



# Cybersecurity User Cases

I Believe...

Just Not Sure What I Believe In... Yet



# Cybersecurity User Case

I believe in using virtual worlds for training because...

- Learning occurs at an intuitive level
- Its immersion quality
- Its instinctive feel
- It's people oriented
- It's collaborative: two-way/multi-way interactions
- It's not 2-D flat (click page...*yawn*...click page)



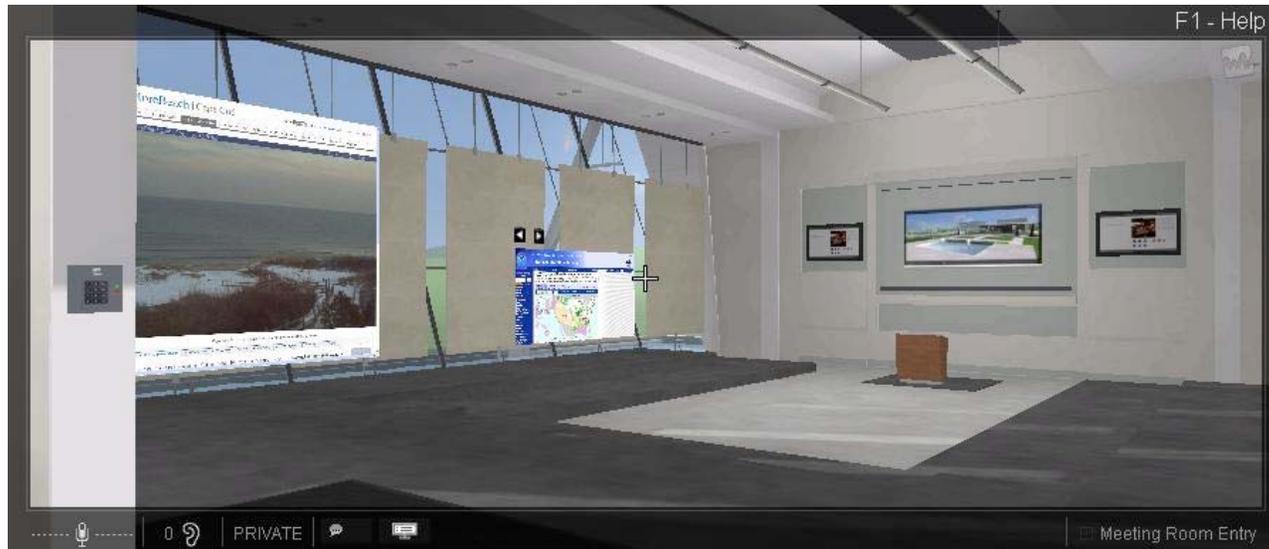
# Cybersecurity User Cases

## Background:

- Comprehensive National Cybersecurity Initiative (CNCI) Expand Education Activity
- Goal – build a strategy to develop a skilled cyber workforce for the Federal government
- DHS, as CNCI Co-Lead, established several Federal cyber education partnerships to increase availability of shared training and experiential learning resources across the USG



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“develop and test a virtual world environment that supports Federal cybersecurity training and education needs”



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Learning Outcomes: Yep, we need these!

User Case Outcome: People love this training method and ask for more virtual world training





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## Current activities:

- Establishing learning outcomes
- Establishing a cybersecurity Federal virtual training community – (aka working group)
- Exploring the right connections to design the most successful user cases (i.e., take advantage of interactivity of delivery method)
- Storyboard/Development: Summer 2010
- Pilot User Cases: Fall 2010



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I Believe...

this is just the beginning of using visual interfaces  
and interoperability to create new learning  
experiences...

*that will enhance the transfer of learning*



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