

Exercise 2 (E2)

Cybersecurity Training with Online Videogames

Objectives

The objectives of E2 are:

- To investigate and play along different online videogames (mini-games) related to cybersecurity with the objective to thoroughly analyze them as potential tools for cybersecurity training.
- To prepare and do a short oral presentation (5-10 minutes) in order to communicate and discuss about your findings, answering to audience questions and comments.

Introduction

Let us imagine that you are working as a part of the SOC/CERT/CSIRT of a big organization (company, governmental institution, etc) where there are a large number of employees and customers. Let us assume that there is a wide range of profiles regarding IT and cybersecurity skills, from non-skilled to experts. For instance, imagine that the organization is an educational governmental institution dealing with the administration and management of a wide range of studies and learning stages in a country, from primary school to university. The institution employs different professional profiles, e.g.:

- Executive managers (including politicians)
- Administrative staff (including civil servants)
- IT skilled staff (engineers, CSIRT)
- IT non-skilled staff (janitors, maintenance, cleaning)

Also, there are many types of clients/customers accessing the services that the institution offers, e.g.:

- School/center directors and managers
- IT skilled and non-skilled teachers
- Adult students (bachelor, master)
- Under-age students (primary, high-school)
- Other heterogenous profiles (family representatives, third party companies)

All of them (employees and customers) have regular or sporadic access to some digital asset or service of the institution (IT devices, online services, employees/customer databases, institutional email accounts, etc).

One of the tasks of your job is to prepare and conduct cybersecurity training targeting two main goals:

- Improve overall cybersecurity skills of employees and customers
- Detect weaknesses and vulnerabilities that affect people and might be of high risk for potential incidents

Let us then imagine that you want to prepare some training activity where people will play an online mini-game in order to achieve the abovementioned goals. An initial task is to find out available online mini-games, play with them, and analyze them thoroughly in order to evaluate whether they can be useful for cybersecurity training purposes.

Statement

The first step of the exercise consists in choosing a video-game to play. Each group will choose a different one. Here you have some options:

1. **Nova Labs Cybersecurity Lab:** [quest pass](#)
2. **Phishing:** [Phish me if you can](#) and [Phishing Box](#)
3. **CDSE Trivia Twirls:** [Spin The Wheel](#)
4. **Caniphish Free Cyber Security Games:** [The Security Architect](#)
5. **KC7 Cyber Detective Game:** <https://kc7cyber.com/>
6. **Cyber Awareness Challenge 2026:** [All Other Users](#)
7. **CDSE Security Awareness:** [The adventures of Earl Lee Indicator](#)

Once the assignments of games to groups is done, you can start playing and analyzing the game. After this analysis you will perform an oral presentation. In view of that, our suggestion is to prepare a set of slides to support of your presentation. You can include screenshots or records to better illustrate your speech, even you can show a live demo of how to play and how the game looks like, if you wish.

For the oral discussion, we expect you to perform a 5 minutes presentation that should include, at least, the following points:

- Title of the game
- Description
- How-to-play?
- Cybersecurity concepts that are explored
- Strengths and weaknesses of the game for cyber-training purposes
- Expected/target people profiles within your institution

- Any other aspect/comment you want to highlight

Each member of the group must present some part of the presentation. After your speech, the audience will ask some questions that you should clearly answer.

Delivery

No RACO deliverable is planned for this exercise. This exercise is going to be evaluated by means of your presentation and discussion. We are going to consider the following aspects during the evaluation:

- The level of game exploration and detail of your analysis
- Your critical thinking when presenting and answering the questions
- The organization and clarity of your speech.

Date: October 24th

Attendance is mandatory to be qualified

Supporting Material

NA