This paper made me think of my approach to software assignments in my undergraduate experience. The main, and often, only thing I cared about when creating these artifacts was did it perform the necessary operations within the given parameters. This might mean not including case statements for boundary conditions that I was “confident” wouldn’t happen during tests or sacrificing efficiency for ease of implementation. Adam Shostack’s goal was to change the behavior of developers with regards to threat modeling. The primary issue is that threat modeling is rarely used in the development process or the review process for most software. The mission of the game Elevation of Privilege is to create a threat modeling mindset that will permeate into their normal creative processes (Shostack). This game will not make the players information security experts but will educate players on common threats they can easily protect against if they develop their applications with these issues in mind and not try to patch after production. The game itself appears to be fairly engaging but the difficulty normally comes with enticing people to learn how to play (Shostack). A card game does not have the appeal of a mass market game like Fortnite, but juxtaposed next to work as usual it can be desirable.

We should care about this research because it demonstrates a simple card game can be effective in teaching a complex discipline like threat modeling. We can apply games like this to educate the people working for and with us for a relatively low cost. The significant savings will come from instilling the desired behavior. We might be able to replace the drudger of the annual Cyber Awareness Training with a game like this!

Citation (MLA):

Shostack, Adam. *Elevation of Privilege: Drawing Developers into Threat Modeling*. Microsoft, 2012.