

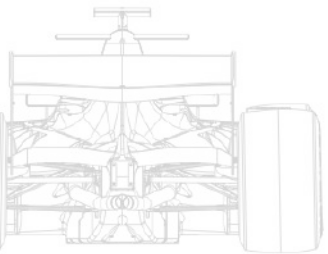
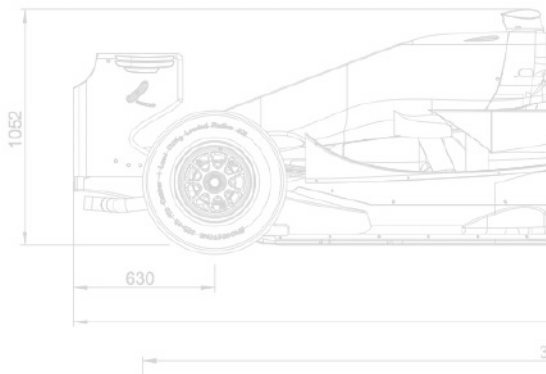
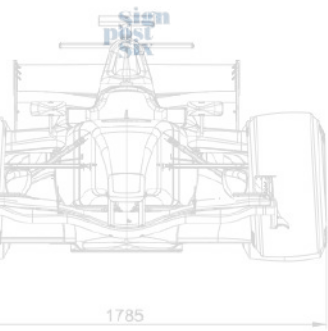
Sign
post
Six 
WHERE PSYCHOLOGY
MEETS TECHNOLOGY

TEAM

HENDERSSON

A serious game about insider threat

henderson.com



At Signpost Six, our mission is to help organisations achieve their objectives by offering innovative insider risk management solutions.

Is your insider risk programme having difficulties getting on the road? Try Team Henderson! Our serious business game engages stakeholders, teaches key principles and inspires reflection.

Gather your team and buckle up!



Can you prevent the leak of a groundbreaking innovation?

The threat of insiders has expanded beyond nation-state espionage and impacts organisations of all sizes. A recent study showed that 83% of organisations have embarked on or are considering an insider risk programme.

Team Hendersson is a great start or addition to yours.

▶ Play Trailer

Modern organisations collect, process and rely on digitised business information on a scale unheard of before while criminals continually discover new ways to monetise it. In the middle stand employees. These employees often have access to intellectual property and trade secrets that represent an organisation's most valuable assets, and whose loss can pose an existential threat.

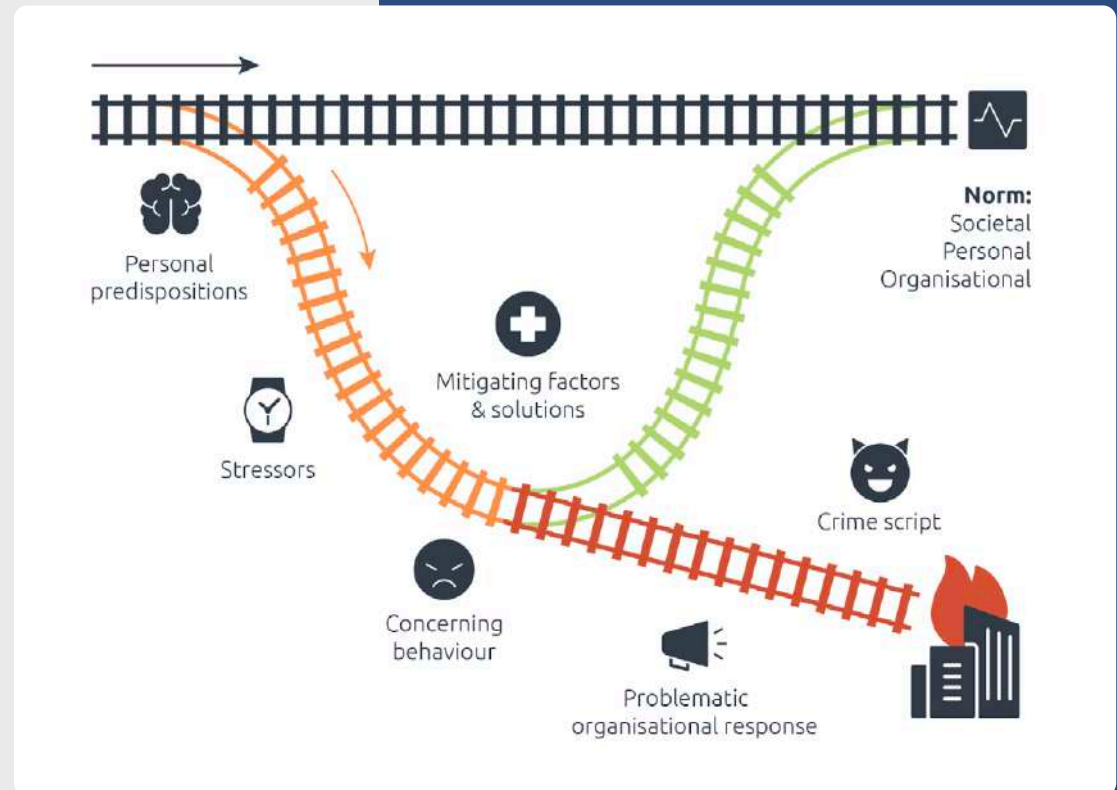
As humans, employees have vulnerabilities. Attackers understand this and are increasingly leveraging insiders now that organisations have made attacking externally harder. Our mission is to help organisations protect their employees before the attackers reach them and before the demands of modern society derails them psychologically. Due to the rising problem of insider threats, more and more organisations are responding by setting up insider risk management programmes.

What causes people to harm organisations they belong to?

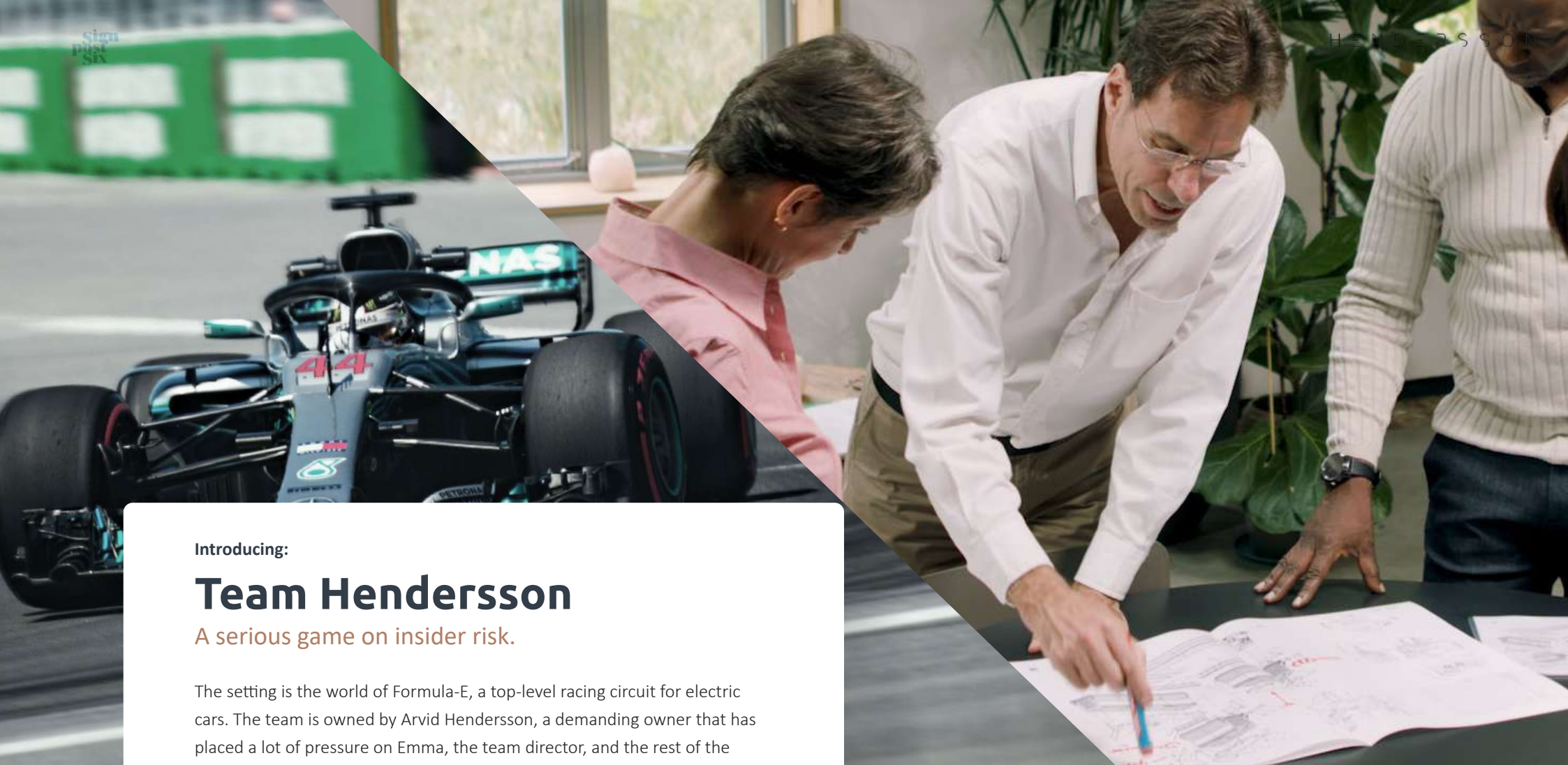
Team Hendersson’s story is based on the Critical Pathway to Insider Risk*. This pathway approach contains the following elements:

- **Personal predispositions.**
- **Stressors**
- **Concerning behaviours**
- **Problematic organisational response**
- **The crime script**
- **And most importantly: The mitigating factors**

During the game players will learn more about these phases, how to detect them and how to mitigate an insider on the critical pathway.



**Shaw, E., Sellers, L. "Applications of the Critical-Path Method to Evaluate Insider Risks". Journal of Internal Security and Counterintelligence (59.2). June 2015*



Introducing:

Team Hendersson

A serious game on insider risk.

The setting is the world of Formula-E, a top-level racing circuit for electric cars. The team is owned by Arvid Hendersson, a demanding owner that has placed a lot of pressure on Emma, the team director, and the rest of the team.

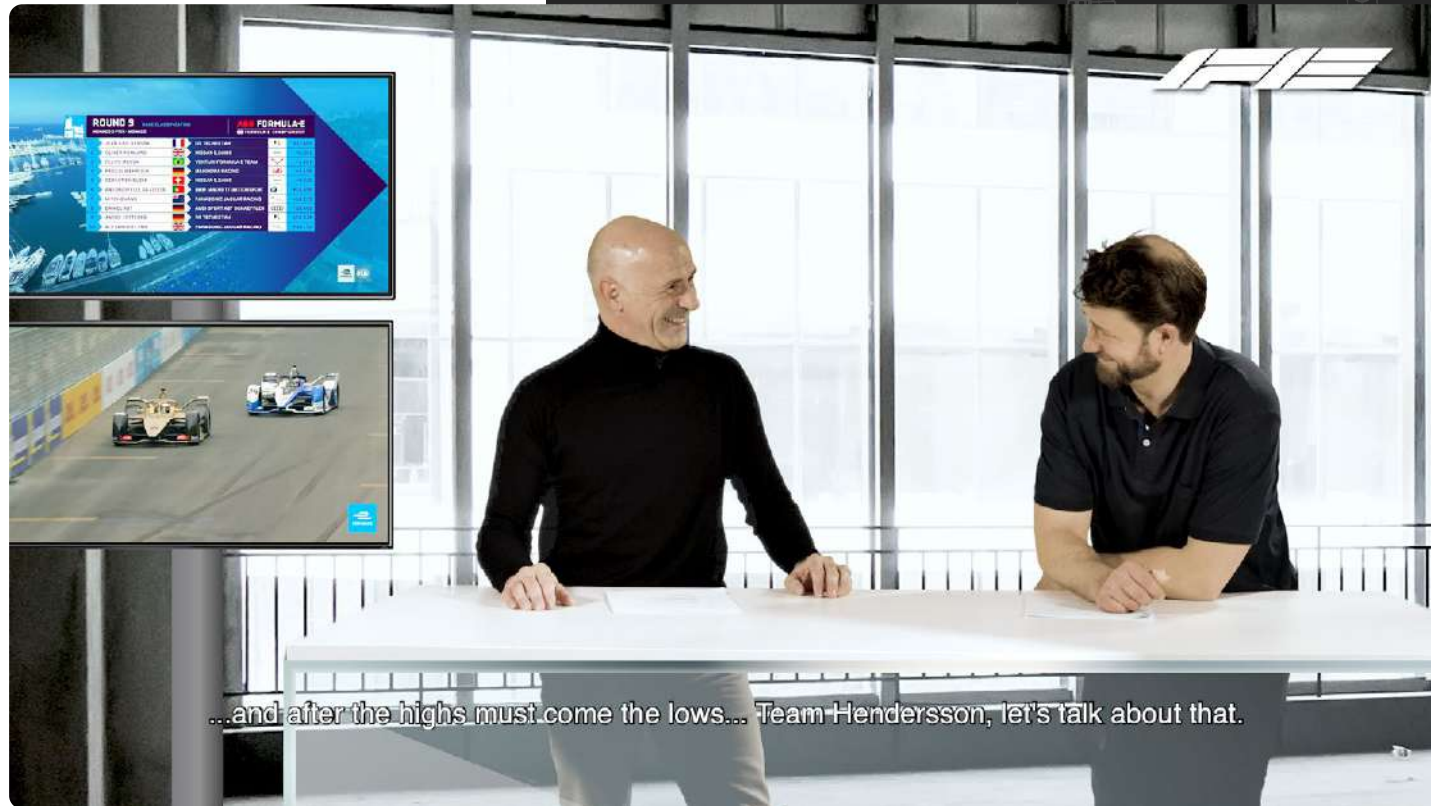
Does Team Hendersson have an insider intentionally leaking intellectual property to the competition? Arvid thinks so and 'wants a name' so that that person can be suspended from the team. The goal of the game is to find any leakers and to prevent the leak of the newest innovation. But what would motivate a team member to hurt the team and how strong is the evidence? These are the challenges during the game.

"If we implement this, we could be looking at a speed increase on the straight of about 3 to 4%."

The challenge:

Mitigate insider risk while...

- ...identifying vulnerabilities, stressors and organisational responses that can trigger the insider,
- ...balancing the pressure to find a possible leaker against the need to keep up team morale,
- ...making difficult decisions with incomplete information and under time constraints,
- ...managing a budget without a clear view of future opportunities.





How does it work

Investigate the situation, analyse the team members behaviours and take action!

During the game you get to know the team via high-quality movie scene's. From time to time the videos stop for 'investment sprints'. These sprints allow you to apply countermeasures that can prevent further leaks or to investigate members in search of the leaker. What will be your priority?

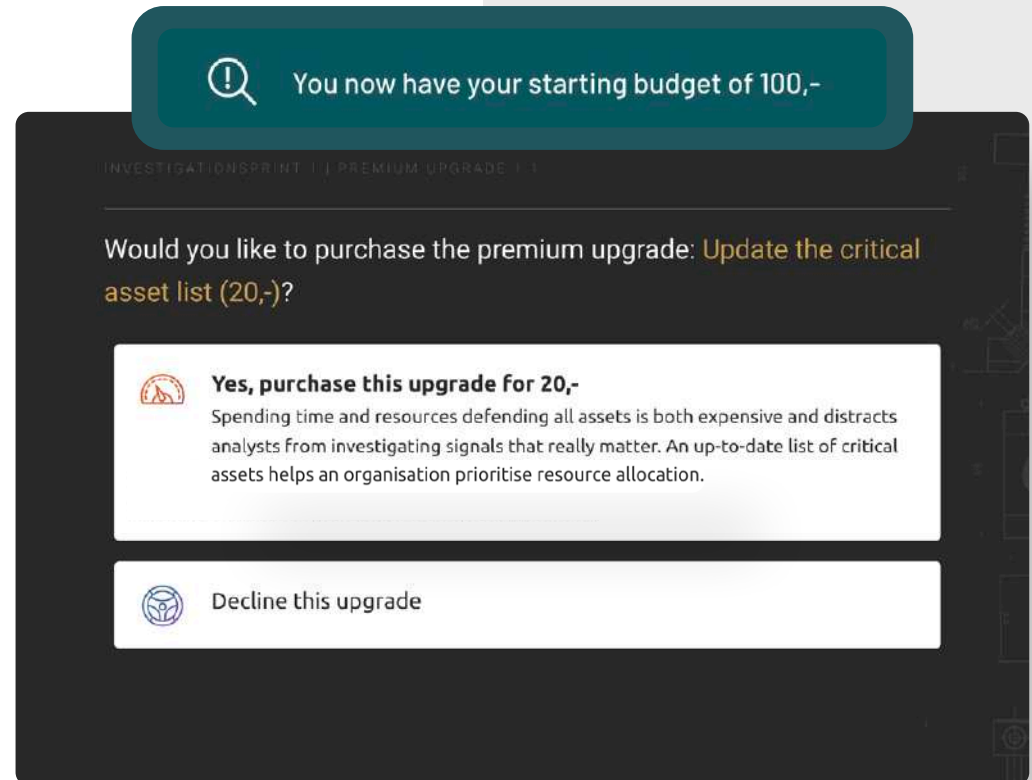
You will have access to typical organisational data, including technical reports and human resource records. Use your limited budget to acquire more information from organisational, human or technical sources.

Every choice has an impact

-  Reputation & Morale
-  Budget
-  Risk Appetite
-  Total score

Your choices impact four metrics. The first is the reputation of the investigative team you represent but the morale of the Henderson team is also included in this score. The second is a measure of risk appetite, which is only revealed after the game. There is no right answer for risk appetite but it may help determine the next steps for your organisation. For this reason, you are encouraged to choose as you would if faced with a similar situation in your own organisation.

Everything is combined in your total score. This reflects a combination of reputation, budget and of course your conclusion in the end.



Meet the suspects

All the elements of a perfect storm combined. Team Hendersson has great potential but its members go head to head when it comes to their innovations.



Brad Wilson

(Electronics engineer)

A manipulator and smooth talker with a laid-back attitude. Has an opinion about everything.



Paul Archer

(Engine engineer)

An ambitious hothead. Passionate and always striving to do better. Feels like he's the one keeping the team afloat.



Emma Ibbs

(Technical director)

Honest and to the point, but close to a burn-out. Emma has a heart for the business but not for the company. She feels betrayed by the team.



Joseph Krupin

(IT)

Shy and introverted, he does not have much connection with the team or the company. Feels like he is underpaid for his services.



Nicky Chen

(Technical supplier)

Confident & ambitious. She feels undermined and will do everything she needs to get where she wants to go in life.

Team Henderson makes use of a high end, multi-purpose game engine intended for cross-platform digital games.

With Team Henderson you can reach many employees at once in a short time-frame, all online



You will learn how their decisions impact the reputation of the investigation team and the morale of employees. Be too aggressive and risk pushing innocent subjects over the line into committing damaging acts.

You will have to make decisions based on incomplete information, and with a limited amount of budget, just like in real life. Your final decision determines the fate of Team Henderson.

*“Well officially only Emma can see
the newest innovations.*

But unofficially...”

What will you learn?

- The critical pathway to insider risk and how to apply it to the characters in the game.
- The case management process and the importance of connecting all the dots.
- Insight into how to approach insider risk within your organisation.

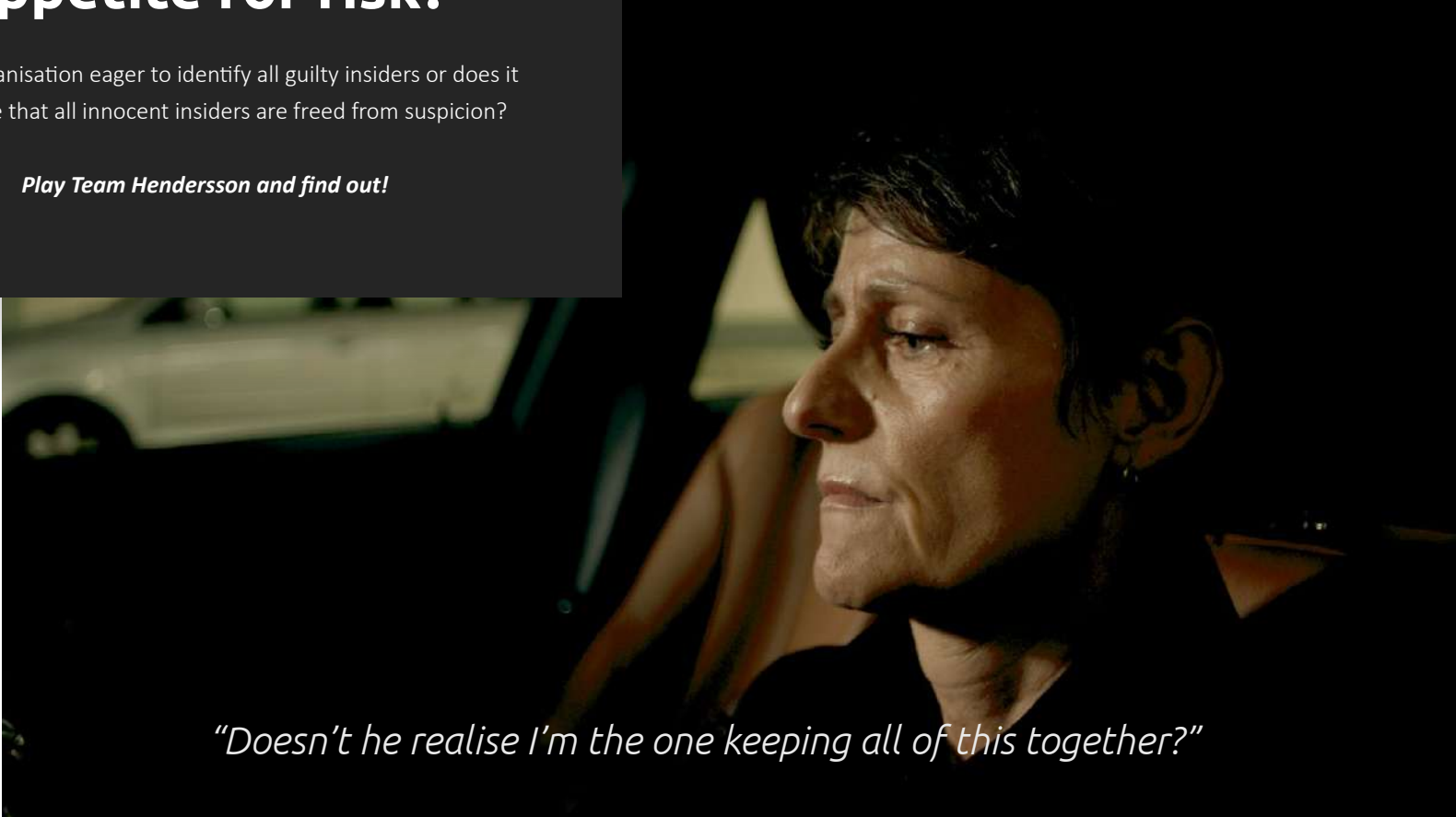
The game triggers introspection on your own internal processes and culture. It is a great step to having a proactive and supportive culture that can prevent insider risks.

It is designed to be played by a single team composed of senior leaders from a range of functions, although individual players can also enjoy the game. No expertise is assumed and all information is summarised in plain language.

Do you have an appetite for risk?

Is your organisation eager to identify all guilty insiders or does it care more that all innocent insiders are freed from suspicion?

Play Team Hendersson and find out!



"Doesn't he realise I'm the one keeping all of this together?"



**At Signpost Six,
believe that prevention
is the best medicine.**

Team Hendersson causes you to reflect on your own organisation's weaknesses and together we can create a plan on how to tackle these.

Signpost Six is your partner along the journey!



Testimonials

“Who would’ve thought you can combine such a serious topic that can have drastic consequences on a personal/organisational level or even beyond with a simple slightly-light-hearted decision-making game!

It was quite the eyeopener, in many ways, combining passive lessons from our decisions throughout the game and active explanations given by the game moderator. It is interesting how the common approach to prevent leaks is to focus on technology and how to make it systematically difficult to do so, but in reality the focus can and should very much be on people!”

Bassem Zaarour

“I’ve recently played Signpost Six’s insider risk game and I was amazed by the professional quality and feel.

The game addresses insider risk in a fun and approachable way. What I really liked about the format is that the game is being managed by a game master who, when necessary, steers you in the right direction. The information provided to you during the game is also really clear and helps you tackle the problems and questions you face during the game. I had a good time playing it!”

Ethical hacker & IT-security advisor

“The insider risk game by Signpost Six is an immersive and interactive game where teams will need to cooperate to research a potential breach of proprietary company data. You will get to know members of team Hendersson, learn more about their motivations, backgrounds and gather evidence to identify if there is really a mole, and if so, who it is.

By discussing actions and ethics with your team members you will gain more insights, and by making certain decisions you will influence the final outcome while having some fun along the way.”

Security Consultant

Pricing

Facilitated session

Duration

Approximately 120 minutes

This will include:

- 15 minutes introduction
- 75 minutes of playtime
- 30 minutes of facilitated discussion

The facilitated discussion includes:

- A critical pathway discussion
- Benchmarking against previous organisations
- Revealed biases and risk appetite
- Tailored improvement points

€ 3.450,-

(Ex-VAT)



Go for the win!



Interested in our other insider risk training resources?

Visit: www.signpostsix.nl