The Secure Decisions Simulation-Based Learning Environment for Network Defense (SimBLEND) platform delivers training to entry-level computer network defense analysts in an engaging, fun, and effective way.



## The Need

Training computer network defenders is a difficult and lengthy process. It's hard – and often boring – to really learn the material through traditional computer based training (CBT) techniques. Hands-on practice is needed to turn book learning into real skills. Training resources are in demand by personnel seeking to meet DoD Directive 8570's certification requirements for all who conduct Information Assurance (IA) functions in assigned duty positions.

### **The Solution**

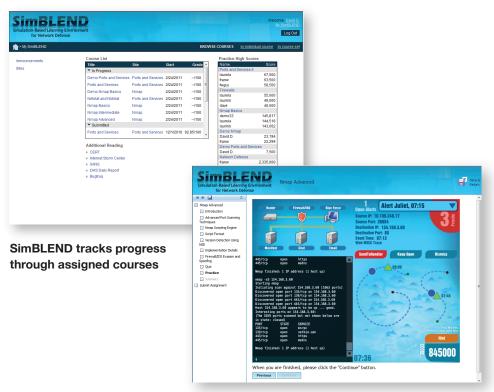
SimBLEND is a web-based platform for delivering training materials to entry-level computer network defense (CND) analysts in a manner that is engaging, fun, and effective. It blends CBT materials (either your own or newly-created content) with interactive visualizations, computer games, and dynamic network simulation to create an environment where learning is fun, and newly-acquired skills can be practiced right away.

Built on Microsoft's SharePoint Learning Portal, SimBLEND's automated scoring of CBT and exercises, progress tracking, and content portability together create a powerful platform for delivering and managing your training. Through SCORM 2004 compliance, SimBLEND can easily add your existing compliant CBT content.

Students learn by doing, in a safe and efficient practice environment, to accelerate skills development. And SimBLEND's distance learning feature provides an efficient method for simultaneously training many defenders at different levels of proficiency.

SimBLEND entices young trainees to participate more enthusiastically in their training, offering practice exercises – in the form of CND-themed games – that require applying what was learned in the CBT.

Integrating SimBLEND with your virtual or simulated network environment provides a safe way to teach the appearance and effects of actual attacks and exploits, as well as practice defense with real-world security and network management tools.



After completing courses, students demonstrate competence through CND-themed games

## **Kev Features**

Single platform blends computer-based training (CBT) with practical exercises, games, and instructive visuals

Interactive exercises allow hands-on practice: learn by doing

Automated scoring of courseware and interactive exercises

Learning management system (LMS) manages student progress and course sequencing

Portability of SCORM 2004 compliant CBT content

Microsoft SharePoint Learning Portal based, but works with any SCORM-compliant LMS

Integrate with any virtual or simulation network





#### Uses

SimBLEND is a versatile system that can be employed in a number of ways:

- √ Train on low-level or command-line security and network management tools
- ✓ Improve understanding of TCP/IP networking concepts
- ✓ Learn vulnerability analysis tools such as nmap, nessus, etc.
- ✓ Develop and evaluate Information Security Management strategies
- ✓ Improve operational security by educating general users through interactive, engaging information security awareness training

#### Users

Security analysts
Security practitioners
Network administrators
Information security managers
Security product vendors
IA training vendors

Other versions of SimBLEND could:

- Provide similar benefits to more experienced CND analysts or other IA practitioners
- Be used by security vendors or integrators to train users on new products and systems
- Act as a screening tool for training by requiring candidates to demonstrate their grasp of prerequisite material, rather than just showing a course certificate

## **Key Benefits**

**Hands-on practice** To really learn these skills requires practice; games and simulated networks provide that practice in a safe environment

**Engaging** Less boring; more fun; more training time

**Performance analysis** Collects metrics from both quizzes and interactive exercises for instructor review

**Timely** Training is available when it's needed; no need to wait for a scheduled class

**Distance learning** No travel required for classes

**Efficient** One instructor can easily handle several classes, and can train students at different levels of proficiency

## **System Specifications**

Learning Management System
Works with any LMS; tested with Microsoft
Windows SharePoint Services 3.0 and
SharePoint Learning Kit version 1.3.1

## CBT sources

Existing CBT (instructional videos, presentations, text) can be used; supports SCORM 2004 standard

Browser Client

Microsoft LMS requires Internet Explorer; Adobe Flash required for exercises

Interactive Exercises
Supports a variety of exercises, including
Flash and 3D games

Network Simulation
Connects to virtual networking
environment of your choice to provide
additional hands-on exercises

### **About SimBLEND**

SimBLEND was developed under Air Force Research Laboratory (AFRL) Phase II SBIR contract FA8650-08-C-6858. SBIR Data Rights (DFARS 252.227-7018, June 1995) apply.

# **ShortCut - A Complement to SimBLEND**

ShortCut speeds the development of serious games and visually-intensive training aids. It is designed to facilitate the initial exchange of information and ideation process that occurs between subject matter experts (SME), game designers, and game developers.

The development of ShortCut stemmed from our experience working with professional game studios to create demonstration training games for SimBLEND.



We found the design process to be difficult, time-consuming, and costly. And we thought that there must be a better way.

A central feature of ShortCut is a web-based questionnaire that guides the SME through the definition of instructional goals and specific subject matter details for their project. This process reduces the level of effort required to develop a project.

