

3J4E – JIGSAW, JUMPSTART, JUNCTURE for Exercises

Three ways to enhance your cyber exercise
experience

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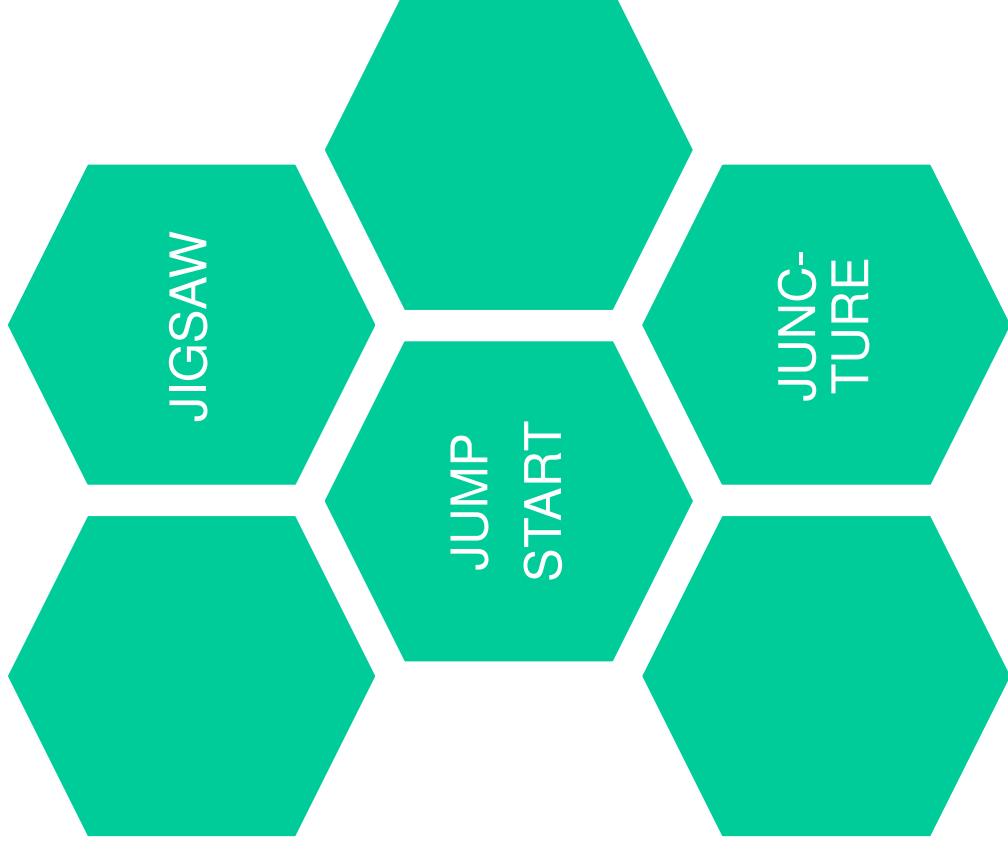
National IT-Situation-Center



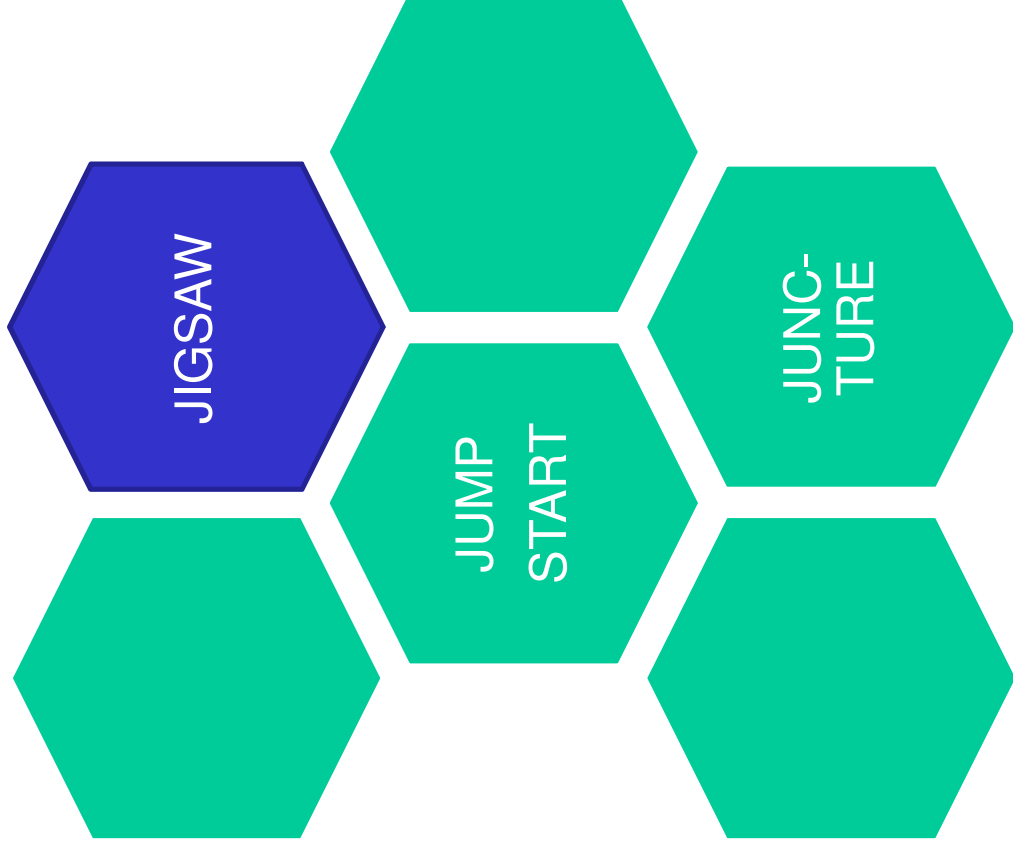
National IT-Crisis-Reaction-Center



3J4E - Modules



3J4E - Modules



□ LUEKEX

- 70 BSI-players (3000, 5+7 DE states, 80 institutions)

□ Cyber Europe

- 20 BSI-players (25 nations)

□ Cyber Storm IV

- 40 BSI-players 56h (14 nations)

□ NATO CC (~29 nations)

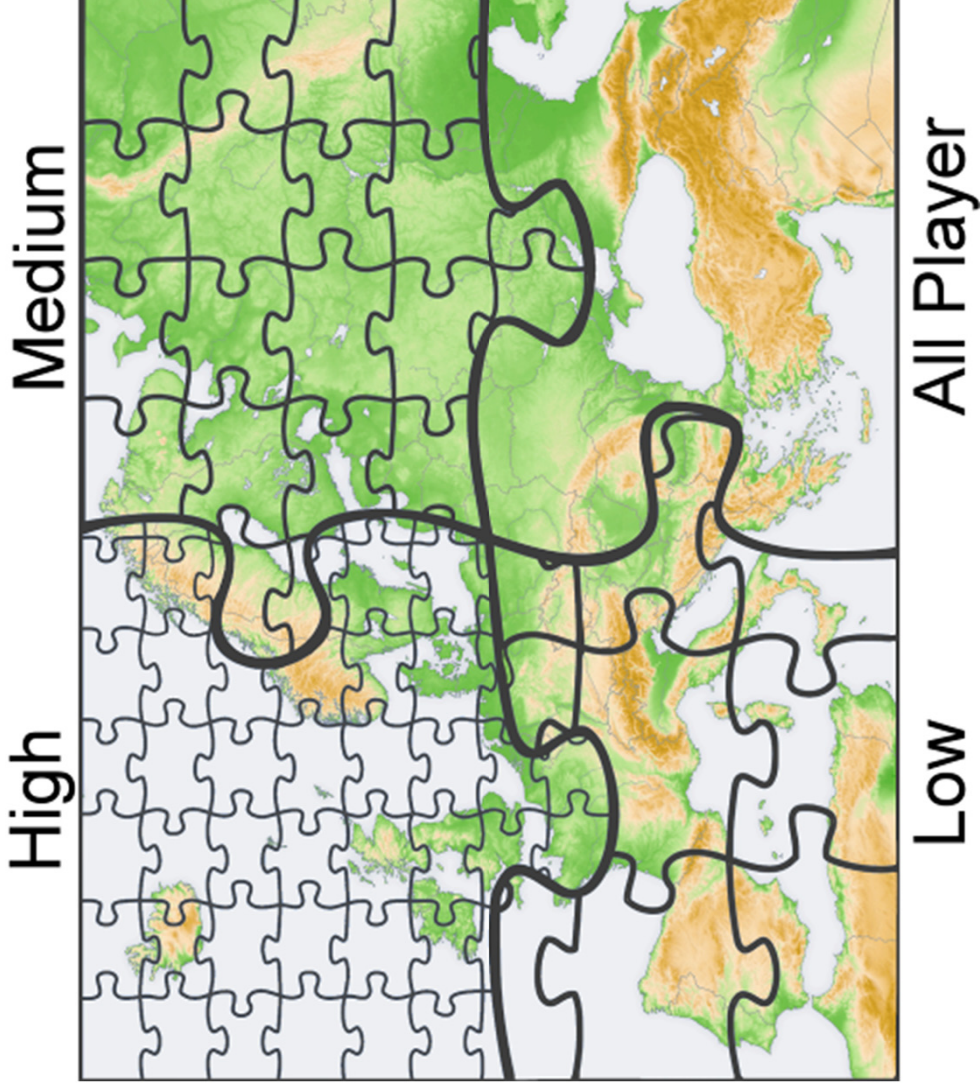


Basic	Medium	High
Unidirectional Communication	Multidirectional Communication	Multidimensional Communication
1 Person	2 – 5 Persons	5 or more persons
Point of Contact with reply	Contribute to planning conferences	High contribution in top level exercise planning
Basic adoption of prepared scenario elements	Influence scenario Advanced adoption of prepared scenario elements Own local elements	Make scenario decisions Develop complete storyline Create own objectives

Playing Participation Matrix

Basic	Medium	High
Unidirectional Communication	Multidirectional Communication	Multidimensional Communication
1 Person	2 – 5 Persons	5 or more persons
Take part in conffalls	Contribute in conffalls with own ideas	Play with national crisis management team
Play of basic adoption of prepared scenario elements	Basic incident handling	Leading role in IT Crisis-Management Incident Facilitator
Receive information	Share information	Detailed technical and situational reports

Multilevel Jigsaw Scenario



AND / OR Key-and-Lock Scenario Elements

Supporting Basic Scenario



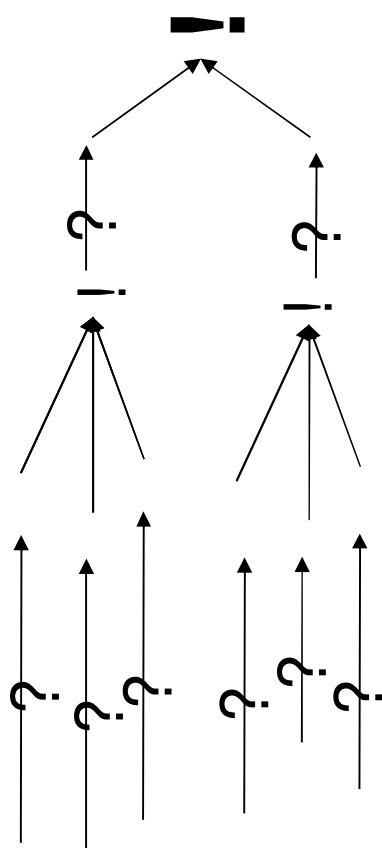
storylines/tracks

+

consolidation

=

solution



Standard Workflow

Objectives	>	Expected Player Actions	>	Storyline	>	MSEL	>	Play
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Standard Workflow

Objectives	>	Expected Player Actions	>	Storyline	>	MSEL	>	Play
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Modified clustered Workflow

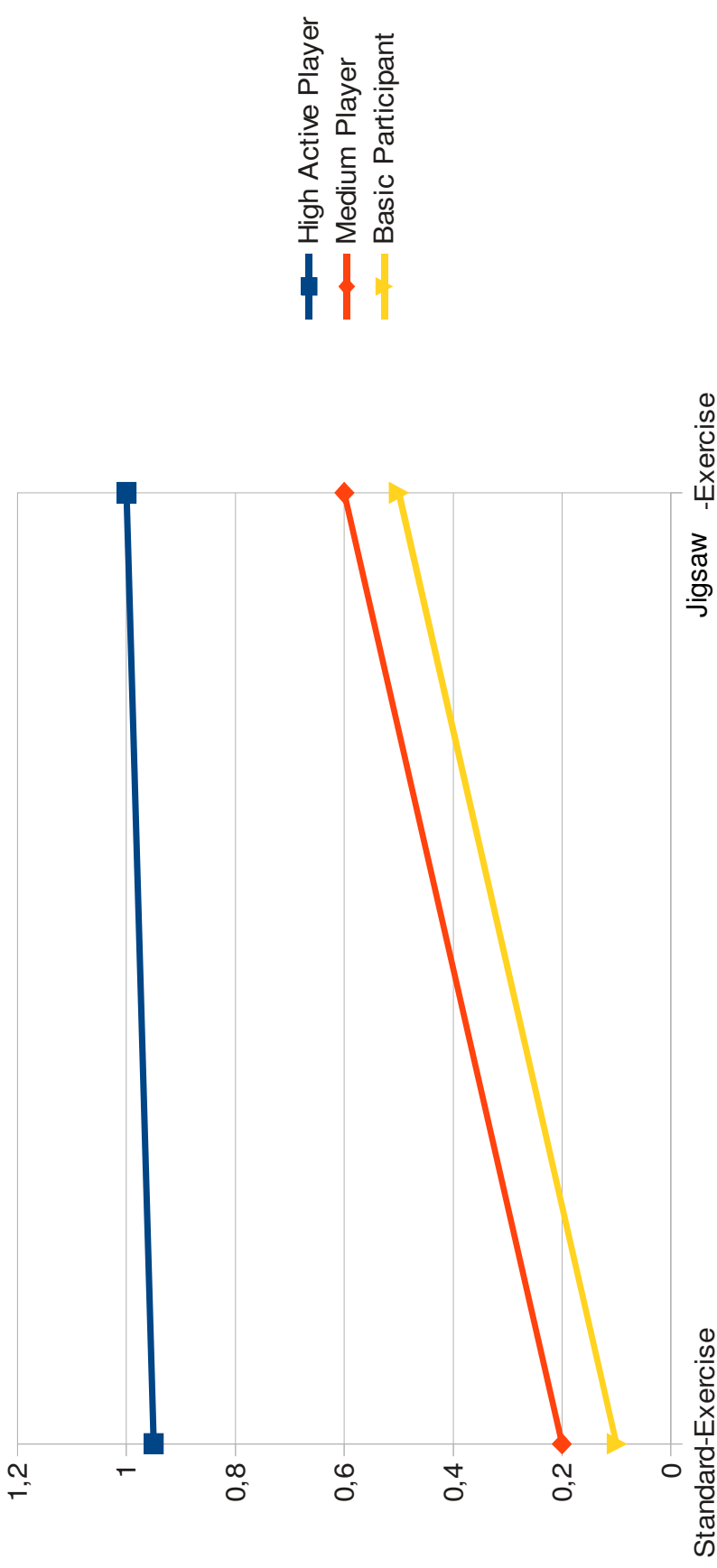
Objectives + Participation Commitment	>	Clustered Expected PlayerActions	>	Clustered Storyline	>	Jigsaw MSEL	>	Clustered Play
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Exercising is story telling...

- Baseline
- Dramaturgy
- Characters
- High and Low Action
- Turning Points

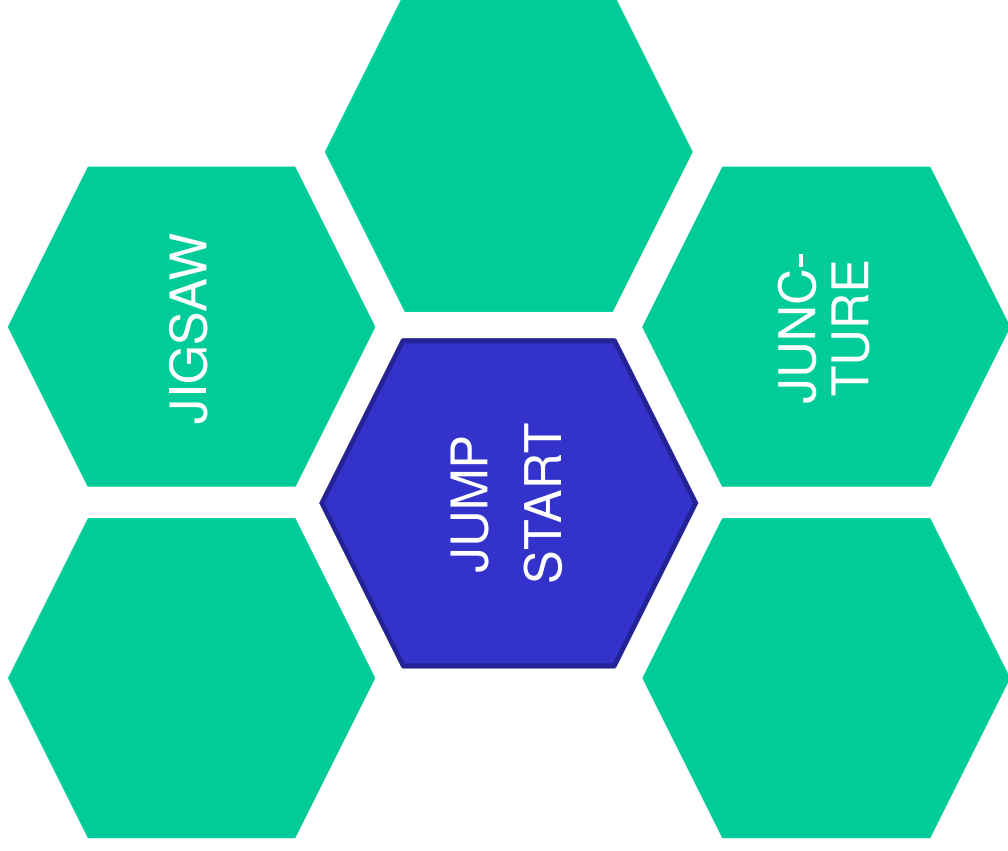
USE IT!

Costs / Efforts

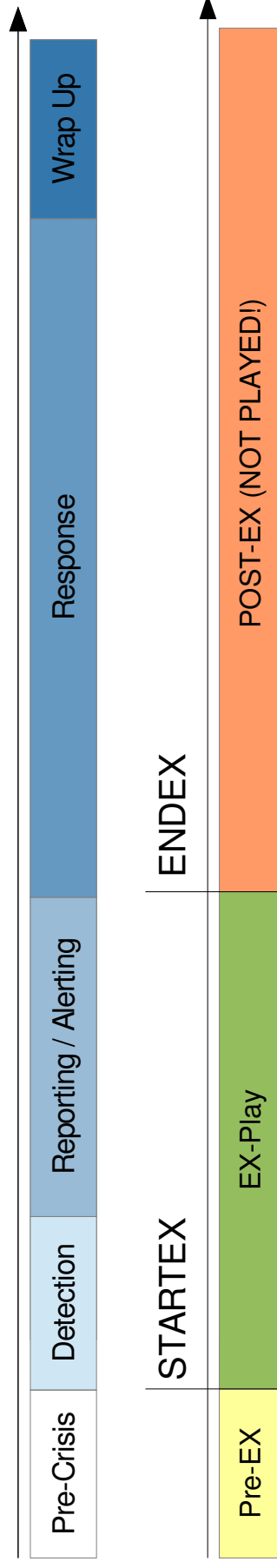
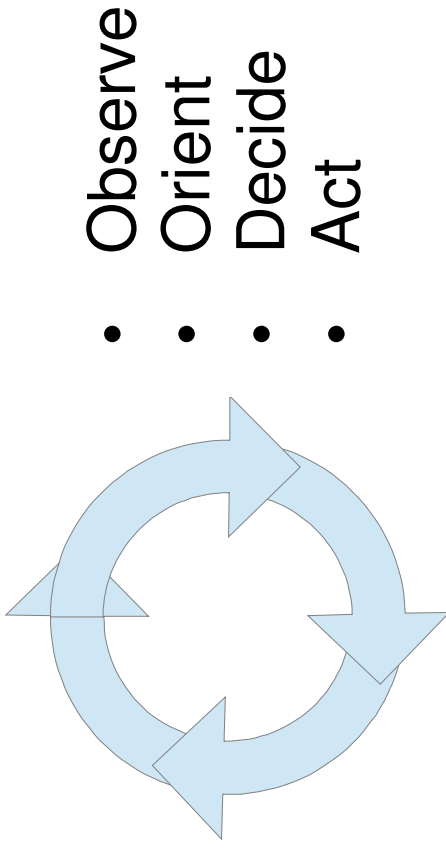


→ Costs for High Active Players don't rise significantly.
The others can participate from them.

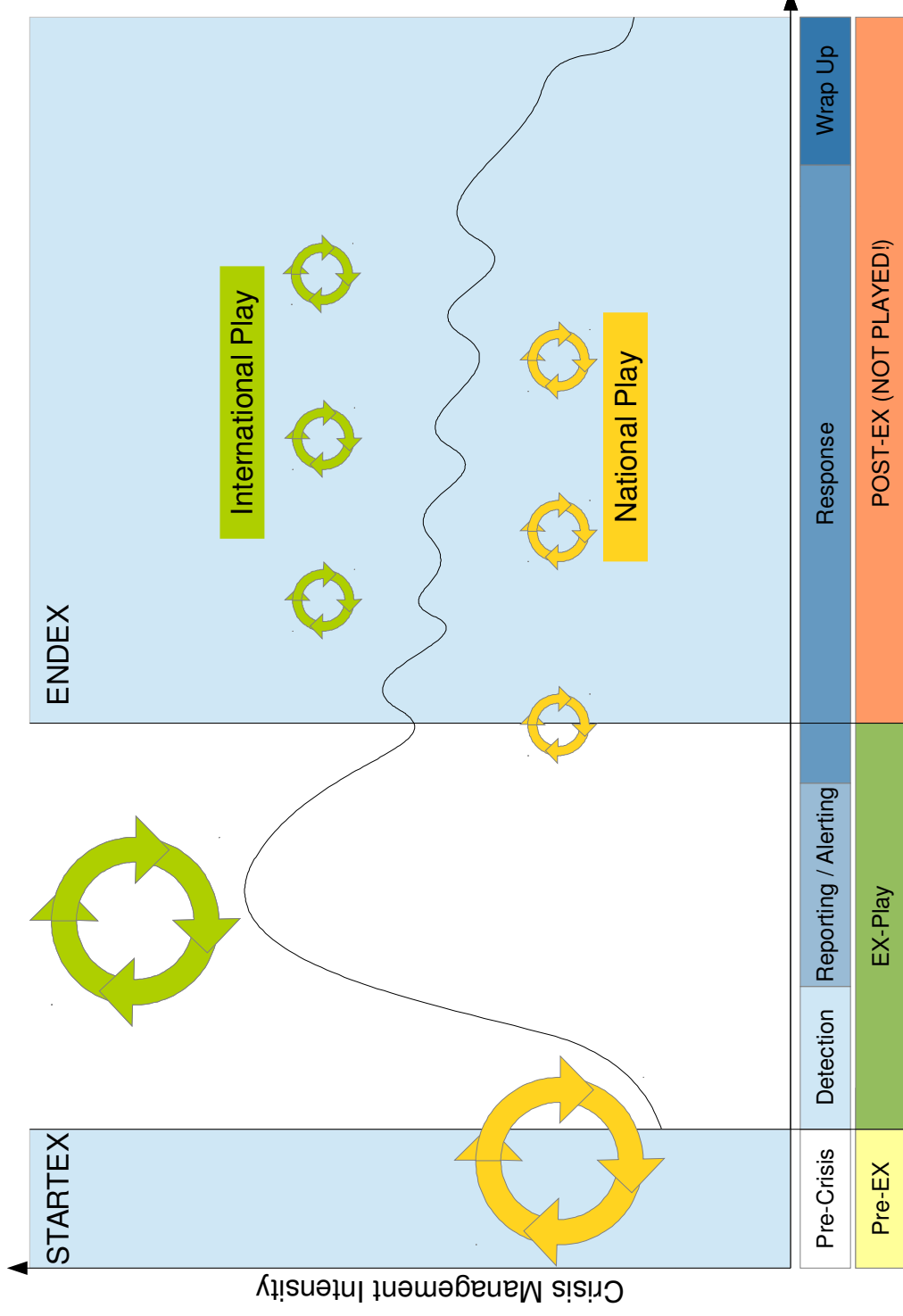
3J4E - Modules



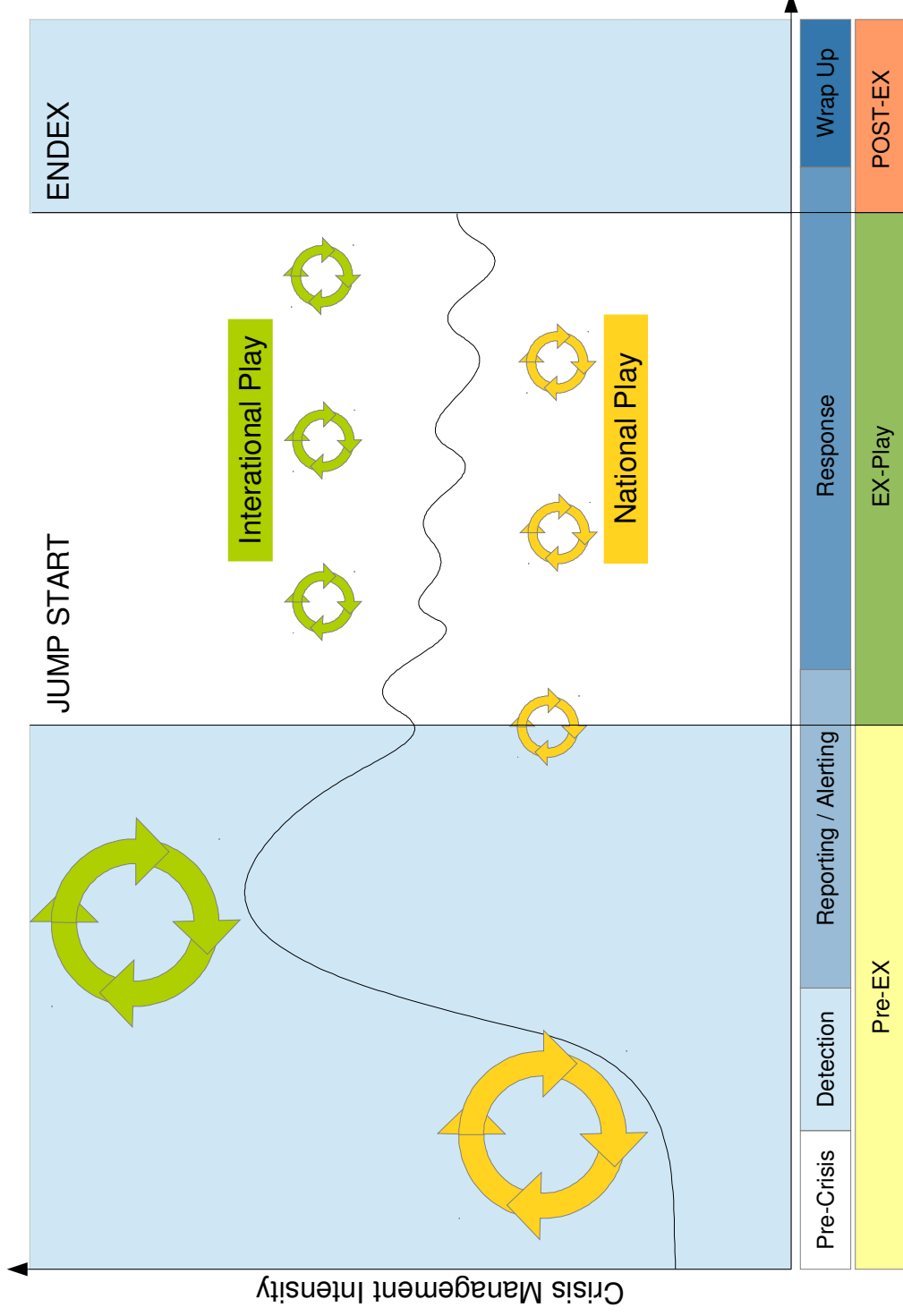
JUMPSTART: Basics



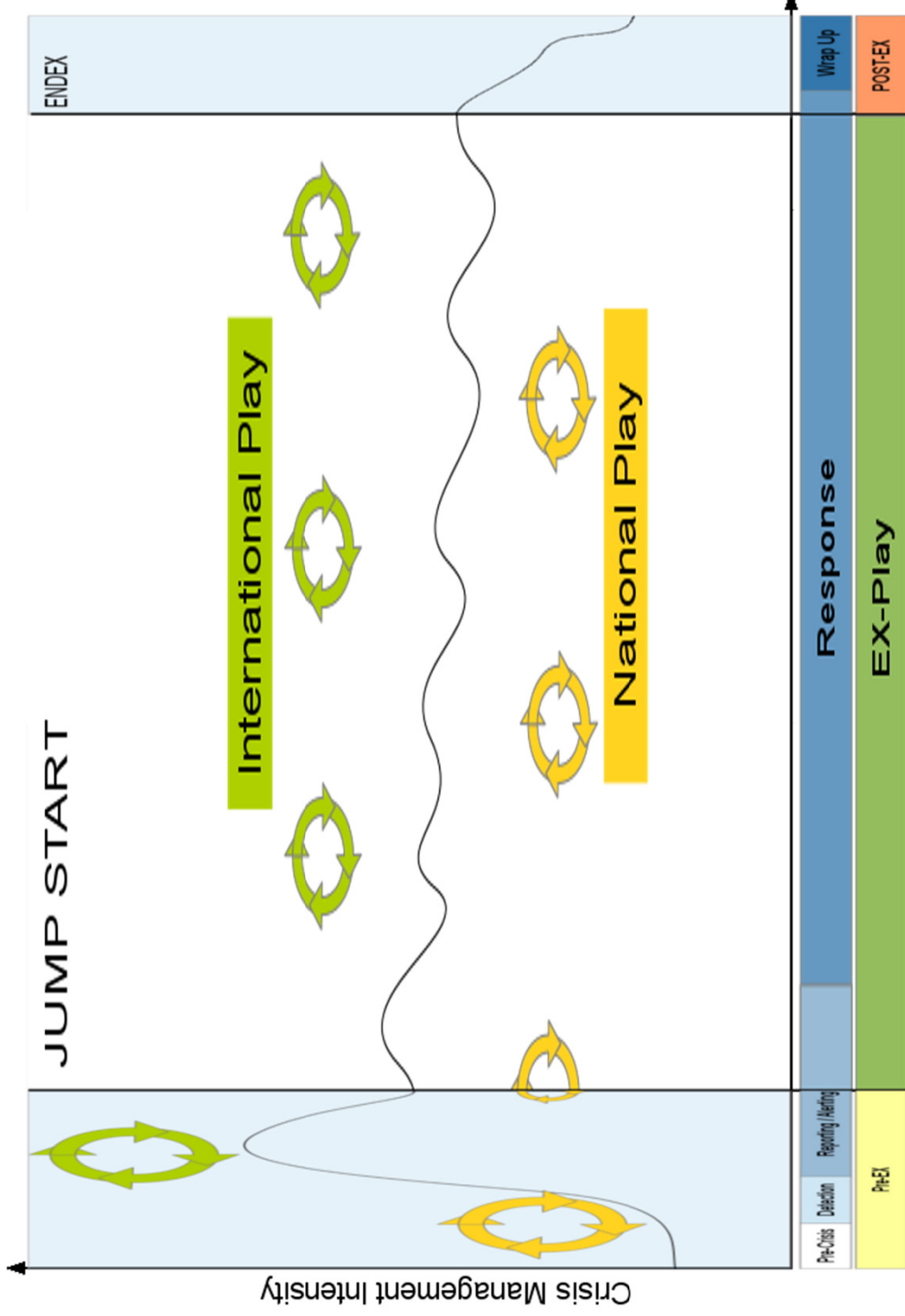
JUMPSTART: As Is



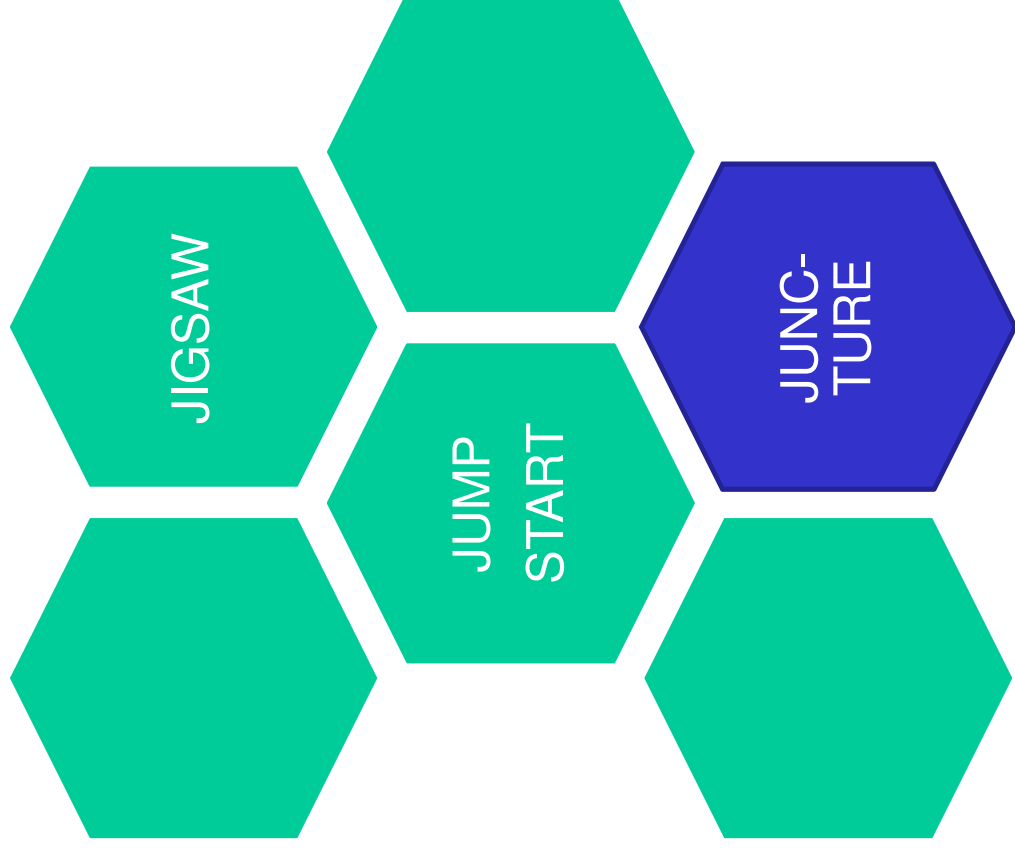
JUMPSTART: Enhancement



JUMPSTART: Timeline Compression



3J4E - Modules



JUNCTURE: As Is

„Why should I participate?“

„What is my benefit?“

„Too technical“

„My focus is political“

„Too much details“

„Not my management level“

„Sorry, I don't understand“

„I feel misunderstood“

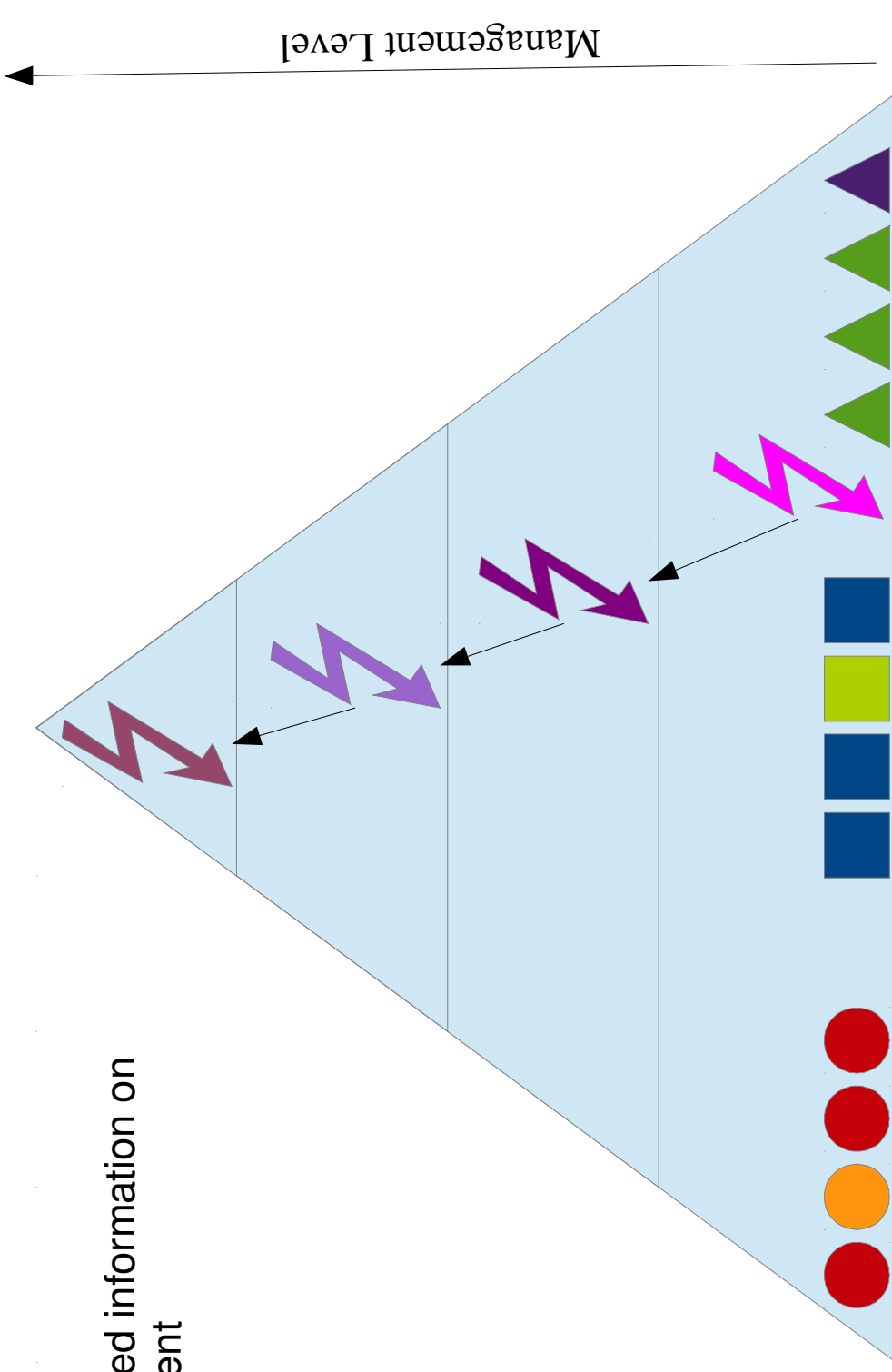
„You don't understand my
strategy“

JUNCTURE: Enhancement

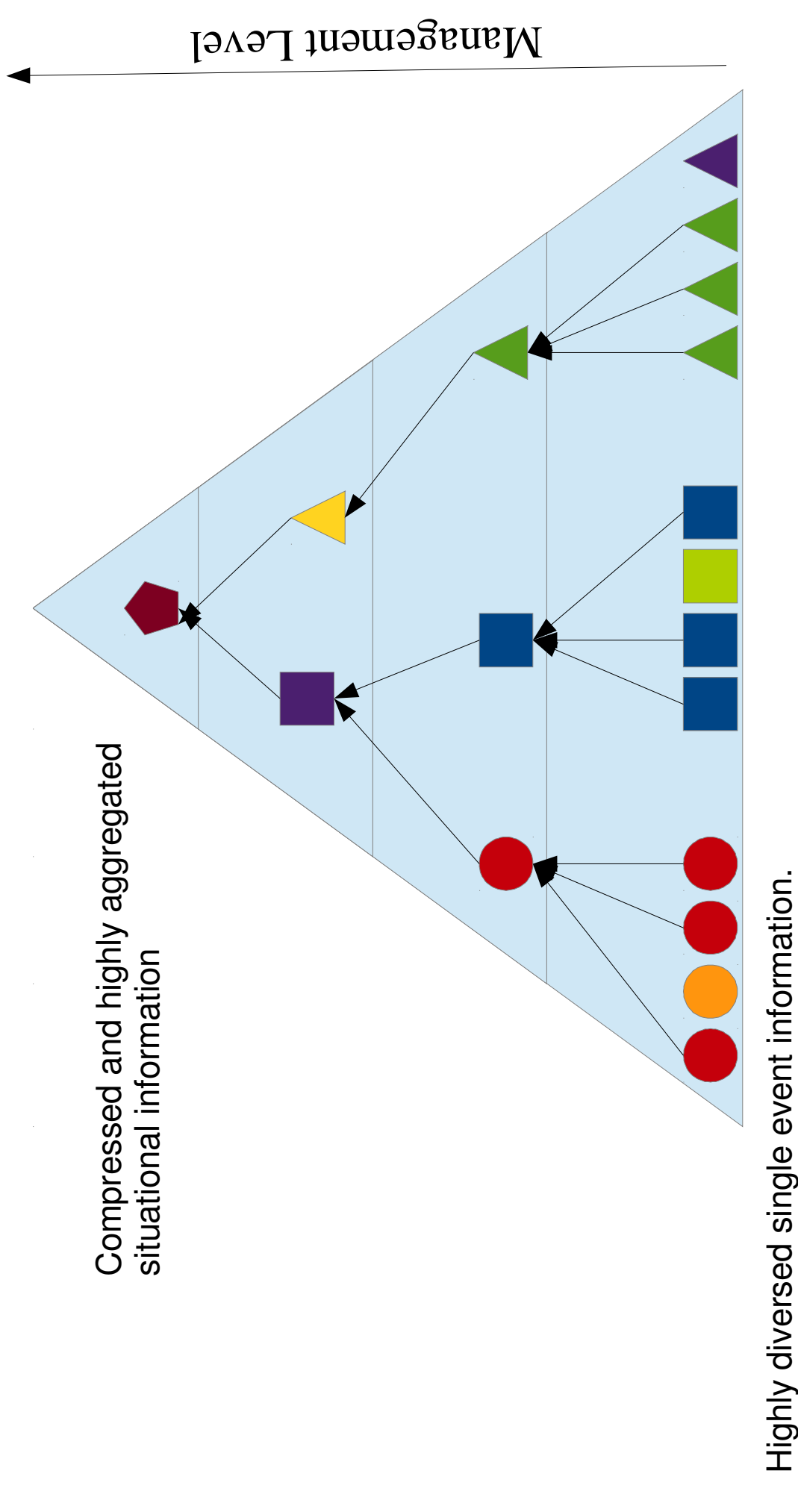
Focus on:

- ❑ Strategic level
information needs
- ❑ Decision Support
- ❑ Decision Making
- ❑ Aggregated Events
- ❑ Singular Events
- ❑ (physical)
CONSEQUENCES

Slightly modified information on Singularity Event



Highly diversified single event information. and information on Singularity Event



3J4E: Conclusion

- ❑ 3J4E is an inspiration
 - ❑ expectation management of players
 - ❑ jigsaw story-telling
 - ❑ key + lock scenario
 - ❑ play different parts of incident timeline
 - ❑ involve management adequately
- ❑ first experiences successful
 - ❑ do not think too complicated
- ❑ try it!

Kontakt

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Informationstechnik (BSI)



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