

### What is Gamification?

# Why Gamify Security Awareness?

### Guiding Principles

#### Wind, Trees, and Security Awareness

🚜 by Ben Woelk 🕔 Friday, September 13, 2019 Security Matters

A security awareness program that develops a well-rooted community is essential for helping colleges and universities withstand cyberattacks.



Credit: Gabi Wolf / Shutterstock.com @ 2019

### **Build on Foundation**

- DSD classes
- Monthly topics
- Social media
- Leverage events



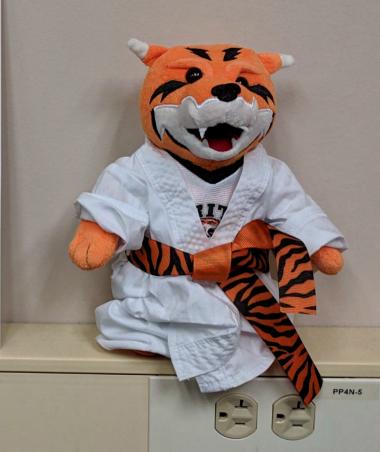




### Digital Self Defense (DSD) Dojo



Protect yourself and everyone else





### **Dojo Goals**

- Socialize best practices
- Increase training participation



### Structure

- Badges and Belts
- Website
- Physical Badges
- •Gift Cards



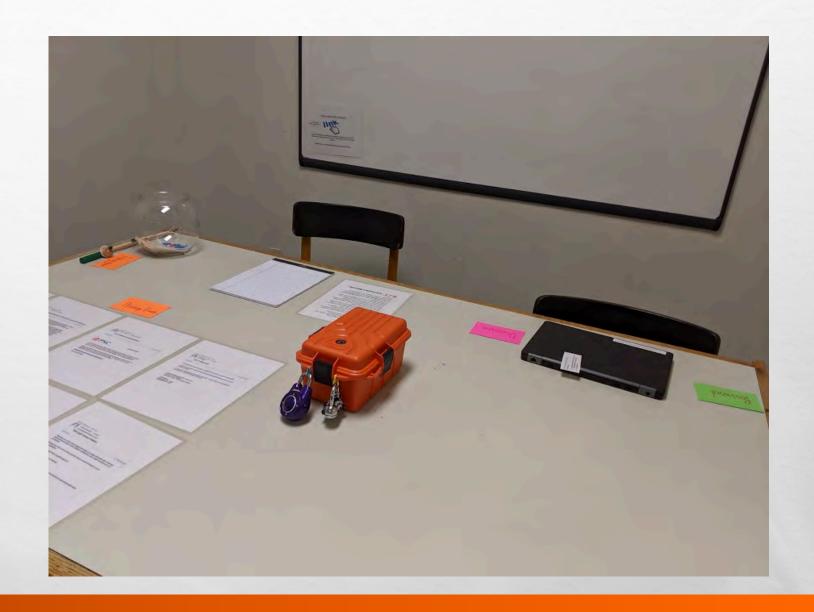






### Structure

- Portable
- 7 Puzzles
- Various locks
- USB drive
- •Fishing game
- Email samples





### Goals

- Improve end user recognition of phishes
- Improve timeliness of reporting
- Improve baseline detection rate by 25%
  - For example, 70% detection rate to 87.5%, NOT 70% to 95%



**Guiding Principles** 

- Self Phishing
- Positive Experience
- Non punitive
- Anonymized results





Don't get hooked!

NEVER respond to e-mail requests for your password.

### Phish Handling Communications



Report



Inspect



Delete

### **PhishBowl**

APPROACHING STORAGE LIMIT

Week of August 16, 2019

#### Phish screenshot:

From:

Date: Wed, Aug 14, 2019 at 11:45 AM Subject: Info From System Service Desk

To: IT\_admin@help.com IT\_admin@help.com

The storage limit of your mailbox is over 80% full on the email server.

At 100% limit you will not be able to access some email features like sending and receiving messages, Visit the new G-suite RIT Storage Access and Sign in your account to send a request to ITS Desk admin to adjust and increase your mailbox storage.

2019 System Service Desk Admin Information Technology Services

Grammar mistakes

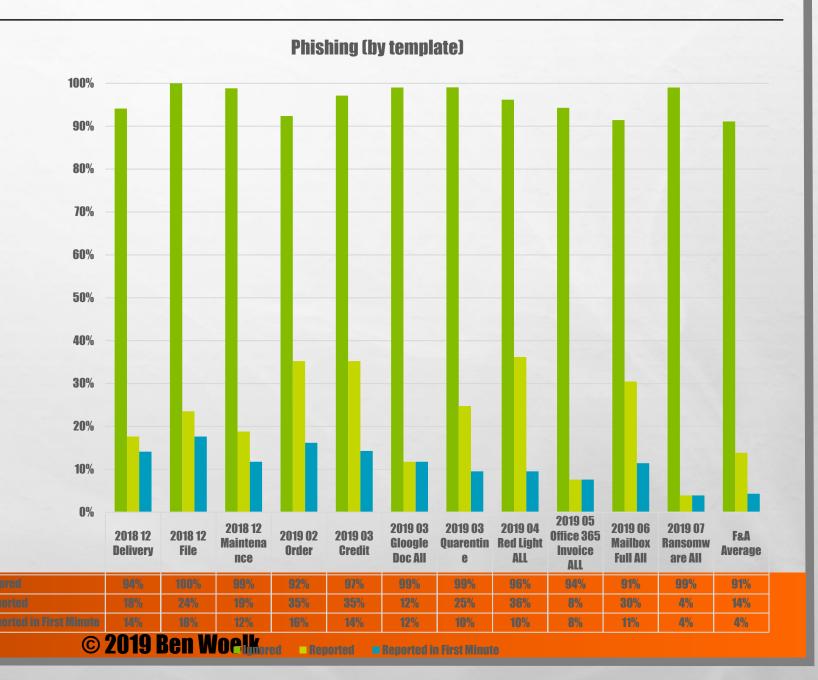
Don't need to sign into an account to request assistance from the ITS Service Desk.

#### Structure

- Initial Announcement
- Division/Department
- 3 and 1
- Follow up presentations

## Reporting Results

- Ignored
- Reported
- Reported in First Minute



#### Department Results (March)

Phish	First-minute	First-minute	Reported	Report Rate	Ignored	Ignore Rate
	reports	report rate				
2019 03 Credit	15	14%	37	35%	102	97%
2019 03						
Gloogle Doc All	12	12%	12	12%	101	99%
2019 03						
Quarantine	10	10%	26	25%	104	99%



## Information Security



#### **CTO Phishing Expert**

7/7 phish reported (Through 3/31/19)





# **Laptop Stickers**

### WANTED



#### Visit RIT PhishBowl

rit.edu/security/phish-bowl-view

and...

!?!



## SO MANY SECRETS: USING A PASSWORD VAULT

Mark Kimble, ITS Network Engineer III

Tiger Tech Talks

Information Security



### Phishy: Phrends and Phoes Security Awareness Costume Contest



October 19-30

Phishy will be returning to campus... IS HE GUILTY?

Visit the RIT Information Security Facebook Fan Page for Details

#### Snapchat



Filters and Geofencing Safeguard Your Identity





Digital Defender





### Discussion

- Should you gamify?
- •What would you gamify?
- \*What would you not gamify?

# RIT Information Security

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#### References

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- Julianne Basinger, <u>A Campus Culture of Cybersecurity</u>, (Washington DC: *The Chronicle of Higher Education*, 2019).
- Valerie Vogel, <u>"Security Awareness Made Simple: 2019 Security Awareness Campaign</u>
  <u>Materials," Security Matters</u> (blog), <u>EDUCAUSE Review</u>, December 17, 2018.
- Ben Woelk, <u>"Building a Culture of Digital Self Defense,"</u> Security Matters (blog), EDUCAUSE Review, September 20, 2016.
- Ben Woelk, <u>"Wind, Trees, and Security Awareness"</u> Security Matters (blog), EDUCAUSE Review, September 13, 2019.