Control-Alt-Hack had a similar goal to the game Elevation of Privilege, to entice people to learn about a technical concept. Threat modeling and information security careers can be presented in dull slides or literature, but a game evokes our competitive juices and creates a desire to delve into the subject matter. Control-Alt-Hack positioned itself for a larger target audience than Elevation of Privilege. It’s goal was to increase awareness of cybersecurity issues and to get young adults to think about careers in information security. They have sold over 800 copies and the survey results have been overwhelmingly positive (Denning). Hopefully this game will lead to more players in the cybersecurity space solving real world problems.

We should care about this research because the “white hat” community inside and outside the Air Force is too small. The Air Force struggles to get qualified security professionals. I think It would help recruitment if the Air Force created a game to show people the opportunities at cyberspace officer has. If we don’t step up recruiting in this field we will lose our comparative edge to other countries that are investing large portions of their GDP to educating their youth in information technology and security.