

# **Wargaming in Cyber Security Education and Awareness Training**

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## **Abstract**

*This paper introduces readers to core concepts around cyber wargaming. Wargames can be powerful learning tools, but few wargames exist to teach players about cyber security. By way of highlighting possibilities in this space, the author has developed an original educational tabletop wargame based on the UK National Cyber Security Strategy and deployed the game to a variety of organisations to determine its pedagogic efficacy. Overall, it is found that the game was effective in generating high-engagement participation and clear learning opportunities. Furthermore, there are design lessons to be learned from existing games for those seeking to use wargames for cyber security training and education.*

**Index terms:** cyber security, wargaming, education

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