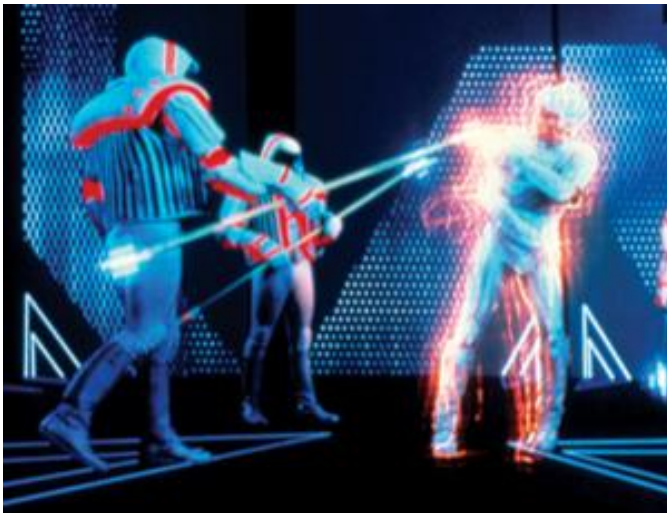


IT Security: The Video Game

Written by Marco Attard
05 October 2012

Network security can be something of a dull job for human operators-- it mostly involves scanning through IP address lists and checking for signs of intruders. But what if such a task was transformed... into a videogame?



The Lincoln Laboratory at MIT presents such an approach to security at the IEEE High Performance Extreme Computing conference, with a first person shooter game set within a realistic 3D environment.

Using the Unity gaming engine, the system combines data from network access control systems with plans of the building housing the actual computers to create a navigable 3D environment. Analysts move through the environment using either a keyboard and mouse or a gamepad, with parts of the network catching on fire (or even exploding!) if under attack.

Analysts can see each other within the "game," allowing for more natural cooperation.

The simulation does not yet handle actual combat against malware-- but the Lincoln Lab says such a future might not be too far off. Networking security as scifi classic Tron? Yes please, we say.

Go [The Real Tron: IT Security as a Shoot 'Em Up \(New Scientist\)](#)

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