



## MAKING CYBERSECURITY EDUCATION FUN:

Gamification and Humor in a Flipped Classroom

**Dr. Mansur Hasib, CISSP, PMP, CPHIMS**

Program Chair, Cybersecurity Technology, The Graduate School

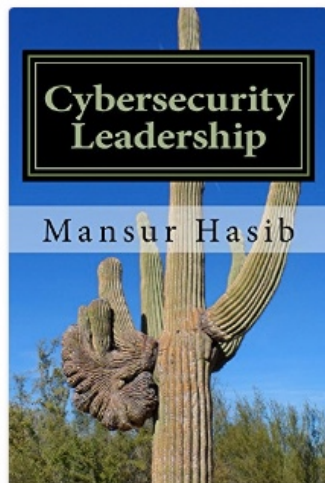
2018 Hall of Fame, Cyber Startup Observatory

2017 People's Choice Award in Cybersecurity

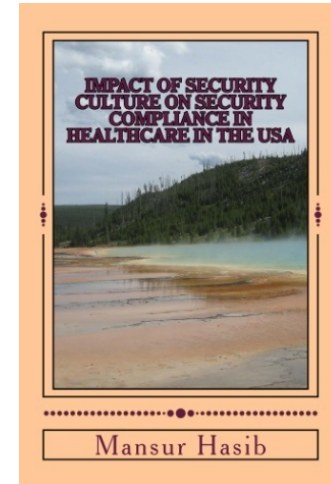
2017 Information Governance Expert of the Year

2017 (ISC)2 Americas ISLA Award for Cybersecurity Technology Degree Program at UMUC

Book *Cybersecurity Leadership* Rated #1 Cybersecurity Audiobook of All Time



Cybersecurity Leadership  
Powering the Modern Organization  
By Mansur Hasib





## LET'S UNDERSTAND CYBERSECURITY FIRST

**Confidentiality (Privacy), Integrity, Availability**

**People**

**Policy**

**Technology**

**Mission, Risk, Governance**

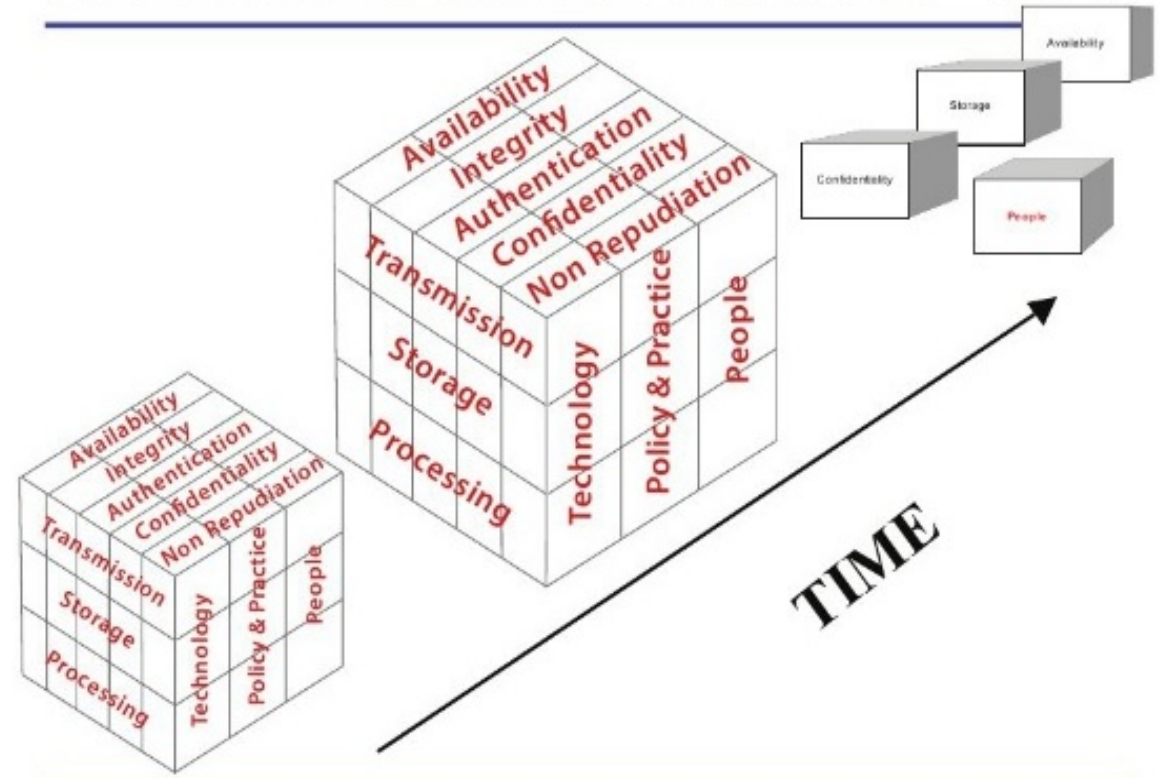
**People Powered Perpetual Innovation**



# THE DYNAMIC CYBERSECURITY MODEL

Note. Adapted from "A Model for Information Assurance: An Integrated Approach," by W. V. Maconachy, C. D. Schou, D. Ragsdale, and D. Welch, 2001, June. Paper presented at the 2001 IEEE Workshop on Information Assurance and Security, United States Military Academy, West Point, New York: New York and "Cybersecurity Leadership: Powering the Modern Organization," by M. Hasib, 2014

## CYBERSECURITY MODEL - 2014



**FOUNDATION: MISSION, RISK and GOVERNANCE**



## CYBERSECURITY DEFINITION DERIVED FROM MODEL

**Cybersecurity is the mission-focused and risk-optimized governance of information, which maximizes confidentiality, integrity, and availability using a balanced mix of people, policy, and technology while perennially improving over time.**

**-Mansur Hasib (2017)**



## WHY DO WE NEED TO MAKE IT FUN?

**Material May Be Dry**  
**Engagement Difficult**  
**Monotonous for Instructor and Student**  
**Limited Perspective**  
**Working Professionals as Graduate Students**

**Doing More Important Than Knowing**



## HUMAN PRODUCTIVITY AND INNOVATION

### KASH

- Knowledge
- Attitude
- Skill
- Habit

**Attitude and Habit Have Highest Impact**

Note: Adapted from Zachery, K. (2011). The Leadership Catalyst: A New Paradigm for Helping Leaders Flourish in Organizations, [http://repository.upenn.edu/cgi/viewcontent.cgi?article=1063&context=od\\_theses\\_msod](http://repository.upenn.edu/cgi/viewcontent.cgi?article=1063&context=od_theses_msod)



# COMPETENCY BASED EDUCATION: FLIPPED CLASSES

**Knowing is Not Enough**  
**Students Apply Knowledge to Do Things**  
**Students Learn from Each Other**  
**Faculty as Coach Instead of Primary Source**  
**Teaching is the Best Form of Learning**



## WHY GAMIFICATION AND HUMOR?

- Makes Dry Material Come Alive**
- Provides Variety in the Student Experience**
- Fun Makes Us Learn Better**
- Happiness Makes Brain More Creative**
- Games Sharpen Engagement and Focus**
- Dramatic Impact on Attitude and Habit**





## PRECONDITIONS FOR SUCCESS

**Cannot Grade Students on Curve**  
**Cannot Have Quotas for Grades**  
**Must Have Competency Based Grading**



# COURSE DESIGN EXAMPLE

## RISK MANAGEMENT AND COMPLIANCE



## LECTURES AND DISCUSSIONS

**Instructor Sets Initial Context**

**Class Materials Divided Among Students**

**Student Research a Portion and Prepare Lecture**

**Students Graded on Engagement, Humor, Fun**



## ASSIGNMENTS

**Students Apply Knowledge to an Organization**  
**Upload Drafts for Peer Review**  
**Peer Review and Feedback**  
**Revisions and Final Submission**



# SOME GAMES STUDENTS CREATED FOR THEIR CLASS

**Cybersecurity Jeopardy**  
**Cybersecurity Millionaire**  
**Cybersecurity Bingo**



## WHAT IS DIFFERENT?

**Students Learn About Multiple Organizations**  
**Students See Multiple Examples of Work**  
**Peer Review Motivates Higher Quality Work**  
**Peer Feedback is Powerful Help for Students**



## RESULTS

**Students Loved the Experience**

**Better Class Attendance**

**Strengths of All Students Used to Improve All**

**Higher Grades for Students**

**Higher Levels of Competency for Students**

**Presentations and Papers Used at Interviews**

**Higher Faculty Evaluations By Students**

**Excellent Feedback from Employers**



# QUESTIONS/DISCUSSIONS/CONTACT INFORMATION

## References:

Hasib, M. (2015). *Cybersecurity Leadership: Powering the Modern Organization.*

Hasib, M. (2013). *Impact of Security Culture on Security Compliance in Healthcare in the USA.*

Mansur.Hasib@umuc.edu

Twitter: @mhasib

240-684-2425

Copyright© - This work is the intellectual property of the author.  
Anyone may use the slides and information for educational purposes with attribution to Dr. Mansur Hasib.  
Written permission required for any commercial use.

