

# **About Me**



- Education
- Doctor of Information
   Technology in Cybersecurity
   & Information Assurance
- Career
- Business Information Security Officer (BISO) – Toyota Financial Services
- Former U.S. Navy Information Professional Officer
- 15+ years leading cybersecurity, risk

# Agenda

- Current State of Cybersecurity and Retention
- The Training Deficit
- Gamification
- The Traditional Approach
- Not Just Checking Boxes
- Current vs Future State
- Core Mechanics and Principles
- Psychological Drivers
- Metrics and ROI
- Resiliency
- Why Al

# **Current State of Cybersecurity Training**



It's boring

No one likes it

**Compliance dreads it** 

**Executives rely on it** 

It burns money

It strains the company

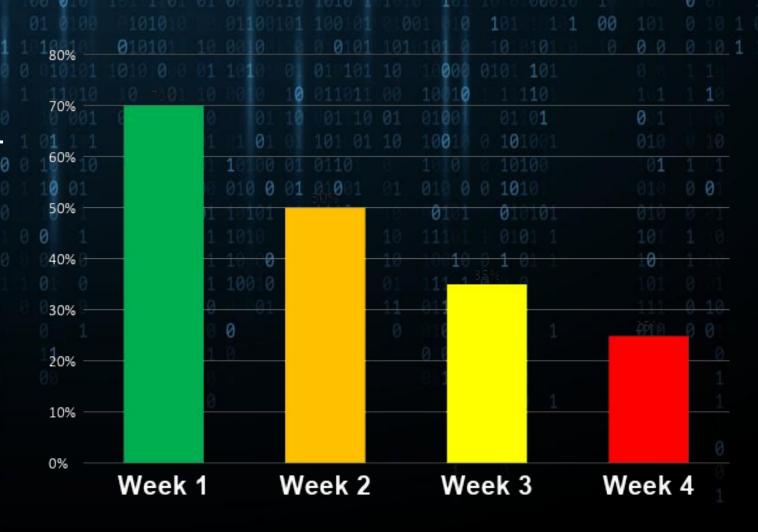
IT'S BORING....

## **Current State of Retention**

### Key Issues:

- Checkbox' training
- Low retention: <30% after 4 weeks</li>
- 74% of breaches linked to human error
- Reactive culture: response occurs only after incidents

#### Knowledge Retention – Traditional Training



# The Training Deficit Why Traditional Security Training Falls Short

### Compliance-Driven

 Traditional training often focuses on "checking boxes" rather than fostering genuine understanding or lasting behavioral change.

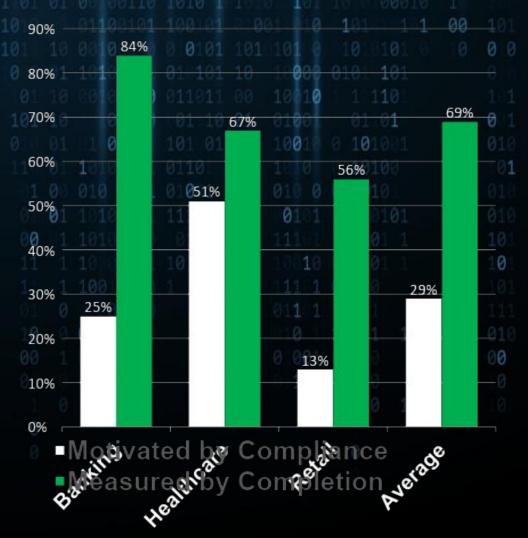
### Rushed Engagement

 Employees rush through modules, resulting in low knowledge retention and high vulnerability to threats.

### Persistent Vulnerability

 Focus on regulations rather than active engagement renders training ineffective against evolving threats.

#### Motivation Vs. Measurement



# What if we Gamified Cybersecurity Awareness Training?



- Everyone plays games
- Tiny missions, not long videos
- Instant feedback
- Real storyboards
- Fun
- Better Outcomes
- Compliance

# How do we Gamify? We use Al!

### **Personalized Learning Paths**



Al analyzes user interactions to identify knowledge gaps and deliver targeted content when and where needed.

### **Targeted Intervention**



Content difficulty automatically adapts based on performance, keeping users in an optimal learning zone.

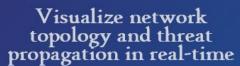
### **Dynamic Difficulty Adjustment**



A platform that delivers personalized phishing simulations and microlearning modules based on individual risk profiles.



Digital Twin Networks Real-time Dashboards





Monitor and respond to security events as they unfold



Adaptive scenarios that respond to team strategies

AI-Driven Threat Engine Post-Session Analytics

Detailed performance improvement areas

"These immersive simulations go beyond traditional desktop exercises, placing users directly into scenarios that mimic real-world cyber threats."

# Core Mechanics and Principles

**Building Blocks of Gamified Security** 



Points & Badges
Provide immediate feedback
and visual recognition for
completing tasks and
achieving milestones





Immerse users in realistic, simulated situations relevant to their specific job functions.



### Leaderboards

Display rankings of individuals or teams, introducing competitive elements that motivate.



### **Simulations**

Provide hands-on experience in identifying and responding to cyberattacks,

These mechanics collectively transform passive recipients into active participants in organizational defense

### **Before Gamification**

# The Reactive Security Posture High Risk Behaviors

High failure to detect and report potential I threats proactively

#### **Poor Threat Detection**

Traditional training fails to equip organizations with the skills needed to identify emerging threats, leaving them vulnerable to sophisticated attacks.

**Human Firewall Deficit** 

The workforce is ill-equipped to act as an effective human firewall against evolving cyber threats, relying instead on technical controls.

### **Reactive vs. Proactive Security**

#### **Reactive Security**



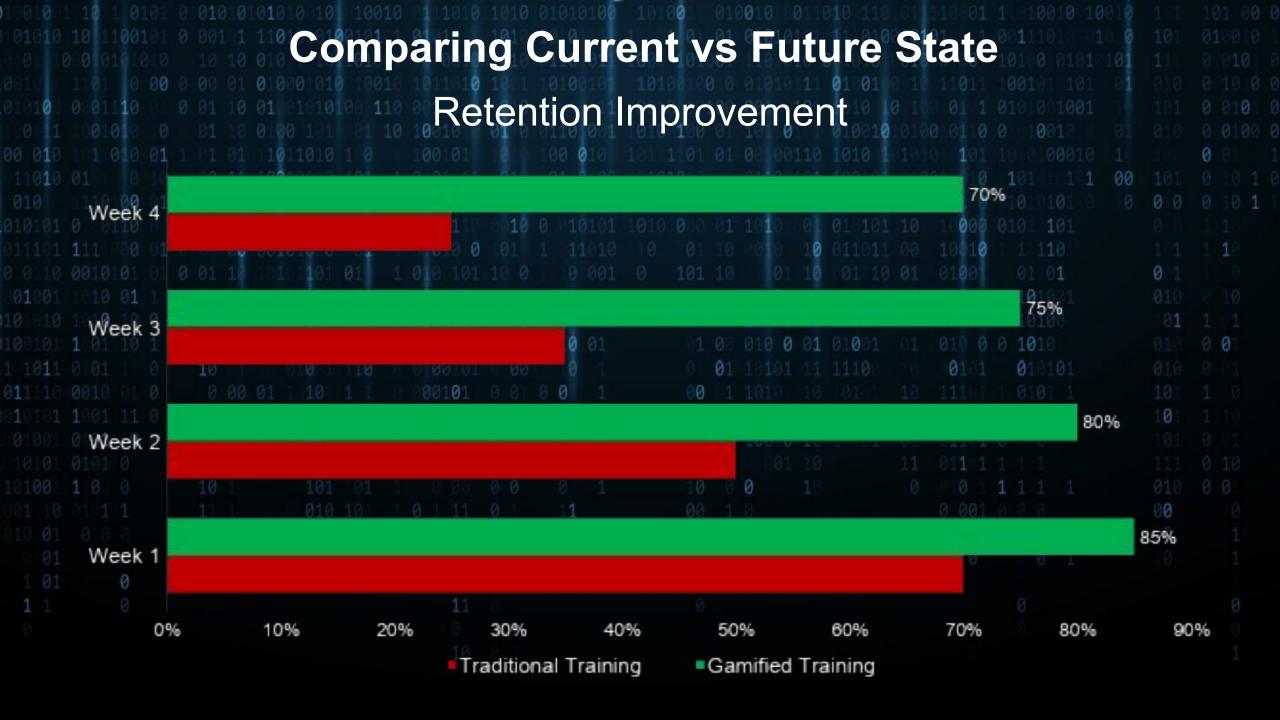


Responding to incidents



Low engagement





# **Psychological Drivers**

### Why Gamification Works

Gamification taps into fundamental psychological motivators to foster a robust security culture:



#### Competitio

Leaderboards introduce a competitive element, motivating participants to improve performance and strive for

"Leve agenition comparison and the drive for status"



#### Achievemen

Points and badges provide immediate feedback and visual recognition, tapping into the desire for achievement and mastery.

"Offers tangible rewards for effort and progress"



#### Master

Role-based scenarios allow users to practice decision-making in safe environments, building confidence and competence.

"Promotes a sense of competence and skill development"





Collaboratio



Accountability



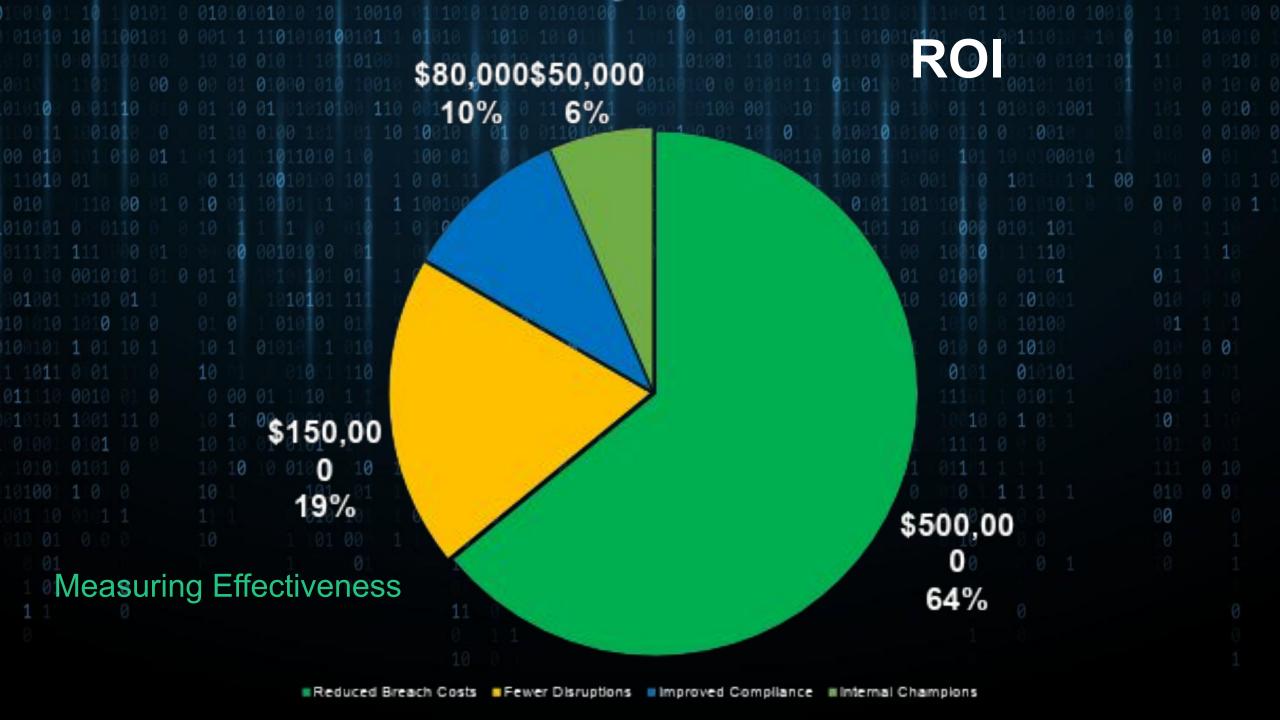
Continuous Learning

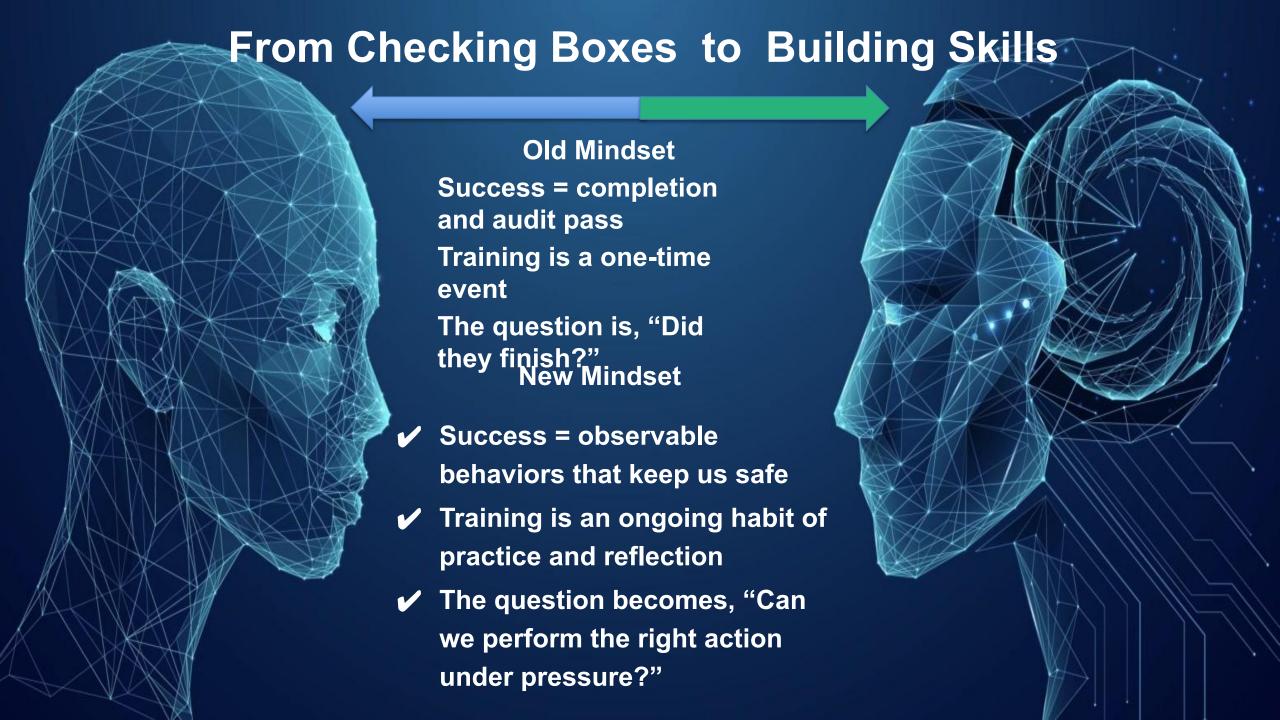
Transforming passive recipients of information into active participants in organizational defense.

## **Success Metrics**



"Gamified training isn't just more engaging it delivers measurable security improvements a





# Implementation

Resilient

### **Leadership Acceptance**



- Strategic Alignment
- Foster change
- Influence
- Commitment
- Impact
- Support

# Call to Action: Beyond Compliance

Building a Resilient Security Posture Through Gamification

# CYBERSECURITY IS NO LONGER OPTIONAL

To fortify your organization's human firewall and cultivate a truly resilient security posture:

#### Move Beyond

training from a regulatory requirement to an engaging, interactive experience.

#### **Engage Your Workforce**



Foster a culture of continuous learning and collaboration around security awareness.

#### **Embrace**



game-design elements to create memorable learning experiences that build lasting skills.



**Traditional Training**Compliance-Driven



Gamified Training Engagement-Driven





Resilient Security
Human Firewall

# THANK YOU

# Let's Connect



#### **Dr. Lovelie Moore**

DIT, MSIT, C|CISO, CISM, SEC+, CASP+, Navy Veteran / Keynote / Public Speaker /...

