



# PLAY SECURE.

CONFERENCE

# PLAYSECURE.ONLINE

25<sup>th</sup>-28<sup>th</sup> MARCH 2021

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**Main Conference Day**

**Thursday 25<sup>th</sup> March 2021**

09:00 	<p><b>Exploring the Evolution of the CISO and CIO of the Future In The Context of Gamefication</b></p> <p><b>Moderated by:</b></p> <p><b>James Bore, Director, Bores</b></p> <p><b>Kevin Fielder, CISO, FNZ Group</b> <b>Reza Salari, Head of Cyber Security (BISO), PacificLifeRe</b> <b>Didar Gelici, Senior Technology Manager – Risk &amp; Compliance, Just Eat Takeway.com</b> <b>Dinis Cruz, CISO, Glasswall</b></p>
09:30	<p><b>Morning Networking on Gather</b></p>
10:00 	<p><b>Boundaryless Ways of Working: How Can Gamefication and Playing in Security Lead the Way in Tomorrow’s Working from Home First Environment?</b></p> <p><b>Moderated by:</b></p> <p><b>James Bore, Director, Bores</b></p>
10:40	<p><b>Playing the Media Game</b></p> <p><b>Lisa Forte &amp; Jay Jay Davey</b></p> <div style="display: flex; justify-content: space-around;"></div>
11:10 	<p><b>Gamefication and Risk Management</b></p> <p><b>Didar Gelici, Senior Technology Manager – Risk &amp; Compliance, Just Eat Takeway.com</b> <b>Kevin Fielder, CISO, FNZ Group</b> <b>Dinis Cruz, CISO, Glasswall</b></p>




<p>11:40</p>	<p align="center"><b>Better Gamification Through Problem Solving</b></p> <p align="center"><b>Pete Herzog, Co-Founder, Urvin AI</b></p> 
<p>12:10</p> 	<p align="center"><b>How can Play Within Security Improve Retention of Staff and Quality of your overall Managed SOC?</b></p> <p align="center"><b>Moderated by: Phelim Rowe</b></p> <p align="center"><b>Jay Jay Davey</b>  <b>Sanjanaa Somsegar, Commercial SOC Analyst, BT</b>  <b>Gerard Barrett, Security Analyst, Quorum Cyber</b></p>
<p>12:40</p>	<p align="center"><b>Understanding why Capture The Flag (CTF) Is the Ultimate Security Training Measure for All Staff in Your Organisation</b></p> <p align="center"><b>Ahmed Attala, Founder, CTF.ae</b></p> 
<p>14:10</p> 	<p align="center"><b>Can Gamification Become the Glue for True Convergence Between Physical and Logical Security?</b></p> <p align="center"><b>Moderated by: Phelim Rowe</b></p> <p align="center"><b>Ivor Terret, Founder, Enablement Advisors</b>  <b>Mike O'Neill, Managing Director, Optimal Risk</b>  <b>Sean Colsey, Client Services Director and Operations Manager, Minerva Elite</b></p>
<p>14:40</p>	<p align="center"><b>Martyn Ruks, Director, Chronyko</b></p> <p><b>"Immersive learning is a “level up” for learning and development. Using combinations of storytelling, puzzles, theatrics, technology and game mechanics, it stimulates engagement with learners and delivers on complex learning outcomes.</b></p> <p align="center"><b>In this session you will be taken on a rollercoaster journey through the history of immersive learning. Along the way you’ll learn about the research that validates the immersive learning methodology and the components used to build real-world experiences. We’ll also look at a case study of immersive learning being used to teach cybersecurity skills, the industry leading “HackFu”.</b></p>


<p>15:10</p> 	<p align="center"><b>Understanding how to form More Effective Relationships with Third Parties Through Gamification and Automation</b></p> <p align="center"> <b>Nick Drage, Principal Consultant, Path Dependence</b>  <b>Lokesh Ramamoorthi, Lecturer, University of Miami College of Engineering</b>  <b>Jimi Allee, CEO, Lost Rabbit Labs</b>  <b>Mike Thompson</b>  <b>Chloé Messdaghi</b> </p>
<p>15:50</p> 	<p align="center"><b>Fireside Chat with Brian Seely</b></p> 
<p>16:20</p>	<p align="center"><b>AI and the Gamification Spectrum</b></p> <p align="center"><b>Michael Wu PhD</b></p> 
<p>16:50</p>	 <p align="center"><b>Liz Fong-Jones, Principal Developer Advocate, Honeycomb.io</b></p>
<p>17:20</p>	<p align="center">Chairperson's Closing Comments</p> <p align="center"><b>James Bore, Director, Bores</b></p>


**PlaySecure Day 2**

Friday 26<sup>th</sup> March 2021

09:00  Morning Workshop 1	<b>LINDDUN Go Workshop</b>    Kim Wuyts, Postdoctoral Researcher, KU Leuven
10:00 	<b>Gamefication and the Skills of the Architect of Tomorrow</b>  Sameh Hablas, CEO, AI Danah Information Systems Steve Bond, Group Head of Cyber Security, William Hill Ankit Satsangi
10:40	  Ben Shreeve, Research Associate, University of Bristol
11:10  Morning Workshop 2	<b>Gamifying Employee Phishing - Workshop</b>    James Linton
12:10	<b>Security By Stealth and Elevation of Privilege</b>


	 <p style="text-align: center;"><b>Gwen Diagram</b></p>	
12:40	<p style="text-align: center;"><b>Collaborative Gameified Purple Teaming</b></p>  <p style="text-align: center;"><b>Jimi Allee, CEO, Lost Rabbit Labs</b></p>	
14:10	<p style="text-align: center;"><b>Setting Up the Perfect Wargame</b>  <b>(Running Concurrently with Workshop)</b></p> <p style="text-align: center;"><b>Nick Drage, Principal Consultant,  Path Dependence  Ian Board</b></p> <p style="text-align: center;"><b>John Mizon, Event Manager, South  West Megagames and Events</b></p>	<p style="text-align: center;"><b>Afternoon Workshop 1</b>  <b>(Running Concurrently with Conference)</b></p> <p style="text-align: center;"><b>Starts at 14:10</b></p> <p style="text-align: center;"><b>Ruben's Quest</b></p> <p style="text-align: center;"><b>chronyko</b> </p> <p>A REMOTE ACTIVITY TO EXPLORE AN INCA TEMPLE USING A REMOTELY OPERATED VEHICLE</p> <p>Working alongside Ruben you must help him use a Remotely Operated Vehicle to explore the lost temple. By working as a team can you successfully navigate through the complex series of tunnels that has protected the secrets of the lost temple for hundreds of years. Only by solving the riddles of ancient Inca legend will allow you to explore the inner temple and find your way to the treasure chamber.</p> <p>This mission will require you to work effectively as a team. You'll need to devise a strategy to overcome the challenges that lie before you, combining your observational skills with problem solving abilities and exceptional communication. To attempt this challenge each team member can be</p>

		located anywhere in the world but will need a laptop and reliable Internet connection.
14:40	<p align="center"><b>Showcasing the EC Council Next Generation Range</b></p> <p align="center"><b>Tim Rosenberg, Cyber Exercises, Wargaming and Training, EC-Council</b></p>	
15:10	<p align="center">Afternoon Workshop 2</p> <p align="center"><b>Theory versus Practice In Gamification - Workshop</b></p> <div align="center">  <p><b>Michael Wu PhD</b></p> </div>	
17:40		





		<p><i>PlaySecure Day 3</i></p> <p><i>Saturday 27<sup>th</sup> March 2021</i></p>
10:10	Morning Workshop	<p align="center"><b>KIPS Workshop</b></p> <p align="center"><b>Lee Rendell, Pre-Sales Manager, Kaspersky</b></p> <div align="center">  </div>
13:00		<p><b>Immersive Exercises versus Gamification in Kidnap and Ransom Training and Development</b></p>

	 <p><b>Peter Moore</b></p>
13:30	<p><b>Gamify.team</b></p> <p><b>Joshua Smart &amp; Steven Singh</b></p>
14:00	<p><b>Immersive Learning</b></p> <p><b>Martyn Ruks, Director, Chronyko</b></p>
14:30 Afternoon Workshop	<p><b>Design Workshop – Design your Tabletop Cyber Security Exercise</b></p>
15:30	<p>Chairperson’s Closing Comments</p>

*PlaySecure Day 4*  
*Sunday 28<sup>th</sup> March 2021*

10:00  Open All Day	<p style="text-align: center;"><b>chronyko</b> </p> <p style="text-align: center;"><b>REMOTE EXPLORATION USING AR AND A MULTI-USER DUNGEON</b></p> <p>The world has become a dangerous place, so for the protection of all settlers, the settlement location is a closely guarded secret. The directions have been hidden within augmented reality puzzles for safekeeping.</p> <p>The participants are initially split into small teams and by working together to overcome assumed constraints they will discover how to safely navigate a path to their settlement. However, it's on</p>
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	<p>arrival at the settlement, within a vast virtual world, that the real quest begins with a series of innovative puzzles and challenges to be discovered and solved.</p>
<p>11:00</p> 	<p style="text-align: center;"><b>Brunch With PlaySecure</b></p> <p style="text-align: center;"><b>Open Discussion On Games (And Food) that Have Changed the World of Security</b></p> 
<p>12:30</p> <p>Afternoon Game 1</p>	 <p style="text-align: center;"><b>HEIST</b></p> <p style="text-align: center;"><b>Megagames</b></p> <p style="text-align: center;"><b>John Mizon, Event Manager, South West Megagames and Events</b></p>
<p>15:50</p> 	<p style="text-align: center;">Sunday Afternoon Social</p>
<p>16:50</p>	<p style="text-align: center;">Chairperson's Closing Comments</p>

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