Engaging leadership through gamification

Veerle Peeters
“Let me introduce myself”
Veerle Peeters
Leadership engagement through gamification
Support is essential

SANS – Security Awareness Report - 2017

Leadership Support
One of the things we want to emphasize about communication is that it goes both ways; up the leadership ladder as well as down. Traditionally, awareness professionals focus on communicating to employees because that’s where they most often want to change behavior. But they also need the support from leadership. As we saw from the year prior, the data again proved this year that the more leadership support an awareness program has, the more likely the awareness program will succeed.

Fig. 14 - Leadership Support by Security Awareness Maturity Level
# 3 Training through Story telling

- Story teller
- Immersive environment
- Simulation

Challenge Achievement
A success story
Hacking experience

~ PwC ~
Hacking experience

~ PwC ~
Game of Threats

~ PwC ~
Client context

~ Client ~
Lessons learnt

Intro

Hacking Experience

Game of Threats

Client Context

Outro
3 things to remember

#1 Connect

#2 Relevant lexicon

#3 Story telling
Thank you!

VEERLE PEETERS
PWC BELGIUM

SANS – EUROPEAN SECURITY AWARENESS SUMMIT - 2017