

# CYBERSECURITY GAMES: BUILDING TOMORROW'S WORKFORCE



## **Dr. Dan Manson**

Professor & Department Chair  
California State Polytechnic  
University, Pomona

## **Karen Evans**

Partner  
KE&T Partners, LLC  
CyberCompEx.org

## **Portia Pusey, EdD**

Consultant: Cybersecurity  
Education and Workforce  
Development

## **Jessica Gulick** ■

CEO, Katzcy Consulting  
VP, Women's Society of  
Cyberjutsu



## By the NIST NICE Cybersecurity Competitions Committee

- 30 contributors spanning close to 2 months of interviews
- From many organizations across the public and private sector

### Key Topics

- Why Competitions?
- The Many Faces of Cyber Competitions
- Technical Skills vs. Soft Skills
- Individual vs. Team Skills (and mixed-gender teams)
- Offense vs. Defense
- Private vs. Public
- Short-Term vs. Long-Term Workforce Needs
- Workforce Development vs. Extracurricular Activity
- Teachers vs. Students
- Standardization vs. the Speed of Creativity
- Fun and Games vs. Means to an End
- Recommendations

