

## CyberCIEGE Passwords Scenario

CyberCIEGE is an information assurance (IA) training tool that illustrates computer and network security principles through simulation and resource management trade-offs. CyberCIEGE players construct computer networks and make choices affecting the ability of these networks and the virtual users to protect valuable assets from attack by both vandals and well-motivated professionals.

The CyberCIEGE Passwords scenario is an example of an extremely simple security awareness training scenario.

As with all CyberCIEGE scenarios, students are encouraged to explore the effects of “wrong” choices as well as trying to select the correct choices. Plan on playing the scenario several times before finally going through it making what you believe are the correct choices.

This scenario explores the following concepts:

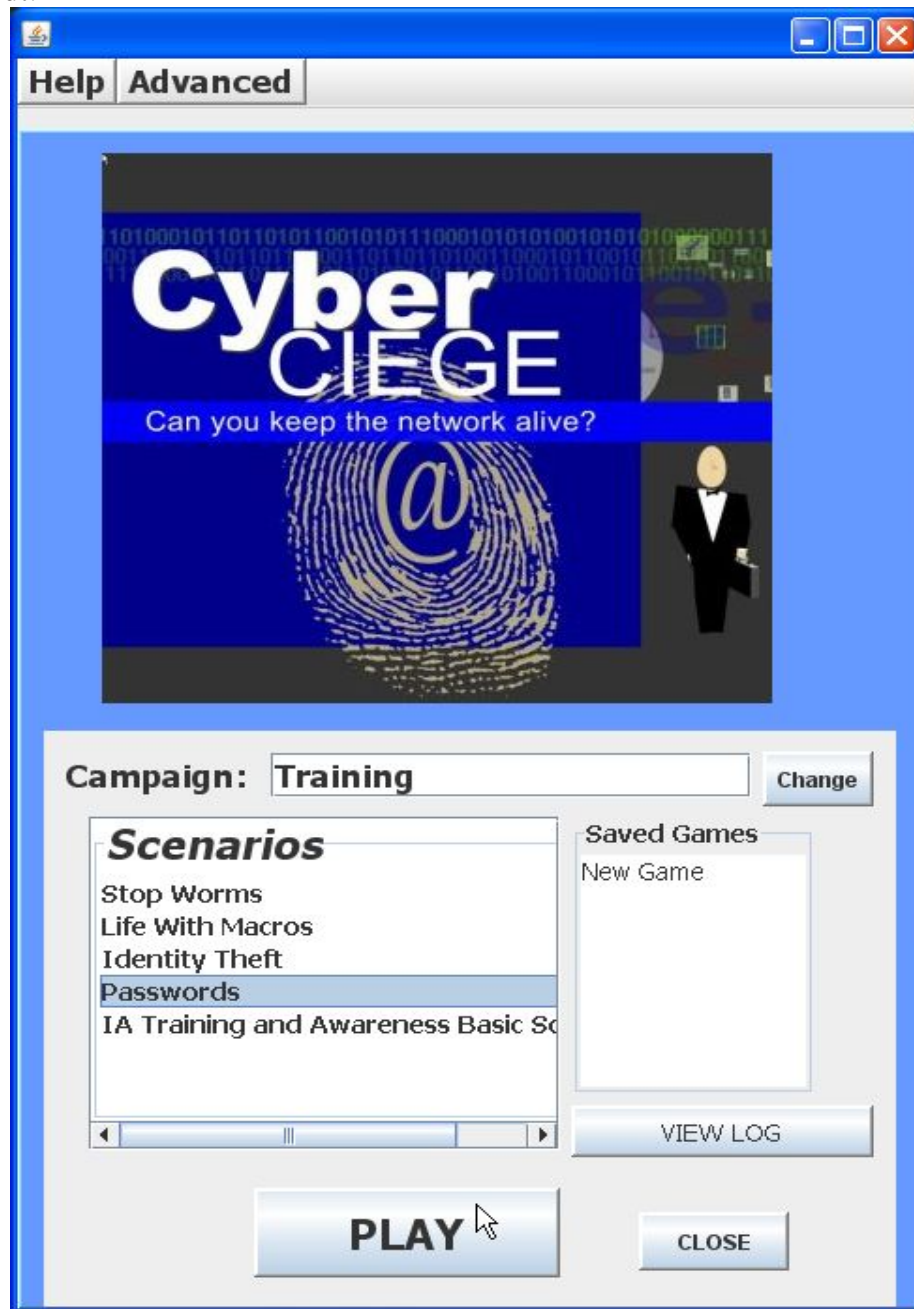
- Use of passwords can help prevent one user from compromising information that is only supposed to be accessible from another user’s account.
- Trivial passwords can be easily guessed, leading to compromise of information assets.
- Writing passwords on post-it notes hung from a monitor defeats the purpose of a password.
- When workstations are unattended, they should be locked or logged off.

In this scenario you can largely ignore Zones and physical security issues. The scenario requires that you modify procedural settings and configuration settings on one computer. You may also choose to purchase training for one of your users to help ensure they abide by the procedural security choices you select. Iso, don’t worry about hiring or firing support staff or the trustworthiness of your virtual users.

## Preparation

Access CyberCIEGE as described in “CyberCIEGE Information Assurance Training Tool Availability at NPS”.

From the CyberCIEGE folder on the desktop, open the the CyberCIEGE icon. This will start the “Campaign Player” seen in **Error! Reference source not found.**



**Figure 5-1. Select “Passwords” and click PLAY**

## **Play**

## **Clean Up**

Exit the scenario by clicking the “Quit” button in the GAME screen.

The “View Log” button lets you view a log of what occurred during the game.

# **END OF LAB**

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