

FINDING EXERCISE EQUILIBRIUM: HOW TO SUPPORT THE GAME BALANCE AT THE VERY BEGINNING?



Jan Vykopal and Jakub Čegan

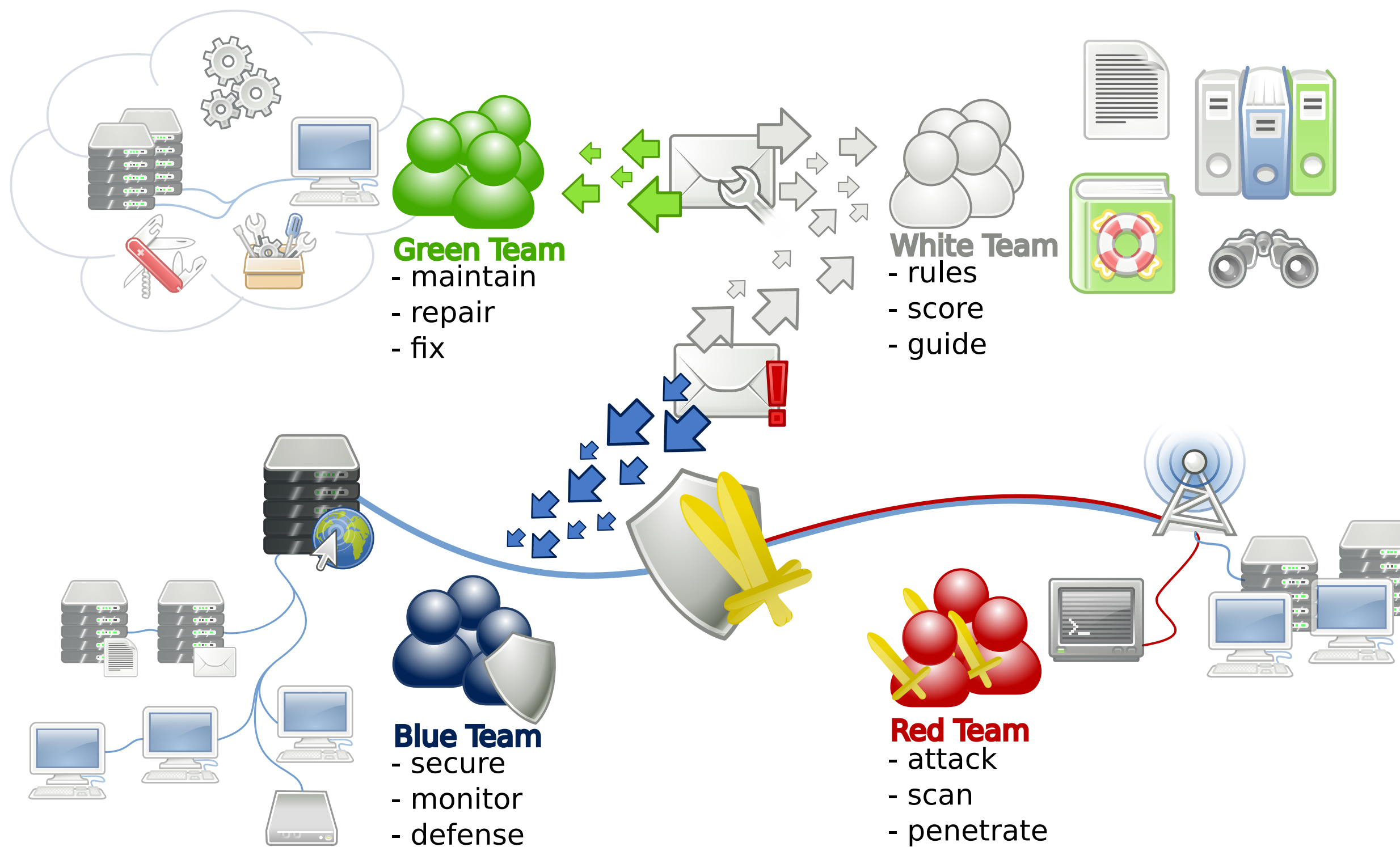
Masaryk University, Institute of Computer Science
Brno, Czech Republic

{vykopal|cegan}@ics.muni.cz

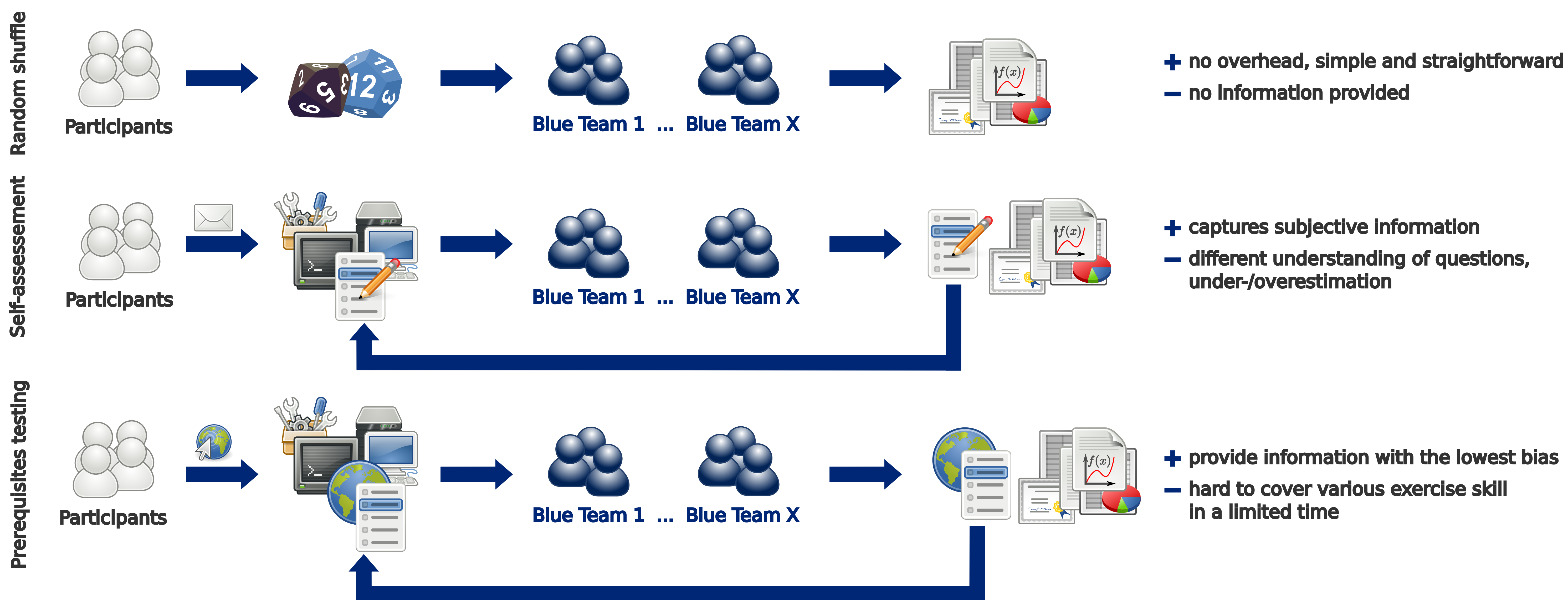
Summary

- Cyber defence exercises (CDX) represent a popular form of hands-on security training.
- Learners are usually divided into several teams that have to defend or attack virtual IT infrastructure (red vs. blue teams).
- CDXs are prepared for learners whose level of skills, knowledge, and background may be unknown or very diverse. This is evident in the case of high-profile international CDXs with hundreds of participants coming from government agencies, military, academia, and the private sector.
- We present three methods for distributing learners into teams with respect to their level of proficiency and the prerequisite skills required for the exercise.
- Our aim is to reach a balance between proficiency and the exercise to make the exercise beneficial for the learners and an effective investment for sponsors.
- We outline findings from an analysis of the learners' self-assessment of various skills before and after the exercise.

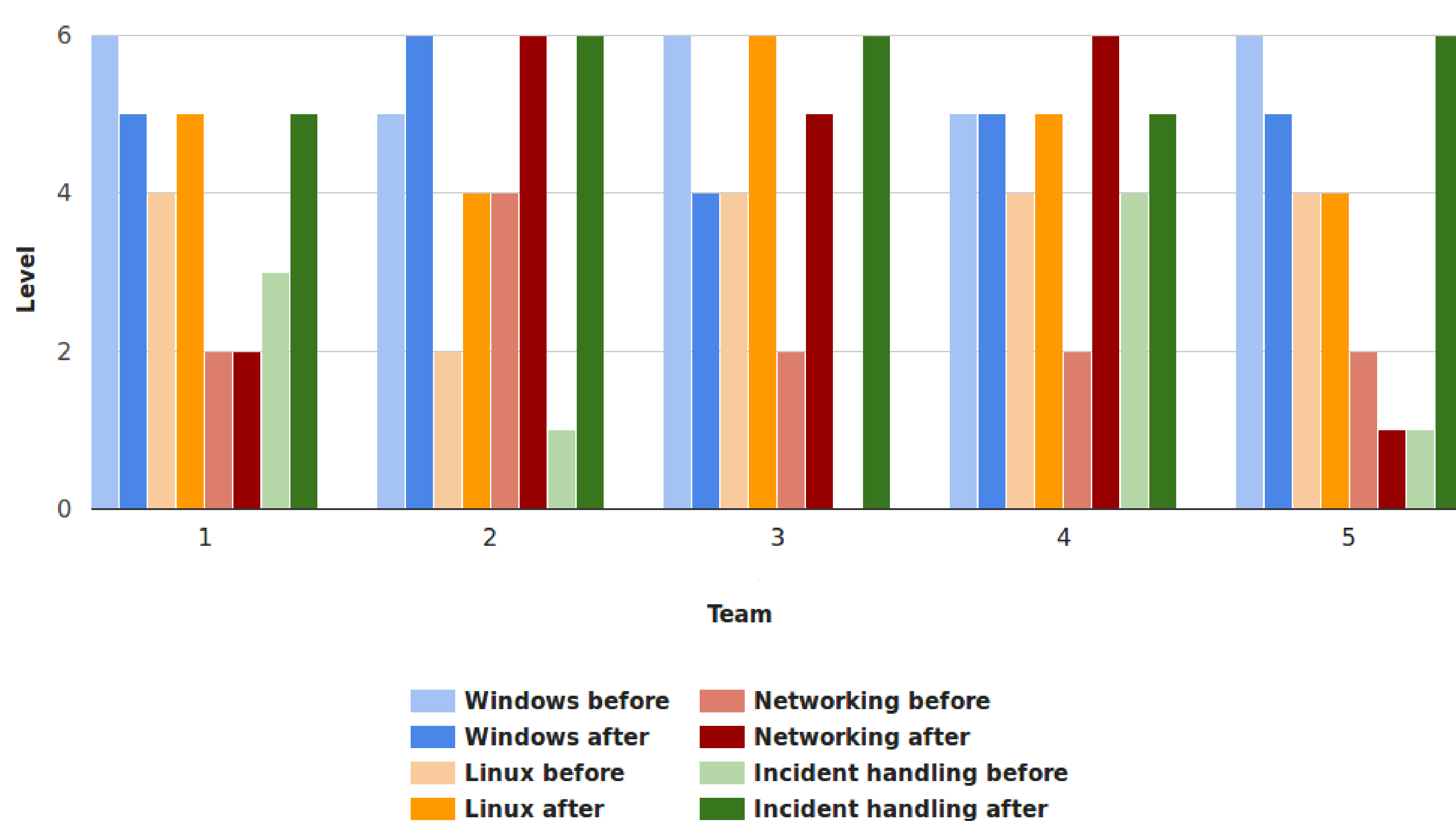
Cyber defence exercise in a nutshell



Methods of balancing teams



Self-assessment of team skills



Acknowledgement

This research was supported by the Security Research Programme of the Czech Republic 2015-2020 (BV III/1 – VS) granted by the Ministry of the Interior of the Czech Republic under No. VI20162019014 – Simulation, detection, and mitigation of cyber threats endangering critical infrastructure.

For more information about the project, visit <https://www.kypo.cz/>.