

EDU: CySEC: A Cybersecurity Collectable Card Game for Children



#1623267

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RESOURCE HARDWARE	ALPHA HACKER	6	SOFTWARE MALWARE DEMON	SOCIAL PHISHING	INSTRUCTION COMPILED
TECH 2 DATA 1	TECH 3 DATA 3 TALK 3	CPU 3 MEM 3 I/O 3	PORT 2 CPU 1 MEM 2 I/O 1	PORT 2 CPU 1 MEM 2 I/O 1	PORT 2 CPU 1 MEM 2 I/O 1

Target hacker when installed. Starting the next tick after installation. Man-in-the-middle: Software installed on that hacker is played face up. When software is installed on that hacker, you may instead discard the software.

Test Tech 1 (Roll 1D6, if s Tech, take the following action): Discard a random script on an opposing hacker. If that hacker is SU, you may instead discard 1 card from the top of their Cloud deck.

Kipper (4)

HACKER: TECH 3, DATA 3, TALK 2

RIG: CPU 4, MEM 5, I/O 2

Default Action: Spend 1 to roll 1D6; if s your Tech, take the following action: Target hacker loses 1 datum.

Annotations:

- Name of character
- Technical ability of the hacker
- Ability of hacker to succeed in social phishing attacks
- The amount of data the hacker begins with
- Gameplay action that may be taken by players using this card
- Hacker "infamy" (relative strength)
- Hacker "Rig" (equipment) stats
- Hacker's CPU strength
- Hacker's Rig Memory strength
- Hacker's Input/Output resolution speed

My active hacker: **Kipper** (4)

My inactive hacker: **Cobra** (2)

The "infamy" of my hackers must equal six. (4 + 2 = 6)

The Main Loop

1. Router A (Resource Hardware)

2. Increment (Instruction Patch)

3. Virus C (Software Malware Demon)

4. Phish (Social Phishing)

5. Sendmail (Instruction Compiled)

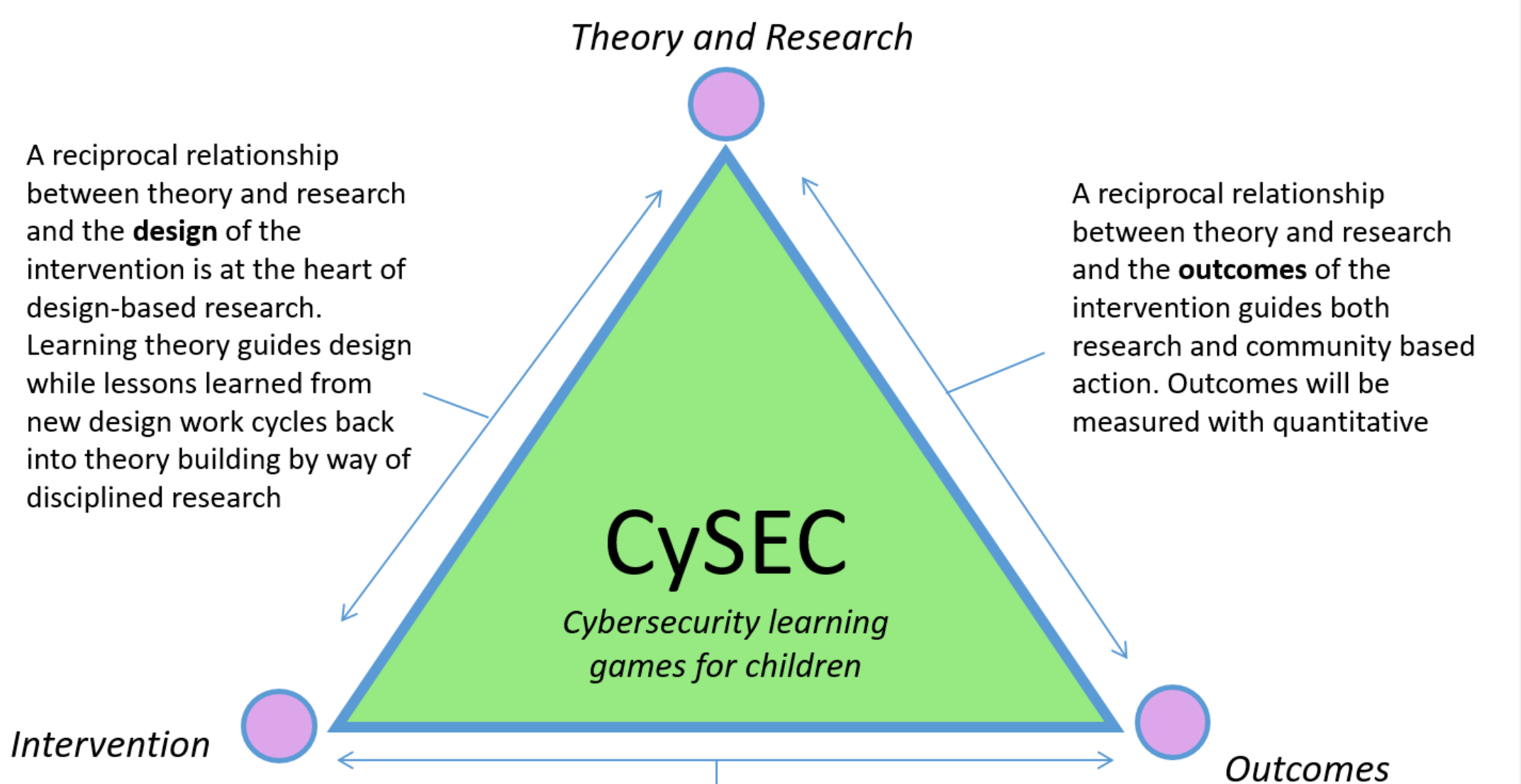
6. Request (Instruction Compiled)

I arrange my main loop cards 1-6 from left to right like this. I put my hacker cards down in front of the main loop with my active hacker pushed forward.

ROUTER A (Resource Hardware): Target hacker when installed. Starting in the next tick after installation, Man-in-the-middle: Software installed on that hacker is played face up. When software is installed on that hacker, you may instead discard the software.

INCREMENT (Instruction Patch): Increase a main loop instruction by 1.

VIRUS C (Software Malware Demon): At the beginning of each loop, Roll 1D6. If 6, take the following action: Discard a card.



Children's culture of guided rule-based play in the form of card games and video games are designed as interventions for cybersecurity learning and for stimulating enthusiasm for computer science careers.

Future Directions

Phone App Video Game

