Is Your Community Cyber Ready?

You have limited resources to invest in cybersecurity. Have you made the right decisions or will your organization and community lose critical services to a cyberattack?

Host the Cyber Ready Community Game and in just two to three hours, your group or community can have a fun and valuable conversation on cyber preparedness.

Using gameboards and playing cards, players divide into as many as six groups that make up the game community—Emergency Management, Local Government, Local Utilities, Hospital, Bank, and Business—and decide how to invest cyber credits to protect essential services. The community weathers multiple cyber incidents, shares information, and negotiates to prioritize cyber response resources needed to sustain the community's critical functions. Through game play, players learn aspects of the National Institute of Standards and Technology's cybersecurity framework.

Host a game today!

The Federal Emergency Management Agency's (FEMA's) National Exercise Division, in coordination with the DHS Cybersecurity and Infrastructure Security Agency (CISA), developed the Cyber Ready Community Game as part of its National Level Exercise (NLE) 2020 campaign to promote cyber readiness nationwide. For more information on how you can host a game, contact nle@fema.dhs.gov.

It's Easy to Play!

No technical background required.

All you need are:
- 2½ to 3 hours
- 6 to 24 players
- Game materials

Two of the six game boards
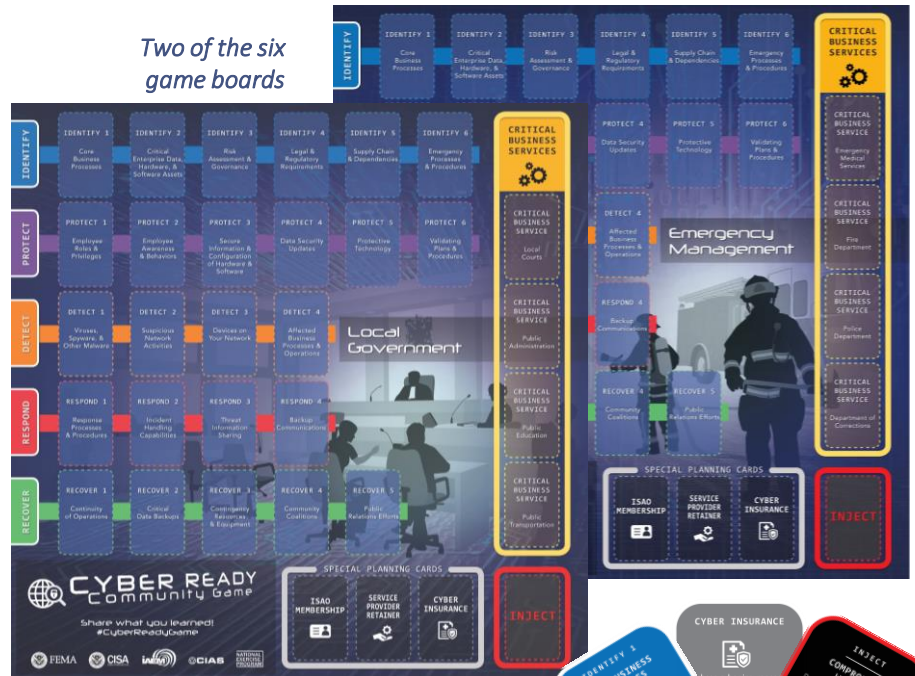
Denver, CO hosted a Cyber Ready Community Game Pilot
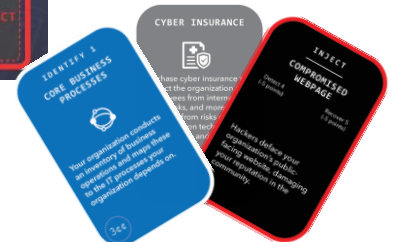
Game Purpose

The Cyber Ready Community Game promotes nationwide cyber preparedness across the whole community. This lively game encourages substantive discussion among a diverse set of community stakeholders about cyber preparedness and response planning. Most importantly, the multi-player board game emphasizes the importance of coordinated planning by cybersecurity and emergency management communities to respond together to the impacts of cyberattacks on critical community functions. The Cyber Ready Community Game also provides basic information on common cyber threats facing communities and cyber preparedness best practices.

Audience

Game play discussions are most beneficial when players are from diverse disciplines. The ideal audience for this game is a mix of cybersecurity and non-cyber players including personnel from emergency management, cybersecurity, infrastructure/utilities, health organizations, city managers, schools, and private sector. Up to 24 players are divided into six organizations that make up the game "Community" – Emergency Management, Local Government, Local Utilities, Hospital, Bank, and Business. The game play is flexible; the number of organizations and organization sizes can be adjusted based on participation. Cybersecurity expertise is NOT required to engage in the discussions.

Background

The Cyber Ready Community Game, part of the Federal Emergency Management Agency's (FEMA) National Level Exercise 2020 public outreach, was developed in collaboration with the DHS Cybersecurity and Infrastructure Security Agency (CISA) and the University of Texas San Antonio (UTSA) Center for Infrastructure Assurance and Security (CIAS) and endorsed by the International Association of Emergency Managers. The game is based on principles from the National Institute of Standards and Technology (NIST) Cybersecurity Framework.

Player Feedback

Throughout the development process, FEMA conducted four game pilots in Virginia, Colorado, Connecticut and Washington, D.C. At each pilot, FEMA received constructive feedback that was used to further improve the Cyber Ready Community Game. Overwhelmingly, participants expressed positive experiences with the gameplay and resulting discussions.

NLE Planners host a Cyber Ready Community Game Pilot at FEMA HQ

For more information contact nle@fema.dhs.gov