

Instructor Notes for the Stop Worms Scenario

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Students should be provided with the “CyberCIEGE Virus and Worms” lab manual.

The Stop Worms and Viruses scenario is an example of a simple security awareness and training scenario. It also can be used to introduce students to CyberCIEGE and familiarize them with some of the game concepts and screens.

The lab manual instructs students to first let the scenario play out without taking defensive actions. After that, the student should attempt to make the proper changes.

Solution steps:

- 1) Press the play button (a balloon text will direct you).
- 2) Double click on Joe’s computer
- 3) Check “Don’t Run Attachments”
- 4) Answer “y”, Joe should open “memo.doc”.
- 5) Answer “n”, Joe should not rename and open “funnyclip.txt”

Getting Student’s Started

Students should be provided with a copy of the “CyberCIEGE Virus and Worms” lab manual. This is a very simple scenario and should not require instructor demonstration. However, the instructor could bring up the “Introduction” scenario and illustrate some basics of the game such as the “k” key to view keyboard shortcuts, the “e” key for the encyclopedia and basic screen navigation.

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”. Click the “Select” button and choose the “Training” folder, and click “OK”. Select the “Stop Worms”. 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.