the blank. Shout the answer out... or silently whisper it to yourself.**

# Diving further into the Temporal Lobe.

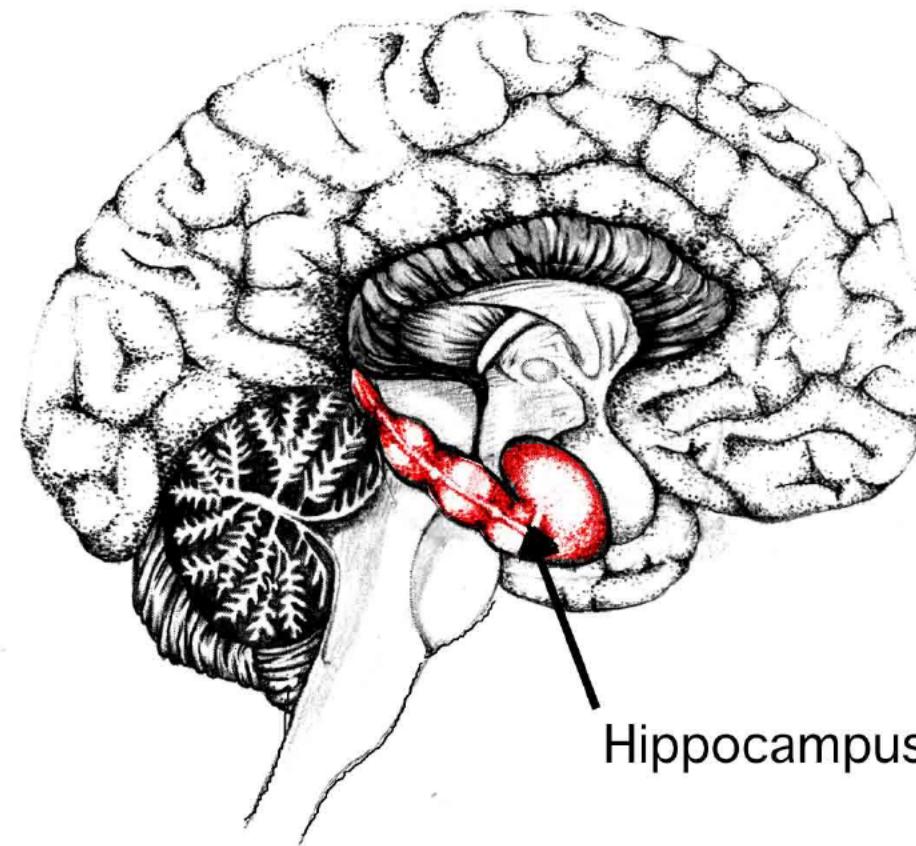
## AMYGDALA + HIPPOCAMPUS



- The amygdala controls emotional responses & helps your brain store memories
- It works closely with the hippocampus
- The hippocampus plays a role in memory, navigation, & emotional response



# Meet the Hippocampus



Hippocampus

# Hippocampus Activity Time!

# Read through it twice

- An umbrella
- A shoe
- A cuddly toy
- A melon
- A tree
- A yogurt
- A parrot
- A laptop
- A red jumper
- A basketball

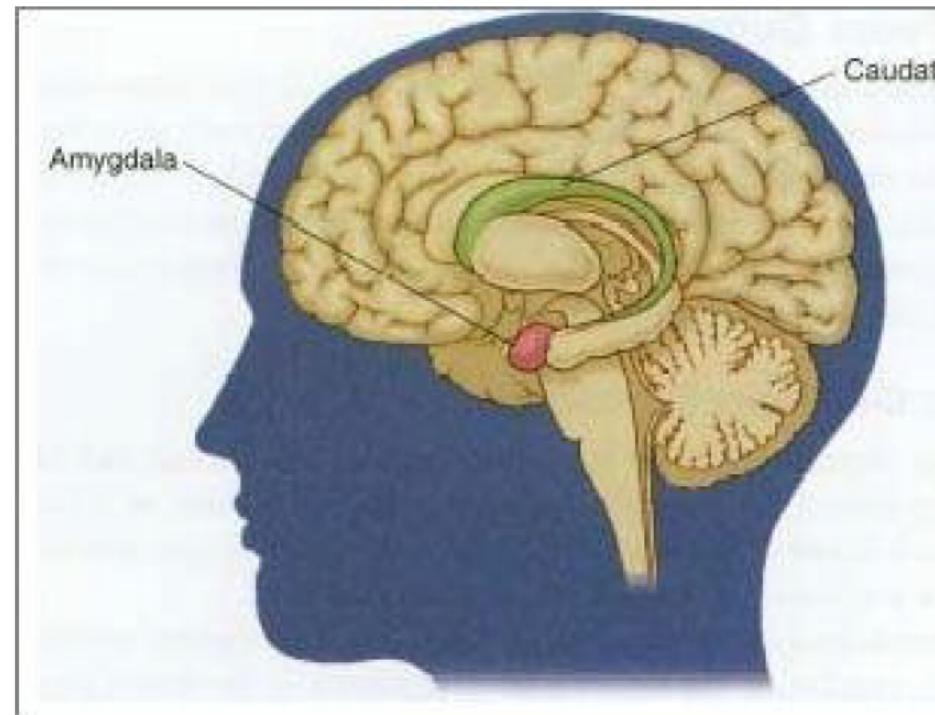
## Next Steps

- Draft an email or pull up a notes app or go old fashion writing by hand.
- Now, try to write down the objects in order.
- You have 1.5 minutes to complete.

# Check it twice

- An umbrella
- A shoe
- A cuddly toy
- A melon
- A tree
- A yogurt
- A parrot
- A laptop
- A red jumper
- A basketball

# Meet the Amygdala



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## Why Gamification helps Security Teams



Truth.

*"In 2020, gamification, combined with other latest technologies & trends, will have a significant impact on the design of employee performance, globalization of higher education and innovation."*

Gartner

**Fact #1: 96% of companies that adopt gamification in the workplace report seeing benefits**

**Fact #2: 77% of Senior Manager agree that they would be safer if they used for gamification.**

## **Fact #3: 3 million shortage**

**Fact #4: 77% of employees find game-based training to be more effective than traditional training methods.**

**Fact #5: Gamification helps with finding talent and recognition.**

## **Fact #6: We have a skills gap**

**Fact #7: The Military is all in.**

**It is clear gamification is a necessity.**

**And...**

**What \_\_\_\_\_% of companies that adopt gamification in the workplace report seeing benefits?**

# FYI - Gamification transforms security teams and lives.



**From history, brain functioning, and data...**

**... it's clear that gamification is needed more than ever...**

**...so we can all be superheros everyday.**

# Takeaways

- If you are a hacker: Do CTFs, bug bounties, hackathons.
- If you are a Manager, Director, VP, or C-Level: Invest in your team and reduce the skills gap through gamified training platforms.
- Overall, never stop learning. Your Temporal Lobe requests it.

# Thank you for existing!

