New Virtual Escape Room Course

- In FY2022 the Department released a gamified Cyber Security and Privacy Awareness course which features a simulated escape room.
- This course provides essential information on user responsibilities for complying with Department policies, guidance, procedures, and best practices designed to reduce these risks.
- Compliance with Web Content Accessibility Guidelines (WCAG) ensures that it is accessible to all learners.
- The escape room gamification format is a fun way to increase user awareness of potential threats, vulnerabilities, and risks to the security and privacy of the Department's information and information systems.
Benefits of Gamification

• Increases **learner engagement** by **holding attention** and increasing **motivation**.
• Improves **knowledge absorption** and **retention** and enhances the overall learning experience as it **appeals to multiple learning styles**.
• Makes eLearning **fun** and **interactive**. If learners are having fun and are getting excited about learning, they are more likely to acquire and retain information.
• Allows for real world **application of knowledge**.
Training Concept

• After entering the building lobby, you find that the evil Dr. Mal has installed malware on the smart building’s security system and to your dismay, you are now locked in. The only way out is to locate the cipher code to the exit door. Unfortunately, Dr. Mal has broken the code up into pieces and hidden a piece in each office throughout the building.

• You must use your cyber security and privacy knowledge, as well as your wits and cunning, to work your way through each office. Solve the clues and interact with cyber security and privacy scenarios to receive a piece of the cipher code. Collect all the pieces and assemble the code to escape the building and complete the course.
Learners who already have a strong understanding of the content may opt to complete the course using the test-out feature. This challenging assessment allows those with competency in the subject to easily demonstrate it, thus saving them time.

Those that prefer to complete the full course or who did not successfully pass the test-out proceed to the escape room.
Solve the Clues

Learners solve clues that grant them access to real world cyber scenarios.
Branching scenarios and hands-on activities enable users to actively engage with the content.
Solving Clues Unlocks Each Room

Once all clues in a room are solved, a key is revealed, and that room unlocks.
Enter the Override Code to Escape

Once all rooms are unlocked, the learner can use the keys they found to reveal the code that unlocks the building thus completing the training.
What did the Learners Think?

This was probably the best training I have done over the years. It was interactive and engaging, love the clues and graphics to keep it entertaining!

ABSOLUTELY LOVED IT!

Though it was fun and definitely kept my interest and focus.

It was challenging and I liked Dr. Mal.

Escape room format made learning exciting.

Escape room was entertaining with the different voices and animations.

Yes, this was by far the most entertaining and engaging cyber security training I have ever taken. These trainings are typically painful, but not so much this time around.

Enjoyed the Dr. Mal scenarios and the keys. Humor was appreciated.

This was excellent, please continue building on these types of concepts/themes.

I really enjoyed the Escape Room format. Enough interaction to keep me engaged without taking away from the content!