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)

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.

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.