

<u>Question</u>	<u>Answer</u>
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Title of Paper	Setting up a Capture the Flag Game for a Computer Security Course
Abstract	<p>Thanks to wildly unrealistic television shows, there is a gap between a student's perception of computer security and the actual demands of the field. Student's often believe that a course will offer adventures in hacking the Pentagon when, instead, assignments involve prime factorization or firewall configuration. Moreover, instructors assigned to teach computer security courses often do not have a background in system administration.</p> <p>To bridge the gaps between perception, reality, and experience, this paper offers a detailed recipe for setting up a small Capture the Flag game appropriate for an undergraduate or graduate computer security course. The game involves a 90-minute activity in which teams of students use multiple security attacks to break into a machine and locate up to seven flags hidden on the machine. Details include the necessary steps for setting up the target machine as well as the student attack machines. As this activity has been used as a stand-alone assignment for a senior undergraduate computer security course, this paper summarizes this instructor's experiences in executing the game.</p>