

Instructor Notes for the Link Encryptor Scenario

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Students should be provided with the “CyberCIEGE Link Encryptor Scenario Lab Manual”.

The link encryptors scenario introduces basic concepts of using encryption to protect the secrecy of communications. It includes a tutorial movie. The scenario is divided into two phases:

- Phase 1: Students must deploy and configure link encryptors to protect high value network traffic.
- Phase 2: Students must address a key management issue and make a choice of either manually changing keys, or deploying link encryptors with automated key management. The latter are low assurance relative to the value of the assets being protected.

Solution steps:

The student lab manual largely describes the solution steps.

Getting Student's Started

Students should be provided with a copy of the “CyberCIEGE Link Encryptor Lab Manual”. The game has a non-trivial learning curve, so it is very helpful if the instructor spends 20 minutes or so demonstrating some of the mechanics of the game. The “Introduction” scenario can be used to illustrate how to purchase computers and hook them to networks, and how to navigate around the office. Also show how to view user goals and descriptions of assets. The introductory scenario includes items that are not needed for the Filters scenario. These include configuring components, physical security and hiring support staff. Make a note of that to the students. Highlight the encyclopedia, especially the “How To” section.

Alternately, have students start the “Training” campaign and click the “Getting Started” button.

Student Assessment

Student progress and results can be assessed using the Campaign Analyzer. From the CyberCIEGE desktop folder, select the “ccse” directory and then start the “Campaign Analyzer”. It defaults to the “Starting Scenarios” campaign. Use the “Select” button to select the “Encryption” campaign. Select the “Link Encryptor Scenario”. Each student that has played the game will appear in the list, along with summary status. If the student did not “win” the game, the status identifies the most advanced phase the student had reached. To view details of a student's play, select that student entry and press the “View Log” button.