SECOND ANNUAL PLAY SECURE. CONFERENCE

PLAYSECURE.ONLINE

15TH TO 18TH JUNE 2022

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Main Conference Day	
Wednesday 15th June 2022	

09:00	**Panel**
	Exploring the Evolution of the CISO and CIO of the Future In The Context of Gamification
	Moderated by: James Bore
	Alan Jenkins
	Matthias Muhlert, Security Bear, Haribo
	Beverly Allen, Head of Information Security Assurance, Quilter
	Amos Njogu, Chief Information Security Officer, Harambee Sacco Financial Services
	Ian Thornton-Trump, CEO, Octopi Managed Services
09:30	**Morning Networking and Instruction on Gather**
10:00	**Boundaryless Ways of Working: How Can Gamefication and Playing in Security Lead the Way in Tomorrow's Remote First Business Environment**
	Sameh Hablas, CEO, Al Danah Information Systems
	Love-Tresor Nkanga, Senior Technology Manager, EY
	Nick Drage
10:40	**The How-to's of Security Culture Behaviour Change**
	Jemma Davis, Founder, Culture Gem
11:10 Fireside Chat	**Fireside Chat**
	Gamefication and Risk Management
	Mary Mbugua, Group Head of Risk, Jubilee Insurance

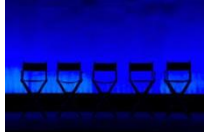| Time	
11:40	**Networking Break**
12:10 Fireside Chat	**Panel** **How can Play Within Security Improve Retention of Staff and Quality of your overall Managed SOC?** **James Bore** **Paul Winstanley, Security Manager EMEA, The LEGO Group** **Phelim Rowe** **Nick Drage**
12:40	**Lunch Break**
14:10	**Panel** **Developing the Super Hero Analogy: Uncovering the Super Architect** **Nick Drage, Director, PlaySecure** **Dr Andreas Haggman, Head of Cyber Advocacy – Skills, Innovation and Research, Cyber Security and Digital Identity Directorate, DCMS** **Marius Poskus, Cloud Security Architect, Domino's Pizza UK & Ireland** **Stephen Allen, Information Security Architect, Lenovo**
14:40	**Martyn Ruks, Director, Chronyko** **Immersive Learning** **"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.** **In this session we'll build on what was presented last year and take you on another rollercoaster journey through the world of immersive learning. This time we'll focus on a number of case studies from organisations who are now embracing this approach to enhance everything from their technical training to their security awareness programmes. This will include a showcase of the first HackFu Austria, the world's first immersive cybersecurity event hosted in a nuclear powerstation!**

15:10	**Panel**
	CISO as Chief Immersive Training Leader?
	Moderated by Phelim Rowe
	Ian Thornton-Trump, CEO, Octopi Managed Services **Beverly Allen, Head of Information Security Assurance, Quilter** **Patric Versteeg, CISO, Viterra** **Eric Milcic, IT Security Architect, Toronto Hydro** **Ben Dewar-Powell, CISO, TIDE**
15:50	**Gamification; player types and personalisation** **Kimba Cooper**
17:20 UK 9:20am PST	**Panel** **True Convergence? Learning and Development and Security Professionals** **Moderated by Phelim Rowe** **Nick Drage, Director, PlaySecure** **Mike O'Neill, MD, Optimal Risk** **Paul Winstanley, Security Manager EMEA, The LEGO Group** **Shaun Southall, Cyber Security Oversight Specialist, Civil Aviation Authority**
17:50 UK 9:50am PST	**Networking Break**
18:20 UK 10:20am PST	**Fireside Chat** **Engineering Tomorrow's Gaming Platforms As Learning and Development Tools for Cyber Security Skills** **Moderated by Nick Drage** **Dr Andreas Haggman, Head of Cyber Advocacy – Skills, Innovation and Research, Cyber Security and Digital Identity Directorate, DCMS** **Adrian Taylor, Director of Cyber Transformation & Strategy Hacking, Bluecap Solutions**

18:50 UK 10:50am PST 	**Panel** **Review of Day 1** **James Bore** **Nick Drage** **Ace Hedger** **Chloe Messdaghi**
19:20 UK **11:20am PST**	**Networking on Gather**
20:00 UK 12:00pm PST	Close of Day 1

PlaySecure Day 2 *Thursday 16th June 2022*	
09:00 	**Game** **Minimator – a Serious Game About Zero-Days** **Hans Sharma & Ehud Cseresnyes**
10:00 	**Panel** **Gamefication and the Skills of the Architect of Tomorrow** **Moderated by Nick Drage**

	Sameh Hablas, CEO, Al Danah Information Systems **Chigozirim Ogbogu, Chief Enterprise Architect, Plexada System Integrators** **Carlos Chincanda, IP Engineer & Security, Angola Cables** **Martyn Ruks, Director, Chronyko** **Mike Thompson, Information Security Manager, Zen Internet**
10:40	**Hacking Play-To-Earn: RUN RONIN RUN** **Facundo Lisotto, Sr Security Researcher – Red Team, Banco Galicia**
11:10 	**Pragmatic Security Decisions** **Why don't battle tanks have keys?** **Martin Hill**
12:10 	**Panel** **Uncovering the Engineer of the Future through Immersive Learning** **Moderated by James Bore** **Assam Victor-Ifeanyi, Security Engineer, CyberSOC Africa** **Ahmed Attalla, Cyber Security Analyst, Malcrove** **Yusra Zvavi** **Paul Brian**
12:40	**Networking Break**
14:10 	**Workshop** **Title: Gather Learn - Using Gather as an immersive learning platform** **In this session, we will take you on an interactive tour of our experiences using Gather Town as an effective and scalable virtual immersive learning environment. As a platform optimised for social interactions, Gather can become a powerful tool to boost engagement in self-directed learning and education programmes through the creation of unique interactive worlds. In the workshop you'll get to see the components of our learning-based design up close and also have the opportunity to experience an environment used to reinforce good cybersecurity practices with a non-technical audience.**

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14:40 UK 6:40am PST	**Networking Break**
15:10 UK 7:10am PST	**Workshop** **Theory versus Practice In Gamefication** Daniel Shore, Co-Founder, LetsWeCan.com
17:40 UK 9:40am PST	**Panel Discussion** **Promoting Immersive Learning Through Making it a More Compelling Business Package for your End Customers: Developing the Secure MSP of the Future** **Hylton Stewart** **Henk van Achterberg** **Adrian Taylor, Director of Cyber Transformation & Strategy Hacking, Bluecap Solutions**
18:30 UK 10:30am PST	**Networking Break**
19:00 UK 11:00am PST	**Talk** **Understanding the learning in the game** Peadar Callaghan, Gamification Lecturer, Tallinn University
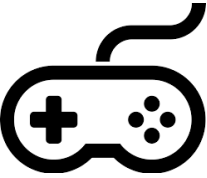
19:30 UK 11:30am PST 	**Panel Discussion** **Review of Day 2** **Ace Hedger** **Chloe Messdaghi** **Phelim Rowe**
20:00 UK 12:00am PST	Close of Day 2

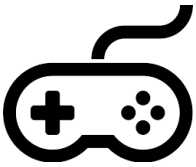|	
PlaySecure Day 3 *Friday 17th June 2022*	
10:00	**Gather Platform Open & Networking**
10:30	**Peadar Callaghan, Gamification Lecturer, Tallinn University**
11:10 	**Data Heist - First Game Develop to Educate on Cyber Hygiene (suitable even for kids)** **Mark Barnabas, Director, Hotspot Explorer**
13:00 	**Sarah Le-Fevre, Editor and Community Designer, Ludogogy Magazine**

14:00	**Talk** **From Practice to Theory in Immersive Learning** There is a wealth of evidence to show that "Immersive Learning" delivers positive outcomes for both learners and the organisations they work for. But does any of this map to the wealth of theories and scientific studies of learning that have been conducted over the years. In this talk we'll look at some established learning concepts and examine at how they are manifested in the immersive learning approach **Martyn Ruks, Director, Chronyko**
14:30 	**Workshop** **To Invest or Defend** **Ben Goldsworthy** **Zaffar Mughal** **Jon Lomas**
15:30	**Talk** **Understanding why Capture The Flag (CTF) Is the Ultimate Security Training Measure for All Staff in Your Organisation** **Ahmed Attalla, Cyber Security Analyst, Malcrove**
16:00	**Networking Break**

16:30 UK 8:30am PST	**Panel** **Understanding how to More Effectively Involve Academia to Facilitate Immersive Learning** **Lokesh Ramamoorthi, Lecturer, University of Miami College of Engineering** **Ed Vasko, Director Institute for Pervasive Cyber Security, Boise State University** **Pawel Piwosz, Lead Systems Engineer, EPAM Systems** **Moderated by Adrian Taylor, Director of Cyber Transformation & Strategy Hacking, Bluecap Solutions**
17:00 UK 9:00am PST	**Talk** **Keep Finding Bugs and Nobody Explodes** **Nicolas Boeckh**
17:30 UK **9:30am PST**	**Hacking the Amygdala: Gamifying Human Factor Security** **Chloe Messdaghi**
18:00 UK 10:00am PST	**Game** **Chance all' - a simple 3D6 dice stopping game to explore probability and risk vs reward** **Ian Robinson, Director, Greylag – a.anser4u**
	Chairperson's Closing Comments

PlaySecure Day 4
Saturday 18ᵗʰ June 2022

Open All Day	
	chronyko
	The Virtual Cybersecurity Office
	Ever wondered what happens in a cybersecurity company? Well now you can discover it for yourself in this retro text-based adventure. Explore the company's office, interact with fellow participants and attempt to complete all the puzzles. But be warned, you may also discover a few terrifying monsters lurking in the basement! This is a self-directed experience that you can complete at any time, simply register an account and then feel free to log into the world at any time. More information about how to gain access will be provided at the conference.
10:00	**Games are also for Kids**
	David McKenzie, Cyber Security Operations Director, National Grid & Director, Cyber Increment

11:00	**Brunch With PlaySecure** **Open Discussion On Games (And Food) that Have Changed the World of Security**
12:30	**Games &** **Saturday Social**
16:50 UK 8:50am PST	Chairperson's Closing Comments

Register Your Place Now:

https://www.eventbrite.co.uk/e/play-secure-conference-tickets-138040776679?aff=ebdssbonlinesearch