



Contribution ID: 4

Type: **not specified**

## Dungeons & Dragons: The security tool you didn't know you needed

*Wednesday, 5 June 2024 11:05 (30 minutes)*

In my talk, I'll dive into the world of game-based learning in cybersecurity, showcasing HackBack - a unique framework that blends role-playing game elements with security training. I'll explain how HackBack revolutionises traditional methods by providing immersive, risk-free simulations of security situations, both offensive and defensive, making it ideal for teaching concepts like Zero Trust and enhancing teamwork and empathy among participants. We'll explore the open-source nature of HackBack and how it fosters a community-driven approach to cybersecurity education, making it accessible and adaptable to various settings. Join me to discover how game-based learning is a crucial, yet often overlooked tool in developing effective security professionals.

### Length

30 minutes

### Optional: Speaker / convener biography

Since 2004, I have been immersed in the world of information security, developing a broad range of expertise in this field. In the heart of Copenhagen's vibrant infosec community, I played a key role in establishing BSides København in 2019, a testament to my commitment to our professional network. Now, as a freelance cybersecurity advisor, I channel my passion into storytelling, helping organizations navigate the complexities of security transformation. I blend community-centric marketing and employer branding into my work, adding a unique twist to my role. Additionally, I engage in designing and participating in security games—bringing an element of fun to our serious endeavors. I am always on the lookout for fresh, exciting projects, people and ideas that spark my creativity and drive.

**Primary author:** AGNOLETTI, Klaus

**Presenter:** AGNOLETTI, Klaus

**Session Classification:** Talks and presentations

**Track Classification:** Talks and presentations