



Mapping the Competitions Landscape for the CAE Community

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Contact us here!



**NCAE
CYBERGAMES**
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Phase I: Gather high- level data

```
1 MATCH (s:School)-[p:PARTICIPATED]-(e:Event) WITH e.name as  
2 event_name,count(p) as schools RETURN event_name, schools  
3 ORDER BY schools DESC
```

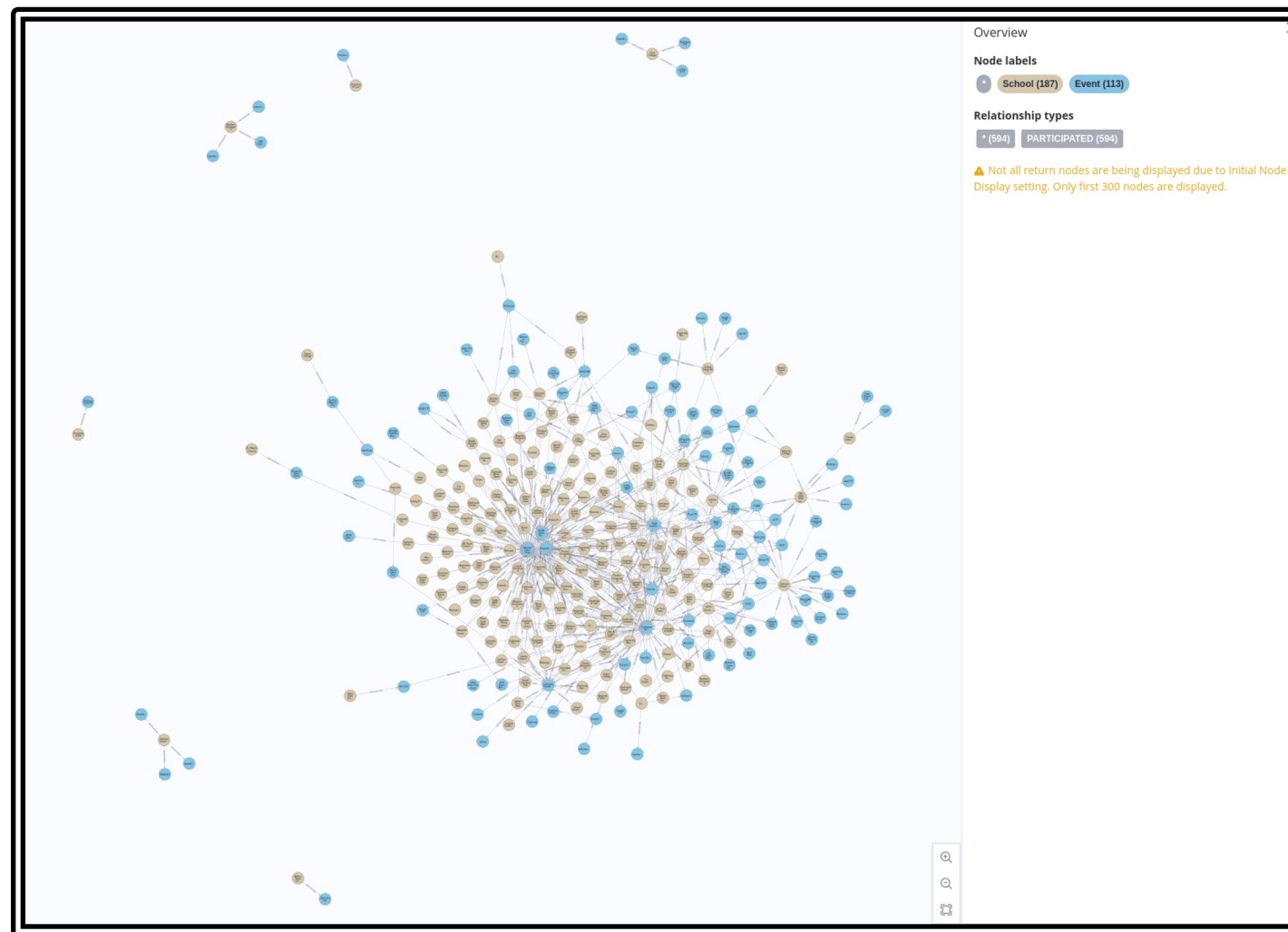
	event_name	schools
1	"National Cyber League"	184
2	"Collegiate Cyber Defense Competition"	105
3	"NCAE Cyber Games"	76
4	"NSA Codebreaker"	65
5	"Department of Energy CyberForce"	56
6	"Hack-the-port by MISI"	36
7	"Collegiate Penetration Testing Competition"	34
8	"Hivestorm"	20

Phase I: Gather high- level data

```
neo4j$ MATCH (t:Event)-[p2:PARTICIPATED]-(s:School)-[p:PARTICIPATED]-(e:Event) W...
```

	event_name	schools	related_event
1	"National Cyber League"	68	"Collegiate Cyber Defense Competition"
2	"Collegiate Cyber Defense Competition"	68	"National Cyber League"
3	"National Cyber League"	51	"NCAE Cyber Games"
4	"NCAE Cyber Games"	51	"National Cyber League"
5	"Department of Energy CyberForce"	45	"National Cyber League"
6	"National Cyber League"	45	"Department of Energy CyberForce"
7	"NSA Codebreaker"	43	"National Cyber League"
8	"National Cyber League"	43	"NSA Codebreaker"
9	"NCAE Cyber Games"	35	"Collegiate Cyber Defense Competition"
10	"Department of Energy CyberForce"	35	"Collegiate Cyber Defense Competition"

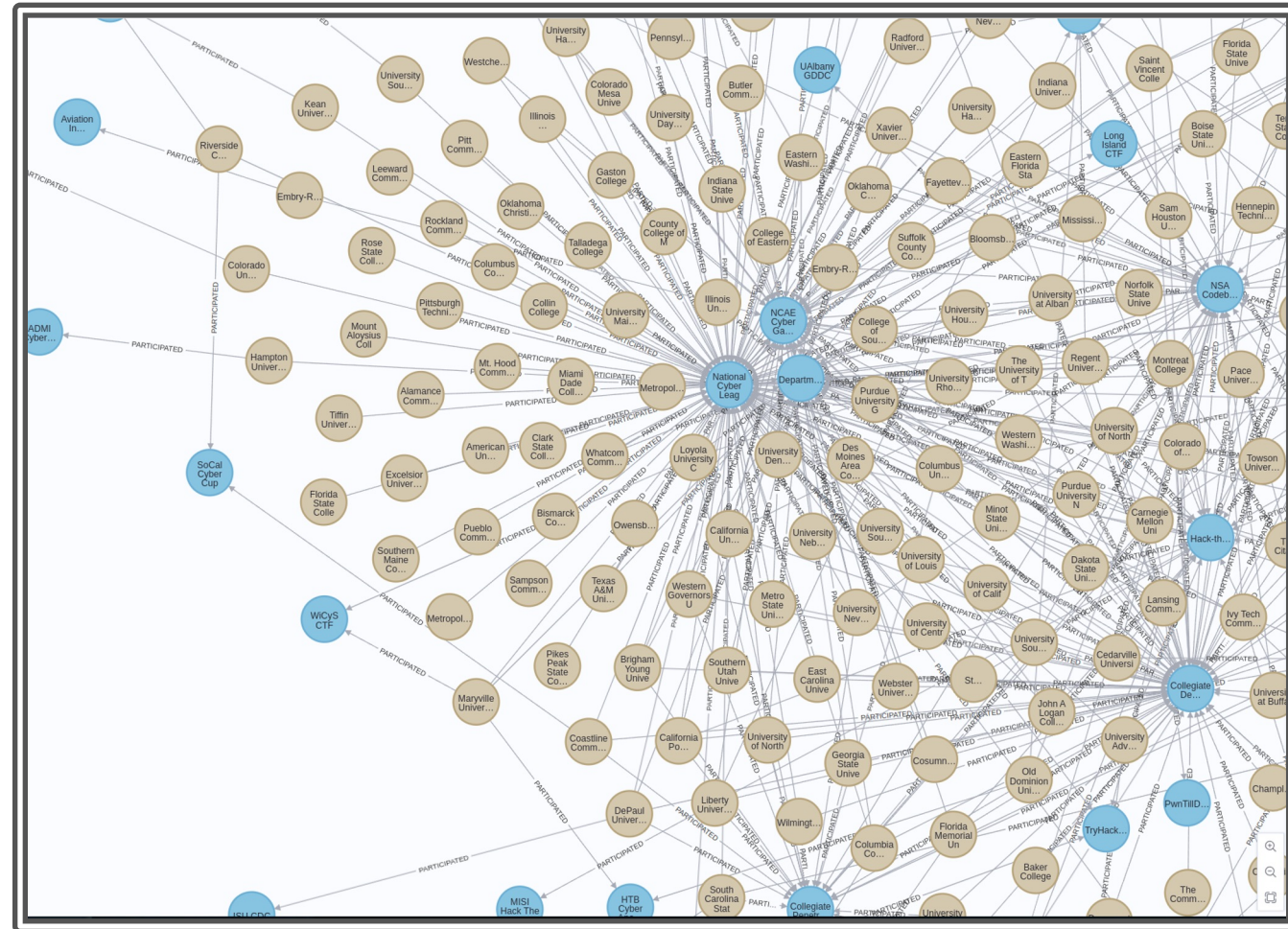
Phase II: Prototype Visualizations



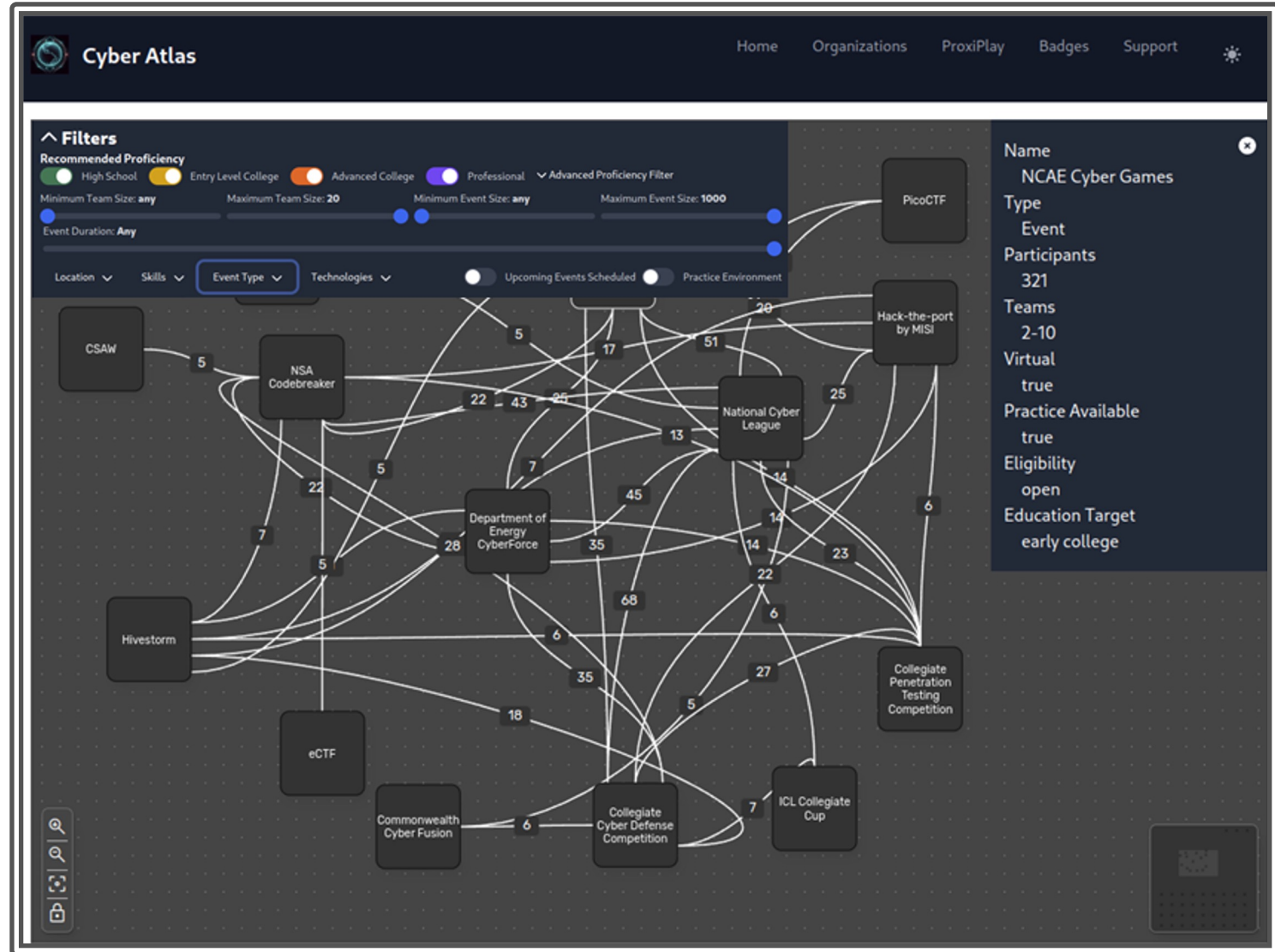


CAE
IN CYBERSECURITY
COMMUNITY

Relationships



Relationships through filters



Individual Competition pages

Cyber Atlas
Home Organizations ProxiPlay Badges Support

Filters

Recommended Proficiency

High School
 Entry Level College
 Advanced College
 Professional
 Advanced Proficiency Filter

Minimum Team Size: **any**
 Maximum Team Size: **20**
 Minimum Event Size: **any**
 Maximum Event Size: **1000**
 Event Duration: **Any**

Location Skills
Event Type
 Technologies

 Upcoming Events Scheduled
 Practice Environment

Department of Cyber Security

The DOE CyberForce... security of the system is very important so is the usability of the system. Blue members must take into account that while their main role is to secure their systems, their users must also be able to complete work in a normal work setting. The figure below highlights how communication flows throughout the competition.

[Details](#)
[View on Map](#)

National Cyber League

The NCL Competition is powered by Cyber Skyline, a leading cloud-based cybersecurity skills evaluation platform offering a safe environment for students to practice their cybersecurity skills. Together with NCL, Cyber Skyline presents the biannual NCL Competition.

[Details](#)
[View on Map](#)

Hack-the-port by MISI

Ports are a vital intersection between the land and maritime warfighting domains, which are further connected by the domain of cyberspace. The Hack the Port 22 event, conducted by the Maryland Innovation and Security Institute and DreamPort, helped to highlight these facts by bringing together representatives from military, government, academia and industry to raise awareness of cybersecurity challenges facing the maritime sector.

[Details](#)
[View on Map](#)

Hivestorm

Hivestorm is a collegiate-focused cyber defense competition. Teams compete by securing provided Windows and Linux based virtual machines removing malware and other infections, correcting misconfigurations, mitigating vulnerabilities, disabling vulnerable services, and so on. Teams accumulate

Collegiate Cyber Defense Competition

The mission of the Collegiate Cyber Defense Competition (CCDC) system is to provide institutions with an information assurance or computer security curriculum a controlled, competitive environment to assess their student's depth of understanding and

NCAE Cyber Games

NCAE Cyber Games is a competition for college students who have never participated in a competition or hackathon before. Competitions are a great way to build your skills and learn about the industry, but they can be intimidating if you've never tried one before. This program aims to make it easy (and fun) for

Existing Criteria/Filters:



Phase III:TODAY!

Gather Feedback
on Prototype and
Enhance/
complete our
Filter List

- virtual/in-person
- location
- competition type (CTF, Red vs. Blue,Forensics)
- skill domains
 - cloud
 - sysadmin
 - binary exploitation
 - cryptography
 - embedded systems
 - physical challenges
 - incident response
 - reporting and writing
- proficiency-level
- team size
- event size
- has scheduled upcoming event
- has practice environment
- event duration
- operating systems



Phase IV:

Incorporate Student Experience Data

Serves as a self-updating mechanism

Direct feedback from student-to-student in their own language

Validate participation through competition organizers

Talk to us today about:

- Classroom/club integration guides
- Competition on-demand
- Competition-in-a-box
- Infrastructure Backend
- Competencies in Competitions
- Tracking and Badging
- Whatever!



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