

# **Informatics Europe Awards Ceremony 2021**

**Best Practices in Education Award** 

**Award Committee Chair:** 

Jean-Marc Jézéquel
IRISA / University of Rennes, France

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#### **Best Practices in Education Award**

#### "Cybersecurity"

#### **Award Committee:**

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Gabriela Marcu, University of Michigan, US

Elisabetta Di Nitto, Politecnico di Milano, Italy

**Alexander Pretschner**, TU Munich, Germany

Lili Nemec Zlatolas, University of Maribor, Slovenia

Sponsored by



# Informatics Europe 2021 Best Practices in Education Award

#### Presented to

### **Cybersecurity National Laboratory CINI**

in recognition of the outstanding educational initiative on "Cybersecurity"





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# The *Training Chain* of the CINI Cybersecurity National Lab.



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### What's it





### What's it



The Academic "Leg" of the Italian
Cybersecurity Ecosystem



### What's it



One of the National Labs of







- A consortium of 49
  Italian Universities that
  - do research in CS/CE
  - deliver BS, MS, PhD degrees
  - are public funded





# **Training Chain**













# **Training Chain**















Program aimed at fostering and encouraging the approach to cybersecurity of students of ALL years of ALL high schools.



### The Program







# Registrations to the 1st edition, in 2021



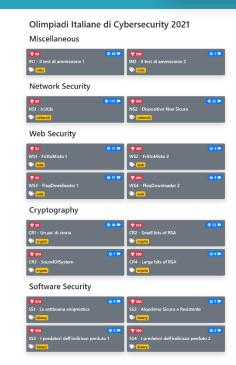
- The pilot project involved:
  - > 184 high schools
  - > 80 Italian provinces in 18 regions
  - > 1,112 students enrolled
  - > 250 students admitted to the training course



### National Competition – Saturday June 12<sup>th</sup>, 2021



- > 318 Participants
- 7 hours of competition
- 16 challenges
- > 1,523 submissions
- > 464 resolutions





## Additional returns for participants

### For all

- OpenBadge
- Soft skills
- Game-based Assessment
- Training portal



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- OpenBadge
- Soft skills
- Game-based Assessment
- Training portal





### **New Training Portal**

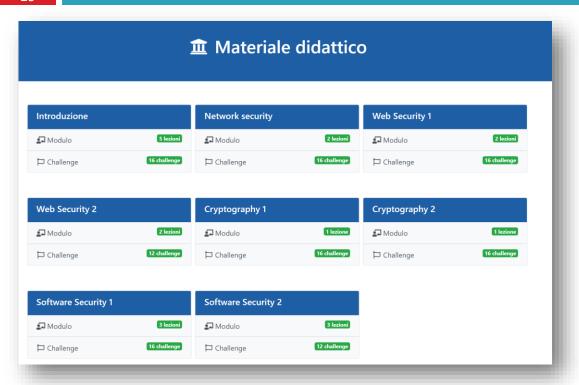
#### https://training.olicyber.it/



All the training material developed within OliCyber is freely accessible through the new Training Portal of the Cybersecurity National Lab.



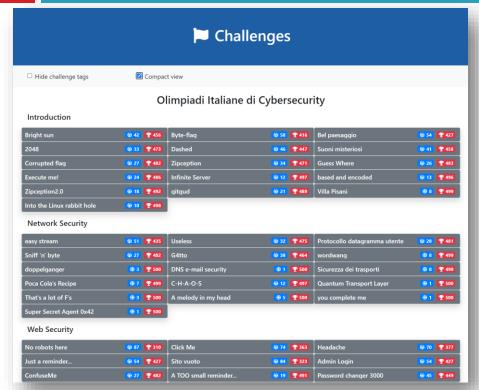
### New training material



- Material completely in Italian and organized in 8 weeks of training
- 16 hours of lectures on various cybersecurity topics
- Prepared by experts



### New hands-on challenges



150+ challenges on the most important cybersecurity topics:



Sicurezza Software



Sicurezza Web



Sicurezza delle Reti



Crittografia



© CINI - 2021

Rel. 26.10.2021

## **Excellence training**



The training and the development of the training material was supported by the 10 best Italian Capture-the-Flag teams, composed of CyberChallenge.IT participants and members of the Italian National Cyberdefender *TeamItaly* 





### National Register of Excellence

- The winners of the CyberChallenge.IT and OliCyber.IT programs will be included in the INDIRE national register of excellence.
- Economic rewards for the winners

#### ALBO NAZIONALE DELLE ECCELLENZE

# ALBO DEI PREMIATI IN COMPETIZIONI

Nominativi degli studenti delle scuole secondarie superiori che hanno conseguito risultati di alto livello in competizioni di qualificata valenza formativa e scientifica.

https://www.indire.it/eccellenze/



# **Training Chain**















First Italian training program in cybersecurity for highschool and university students (aged 16-24)





## Why?



Creating and growing a community of cyber defenders by investing in young talents



# Why?



- Creating and growing a community of cyber defenders by investing in young talents
- > Tackling the workforce shortage



# World-wide workforce shortage

The Need By The Numbers 2.5M By The Numbers 3.5M By The Numbers Data breaches worldwide 2017 \$170B Projected unfilled jobs worldwide by 2021 In worldwide cybersecurity spending by 2020 https://cyber-nyc.com



## Why?



- Creating and growing a community of cyber defenders by investing in young talents
- > Tackling the workforce shortage
- Raising awareness & cyber culture



### CyberChallenge.IT – Some Data

Year	Venues	Schools	Participating students								
			Signed in						Admitted		
			Total Gender			Origin					
				M F Schools		Universities					
			#	#	#	#	%	#	%	#	%
2017	1	-	683	603	80	57	8.3	626	91.7	20	2.9
2018	8	-	1866	1698	168	583	31.2	1283	68.8	160	8.6
2019	18	19	3203	2830	373	1341	41.9	1862	58.1	360	11.2
2020	28	114	4452	3848	604	1960	44.0	2492	56.0	560	12.5
2021	34	128	4896	4255	641	2262	46.21	2634	53.79	663	13.5

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- System Action
- Training Path
- Training Materials & Platforms
- Free of charge
- Additional Returns for Participants





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### System Action



- The program has been made possible by the nature of the National Lab.
- No single Italian university would have had the capability to realize it by its own, reaching today levels.

### **System Action**



Significant role in Europe





# Training provided by national completion organizer with respect to time and number of participants trained for ECSC - 2020







The CyberChallenge.IT program is in first place as students participating in the project and in the first places for the duration of the training program



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# Number of participants in national cyber security competitions

Country	Signups	Active users
Austria	600	250 (40 "very" active)
Cyprus	157	65
Czech Republic	Over 5.000	From 3.000 to 4.500
Estonia	300	100
France	2.000	-
Germany	770 (junior and senior category) 1068 (open competition)	200 (junior and senior category
Greece	50	-
Ireland	300	
Italy	4.452 4.900 (as 2021)	<sup>518</sup> 620 (as 2021)
เพลเเล	20	-
Netherlands	145	145
	143	145
Norway	158	55
Norway Poland		
	158	55
Poland	158 77	55 38 (solved at least one challenge)
Poland Portugal	158 77 42	55 38 (solved at least one challenge)
Poland Portugal Romania	158 77 42 500	55 38 (solved at least one challenge) - 250



The CyberChallenge.IT program involves more than 25% of total European signups and active users of all training programs in the European Union





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- Workflow:
  - Admission Tests
  - > Training path
  - Final competitions



### **Training Path**

- > 12 weeks
- 1 module / week



Key Role of Gaming



#### **Training Path**

- > 12 weeks
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Key Role of Gaming

#### Areas:

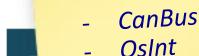
- > Introduction to Cybersecurity
- Cryptography
- Hardware Security
- Software Security
- Network Security
- Web Security
- Attack/Defense
- Ethics & Soft Skills



#### **Training Path**

- > 1
- > 1

New Areas for the 2022 edition:



- Malware Analysis
- Machine Learning
- Adversarial Attacks
- Ke<sup>1</sup>



- > Introduction to Cybersecurity
- Cryptography
- Hardware Security
- Software Security
- Network Security
- Web Security
- Attack/Defense
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#### Some data for the 2021 edition

- Challenges (practice problems/exercises):
  - > 62,000+ attempted resolutions
  - > 23,500+ correctly solved by 750 participants



#### Final competitions

- Capture-the-Flag:
  - Local competitions:
    - Jeopardy

- National competition:
  - > Attack-Defense



CTF Finals: Chiavari (Ge), June 27, 2019 STELMILIT Compound





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  - Free of charge
  - Additional Returns for Participants



#### Teaching materials

- > All in English
- Is systematically:
  - revised (during the preparation phase)
  - updated (after each edition)
- Targets both BlueTeaming and RedTeaming



#### **Platforms**

- In-house availability of ALL the platforms for:
  - Admission Tests
  - Training
  - Jeopardy Competitions
  - Attack/Defence Competitions
  - Portal & Site

- Continuous upgrades
- High standards in terms of
  - Quality
  - Security
  - Dependability
- All available with several deployment solutions



Hybrid CyberRange that each student can access for Network and Hardware security training





Παίδευσις



#### Current equipment:

- > 4 servers, with 200+ USB interfaces for VMs
- > 40 modems/routers
- > 40 Open security Platforms
- > 40 Platforms for Side Channel attacks
- 40+ platforms for IoT and IIOT
- SCADAs & ICS'
- CanBus's
- **>** ...







Παίδευσις





Systematically used for national CtF competitions, both Jeopardy & Attack/Defence, with hundreds of participants





- System Action
- Training Path
- Training Materials & Platforms
- Free of charge
  - Additional Returns for Participants



### Free of charge

Student participation is completely FREE





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- Additional Returns for Participants





- System Action
- Training Path
- Training Materials & Platforms
- Free of charge
- Additional Returns for Participants
- Open Badges
- Carrier Opportunities



#### **Carrier Opportunities**

- Credits (ECTS) recognized by several Italian Universities and High Schools
- Continuous link with private companies and public institutions

#### CyberChallenge.IT availability

If any University/Institution is interested in joining / adopting CyberChallenge, please contact me!!



### **Training Chain**















- The National Cyber-defender Italian Team
- > It attends international competitions, such as the

European Cybersecurity Challenge - ECSC







https://teamitaly.eu/



### 2019 European Championship





ECSC 2019 - Bucharest, October 8-11











- 20 people call-up to the national team
- Completely remote bootcamp
- Team Building training remotely
- European Championship: just a friendly match



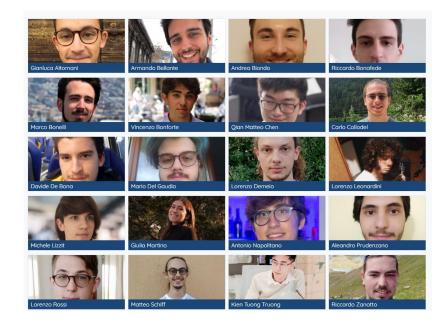






#### Supervisor









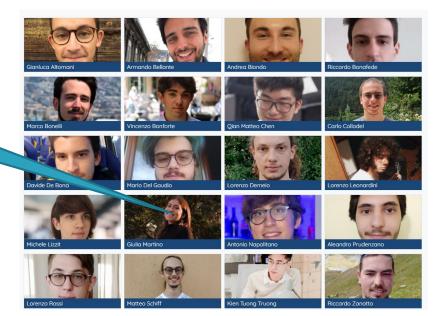
First woman to join TeamItaly

Coach



Sup









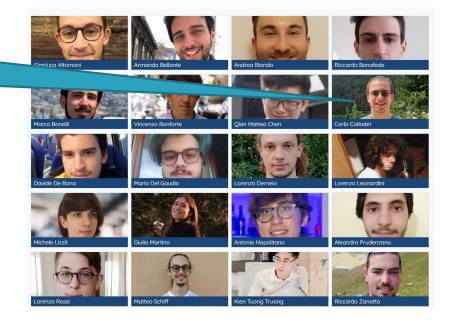
Winner of OliCyber.IT 2021, the youngest member of the team (17 years old)

Coach



Supervisor









Bootcamp in presence, in Turin, at the ITC-ILO ONU Center, from 5 to 12 September









#### Team's Kit







#### Team Building & Soft Skills activities











#### di **Redazione** Redazione 20 SEP, 2021

# Scelti i 10 giovani hacker etici del team italiano di cybersecurity



f y

Il Team Italy parteciperà alla European cybersecurity challenge, le gare per decretare la miglior squadra di hacker in Europa, a Praga dal 28 settembre all'1 ottobre



Il TeamItaly 2021 (foto: Laboratorio nazionale di cybersecurity)



## 2021 European Championship













# 2021 European Championship





## TeamItaly 2024

We shall organize in Italy the European Championship!!!



# **Training Chain**













## CyberHighSchools

#### Goals:

- activate a network among the High Schools
- create an intermediate level of training and interaction with students
- Contribute to the growth of a community of professors increasingly aware of issues related to cybersecurity

#### CYBER HIGH SCHOOLS





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#### CYBER HIGH SCHOOLS





#### Courses for teachers

- Free courses for high school teachers
  - Introduction to Cybersecurity
  - Training for the Olympics OliCyber



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