



Why we play with InfoSec - Escape room, Outdoor quest and DnD

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1ST CYBERSECURITY AWARENESS RAISING CONFERENCE | November 27, 2024

Switch

NREN

-

National Research
and Education
Network

Registry

-

for .ch/.li ccTLDs

Switch

**Education,
Research &
Innovation
Community**

**Swiss universities on tertiary
level and their research
institutions**

**Internet
Community**

**Internet Service Providers,
Hosters, Domain Registrars**

Commercial

**Banking, Industry & Logistics,
Energy, Healthcare, Government**

2024 Cyber study

IT security in Swiss SMEs, IT service companies and the Swiss population

Marc K. Peter, Katja Dörlemann, Kristof Hertig, Andreas W. Kaelin,
Karin Mändli Lerch, Patric Vifian, Nicole Wettstein

www.cyberstudie.ch



Source:
Marc K. Peter, Katja Dörlemann, Kristof Hertig, Andreas W. Kaelin,
Karin Mändli Lerch, Patric Vifian, Nicole Wettstein (2024):
Cyber study 2024: IT security in Swiss SMEs,
IT service companies and the Swiss population.

digitalswitzerland, Die Mobiliar, Swiss Internet Security Alliance SISA,
Swiss Digital Security Alliance ADS, Swiss Academy of Technical
Sciences SATW, University of Applied Sciences Northwestern
Switzerland FHNW, YouGov Switzerland.

Research report and infographic in German,
English, French and Italian are available at
www.cyberstudie.ch

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Awareness

-
Raise awareness and
interest for a topic

Education & Training

-
(New) skills and the
theory behind them

Processes & Tools

-
Enable and support
secure behaviour

Switch Security Awareness Adventures



Hack The Hacker
—
the escape room



Track The Hacker
—
the outdoor quest




Piece of Cake
—
the roleplaying game

What we want to achieve




**Positive
Experience**

No frustration,
easy access,
empathy



**De-mystify &
empower**

Challenging,
realistic tasks/puzzles,
adversarial mindset



**Improve
reputation**

Entertaining & fun,
while serious & competent

Gamification

-
learning facts, short term
engagement

<https://en.wikipedia.org/wiki/Gamification>

Game Design

-
Emotional experience,
freedom to fail, engagement

https://en.wikipedia.org/wiki/Game_design

Game Design in Trainings

Training

Learning objective
Relevance for real life
Frustration

vs.

Game

Game objective
Pretend to be
Challenge

Training in 3 steps



learn



practice



repeat

Hack The Hacker

— the escape room

Find the decryption key and
save your organization!

(Understand the importance of
strong passwords!)

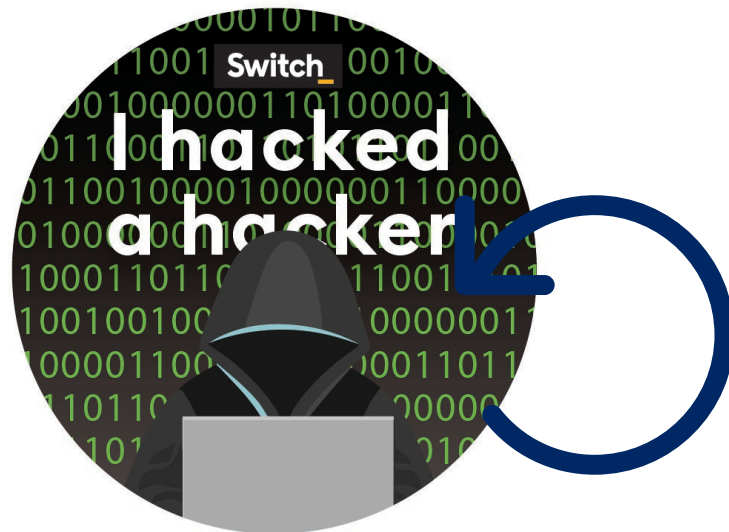
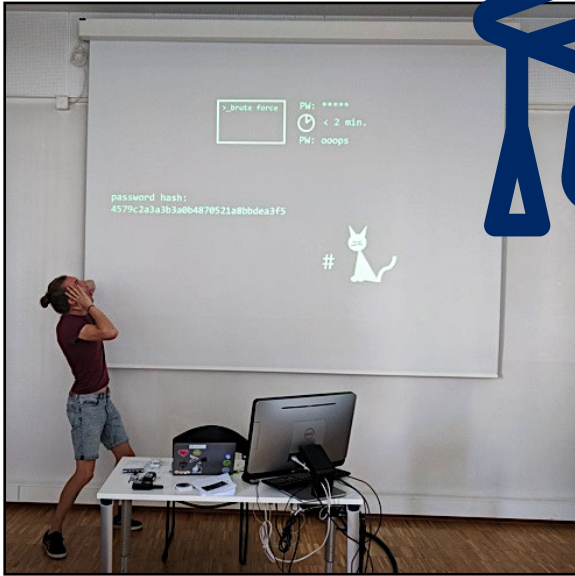
Duration: ca. 2 h

Participants: 3-6

Target group: everybody

<https://swit.ch/hack-the-hacker>







Track The Hacker

— the outdoor quest

Find the hackers whereabouts
by following his digital
footprints!

(Understand the importance of
data privacy and security (on
social media)!)

Duration: ca. 3 h

Participants: 3-6

Target group: everybody

<https://swit.ch/track-the-hacker>

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Piece of Cake

— the roleplaying game

Sneak onto your rival's premises
and retrieve the stolen receipt!

(Understand how to protect
personal and sensitive
information from unauthorised
access or disclosure!)

Duration: ca. 2 h

Participants: 3-5

Target group: everybody

<https://swit.ch/piece-of-cake>

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Switch



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Enable and
support secure
behaviour

What you can do

- De-mystify InfoSec
- Empower users to deal with IT related topics
- Raise (long term) interest in security
- Improve the reputation of the security department
- Improve teamwork (on security)

What you cannot do

- Train a high number of employees in a cost-effective way
- Optimise it to a cost-effective training tool
- Quickly adapt to new topics
- Deep Dives (!)
- Convince EVERYone



Swiss Security Awareness Day



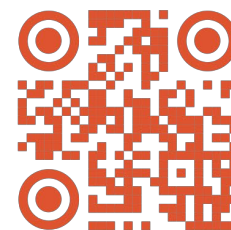
The internet security platform.



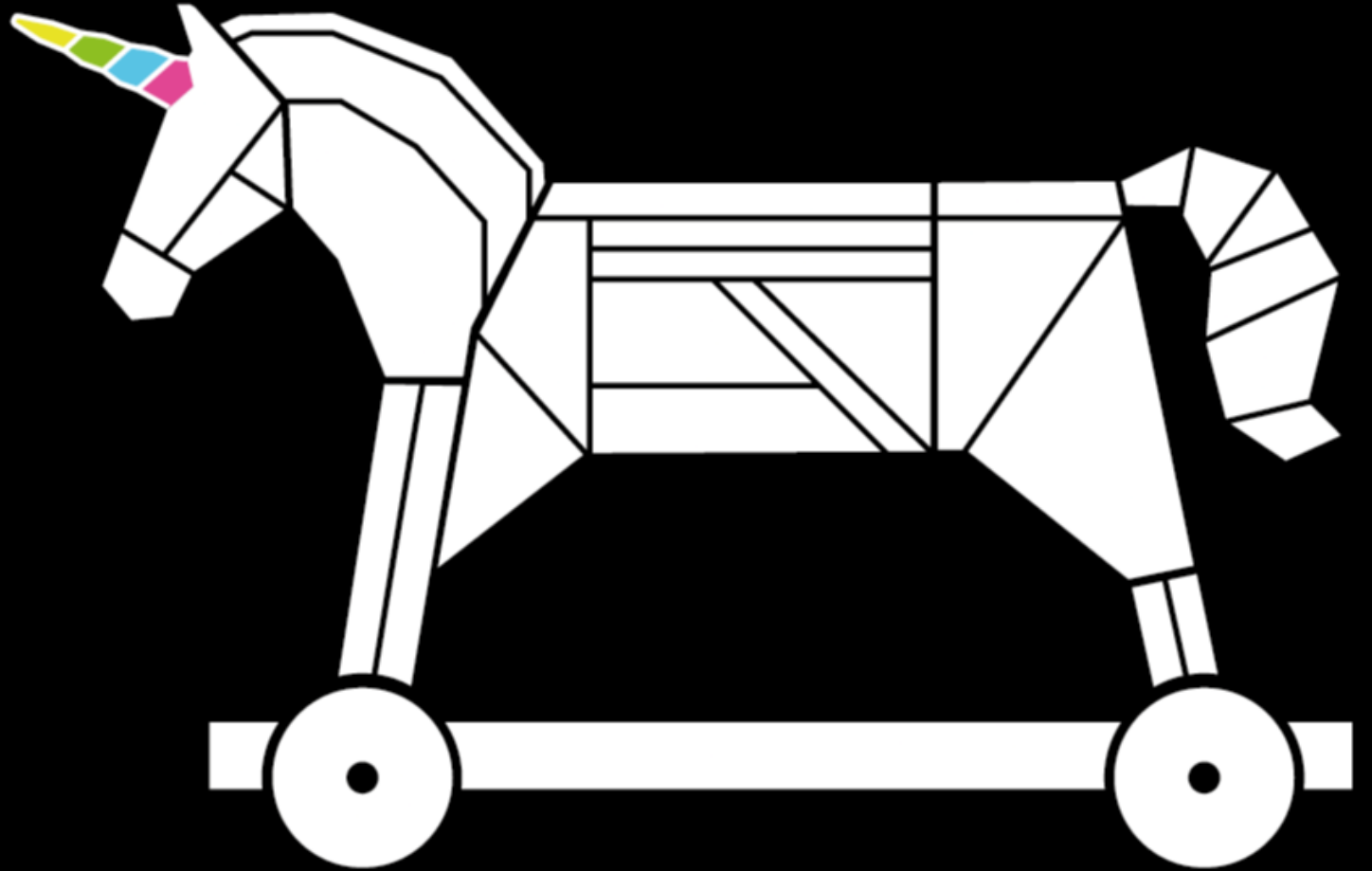
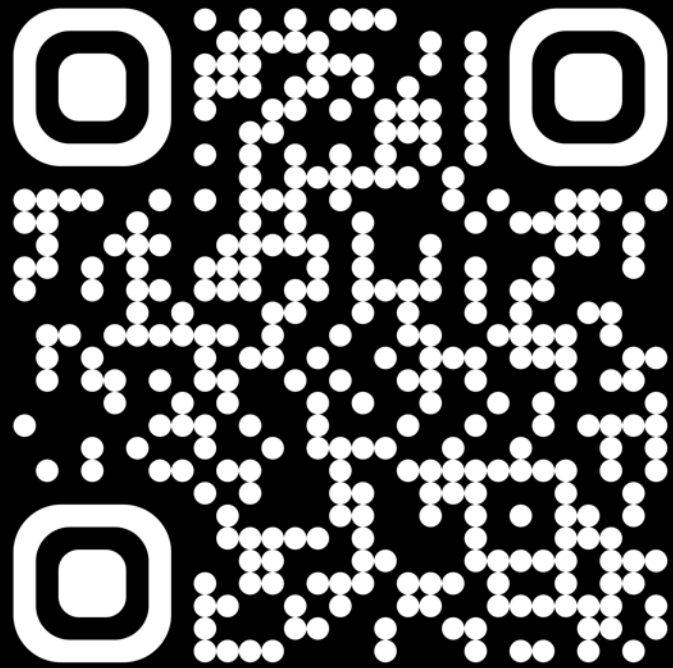
iBarry.ch



An initiative of the
Swiss Internet Security
Alliance SISA.



ibarry.ch



Security Awareness Insider Podcast

Switch Security Awareness Competence Center

Fabio Greiner | Katja Dörlemann | Cornelia Puhze

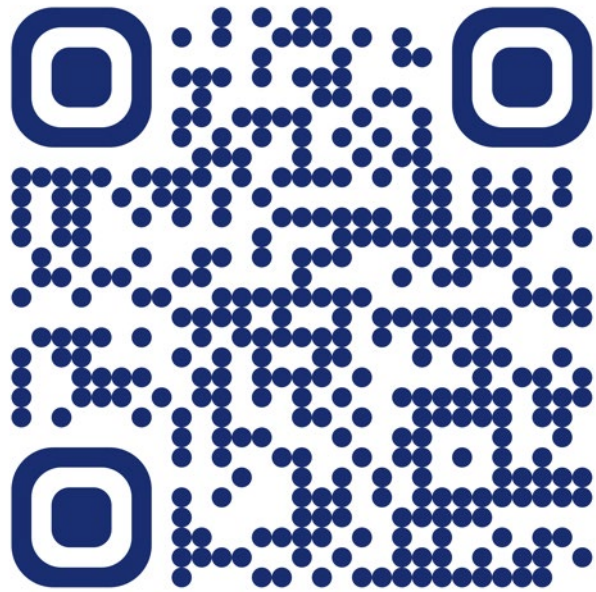
awareness@switch.ch



Annex

Security Awareness Adventures

In for some action?



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A solid orange horizontal bar positioned directly beneath the end of the word "Switch".