

Overview

Question: Do certain sequences of events introduce failures into a system?

Objective: The goal of this serious game is to identify and locate potential problems in a system caused by a specific sequence of events through generating and testing multiple permutations of such sequences and analyzing their impact on the system. (Combinatorial Sequence Testing)

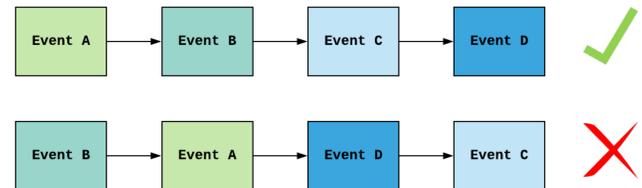


Figure 1: Sequences of events



Figure 2: Serious game

Serious Games for Disasters (Planspiel)

- ▶ Multiple teams of participants from different backgrounds (e.g., security research, critical infrastructures, government).
- ▶ Multiple iterations of gameplay using different scenarios.
- ▶ Stakeholders choose corresponding crisis management responses.
- ▶ The decision making process is documented by observers.
- ▶ Results are used to evaluate the decisions taken by stakeholders and viability of the method.

Method

- ▶ Generate multiple permutations of a sequence of 5 to 7 events using mathematical methods → **Scenarios.**
- ▶ Assign a weight $\omega(e)$ to each event e .
- ▶ Assess the impact of a sequence via its cumulative weight.

Using **Sequence Covering Arrays** helps minimizing the number of tests needed.

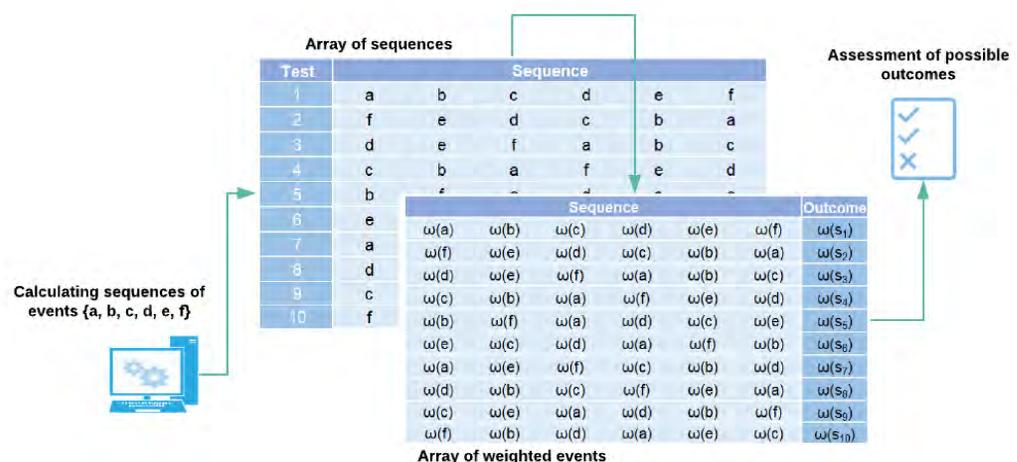


Figure 3: Analysis of the impact of sequences of events using Sequence Covering Arrays

What are Events?

Events could be:

- ▶ Deliberate actions of an acting party (harmless or malicious)
- ▶ Malfunctions of a device
- ▶ System changes
- ▶ Steps of a communication process
- ▶ Weather phenomena
- ▶ Natural disasters
- ▶ etc.

Applications

- ▶ Identifying risky sequences of events.
- ▶ Developing a framework for crisis prediction.
- ▶ Identifying the best response plan in case of critical situations.

Possible Future Work

- ▶ Applying this methodology to cyber-security and cyber-physical system security.
- ▶ Developing a framework for modeling natural disasters and recovery strategies.

