2023 CAE in Cybersecurity Symposium

Student Development in Cyber Security using Game Based Learning

Aleksei S Wolff, Adjunct Faculty
Purdue University Global
School of Business and Information Technology





Presenters



Aleksei Wolff, is a Technical Curriculum Developer with Amazon Web Services. He has over 20 years of IT experience with healthcare, government and public sector clients. He holds a B.E. and M.S. degrees in Engineering and is a certified as AWS Solutions Architect - Professional.

He lives in Greensboro N.C. and is currently an Adjunct Faculty with Purdue University Global where he teaches Cloud Infrastructure Administration.

Agenda

Presenters
Agenda
Abstract
Facts and Figures
Fun and Games

Abstract

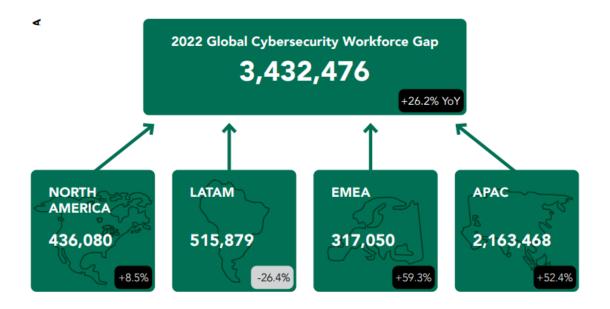
As more and more information technology workloads move to the cloud, it is imperative that students entering the workforce have the skills needed to implement cyber security practices. The concepts of:

- Identity and Access Management
- Least privilege access
- Compliance enforcement
- Incident response

are theoretical concepts that may take years to put into practice once students reach the workforce, but with Game based learning tools such as Amazon Web Service's Cloud Quest students and cyber security professionals with legacy on-premise skills can start applying these concepts in a simulated and safe cloud environment.

Facts and Figures – The Good

- We estimate the size of the global cybersecurity workforce at 4.7 million people (ISC², 2022, p. 3)
- Worldwide gap of 3.4 million cybersecurity workers (ISC², 2022, p. 3)



Facts and Figures – The Bad and the Ugly

- The number of undergraduate students exclusively enrolled in distance education courses was 186 percent higher in 2020 than in 2019 (7.0 million vs. 2.4 million) (National Center for Education Statistics, 2022).
- Estimates of dropout rates are 10% to 20% higher than their face-to-face counterparts (Christensen & Spackman, 2017).

Game Based Learning

Is an approach to education that...

- Uses games to teach specific knowledge, skills, or concepts.
- Creates immersive and engaging learning experiences.
- Minimizes reading and one-way communication.
- Uses an in-game point or reward system to tap a learners competitive spirit.
- May incorporate a social or group approach to learning to enhance the experience.

"Learners consume 3 to 4 times more content when immersed in a game-based learning environment."

Published by TSIA - https://www.tsia.com/resources/the-impact-of-the-metaverse-on-training

Simplified Game Based Learning Tools

Tools

- Online Polls
- Structured Lab assignments
- Kahoot
- Quizlet
- Edpuzzle

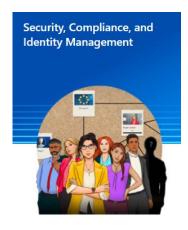
Benefits

- Anywhere anytime
- Analytics
- Reinforce Concepts

Drawbacks

- Monotonous
- Limited new learning

Gamed Based Learning - Azure



The nation's largest e-retailer, Best for You Organics, is under attack! Gather clues and evidence to investigate a ransomware attack.

Keeping up Appearances



It's all hands on deck at Best for You Organics, as it is under another cybersecurity attack and you are working through a high-priority cybersecurity alert.

In the Crosshairs

Gamed Based Learning - AWS

Core Security Concepts

Help improve security at the city's stock exchange by ensuring that support engineers can perform only authorized actions.

AWS Services

AWS Identity and Access Management (IAM), Amazon EC2, Amazon Relational Database Service (RDS)

Assignment Location



On completion, you will be able to:

- → Identify the IAM creation process and the difference between IAM users, roles, and groups.
- Determine the structure and components of IAM policies.
- Identify the AWS Shared Responsibility Model and compliance programs.

Compliance Enforcement

A hospital has many application servers that are hosted based on the requirements of many different departments and projects. The monthly bills are increasing, and the hospital's new CFO wants to know the detailed billing on application servers and other resources. In addition, the hospital is going through an audit, and the compliance officer wants to confirm that each application server is using the approved IAM instance profiles.

AWS Services

AWS Config, AWS Systems Manager

Assignment Location



On completion, you will be able to: Demonstrate compliance remediation methods by

- → using AWS Config, AWS Systems Manager and AWS Lambda.
- Determine how to identify and remediate noncompliant AWS resources.

Playing with Encryption

A law office is looking to explore the encryption features on AWS. A new engineer is investigating how to encrypt and decrypt customer case files and data in text file format.

AWS Services

AWS Key Management Service (KMS), Amazon EC2

Assignment Location



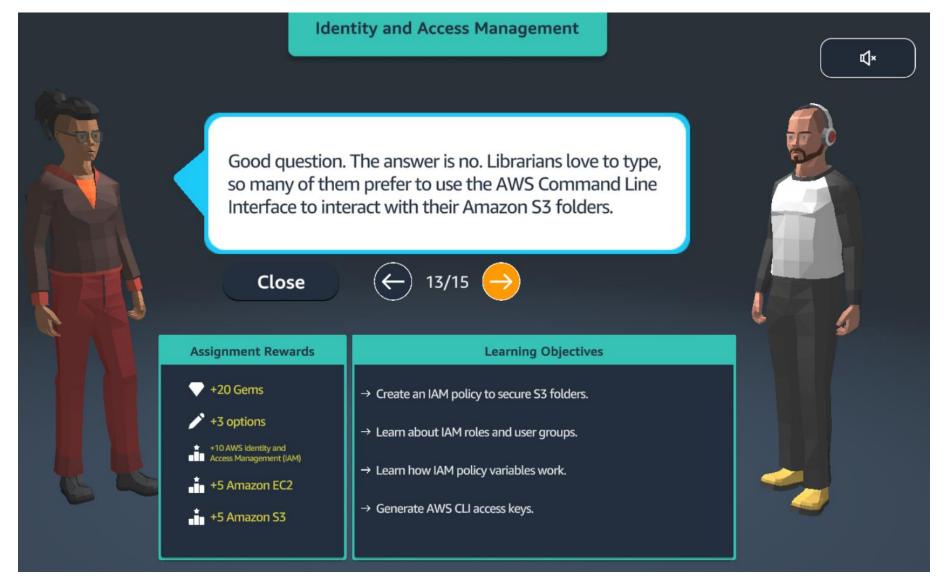
On completion, you will be able to:

- Identify the fundamentals of AWS Key Management Service (AWS KMS).
- Determine how to construct an AWS KMS customer managed key.
- → Demonstrate how to use KMS keys and generated data keys to encrypt and decrypt data.
- Examine the concept of AWS KMS multi-Region keys and key rotation.



- 3.4 million Cyber Security Professional vacancies.
- Legacy in-class methods for keeping students engaged do not apply to online modalities.
- Drop out rates for online only students is 20% higher.
- Game Based Learning modalities can triple content retention.
- Higher education leadership should encourage faculty to use game based e-pedagogy.
- Work with existing providers to enhance the learning experience now!

Demonstration



What questions can we answer???

References

International Information System Security Certification Consortium, Inc.(ISC²) (2022). Cybersecurity Workforce Study https://www.isc2.org//-/media/ISC2/Research/2022-WorkForce-Study/ISC2-Cybersecurity-Workforce-Study.ashx

Christensen, S. S., Spackman, J. S. Brigham Young University (2017). Dropout Rates, Student Momentum and Course Walls: A New Tool for Distance Education Designers. *Journal of Educators Online*. https://files.eric.ed.gov/fulltext/EJ1150708.pdf

Bart, M. (2012). Online student engagement tools and strategies. Faculty Focus. Retrieved from http://www.facultyfocus.com/free-reports/online-student-engagement-tools-and-strategies/

National Center for Education Statistics. (2022). Postbaccalaureate Enrollment. *Condition of Education*. U.S. Department of Education, Institute of Education Sciences. Retrieved May 31, 2022, from https://nces.ed.gov/programs/coe/indicator/chb.

Squire, N. (2023). Comparative study of game-based ePedagogies in an online undergraduate course. Journal of Educators Online, 20(1), 176-191.