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Editorial

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Editorial

Abstract
Editorial.

Keywords
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FROM THE EDITORS:

Greetings and welcome to the ninth issue of the Journal of Cybersecurity Education, Research and Practice (JCERP).

We are very pleased to announce that the Journal of Cybersecurity Education Research and Practice is now indexed in the DOAJ, where anyone looking for a reputable, open access journal can find it. Here's the link to the listing.

Interesting Times

As the so-called Chinese Curse goes, “may you live in interesting times.” The emergence of a novel Coronavirus in the Fall of 2019 has given us the COVID-19 pandemic which in turn has delivered us into interesting times. Many employees have been sequestered with shelter-in-place orders with little notice (and if fortunate enough to still be employed) are working remotely. Given the situation we are all in, the demands on the security industry, including those of us in academia, have increased.

Prior to the pandemic, some organizations had implemented well-defined and mature information protection controls. The curriculum we deliver our students should be equip them to implement controls that include multi-factor authentication, end-point protection, unified threat management, VPN connectivity, data loss prevention), and security event and incident management (SEIM). In addition, we should explore ‘bring your own device’ programs that provide partitioned and controlled access from personally owned hardware along with other timely elements like securing cloud environments and other emerging topics. The most mature organizations maintain security operations centers (SOC) or global security operation centers (GSOC) to monitor, detect, and respond to cyber incidents. However, some of us do not cover all of these controls in our curriculum.

Meanwhile, cybercriminals and APT groups have done everything but shelter in place. They are moving boldly across the globe at internet speed while actively taking advantage of the COVID-19 pandemic to gain access to companies sensitive, proprietary, and customer information. To meet the needs of those organizations hiring our graduates, we need to keep our curriculum aligned with the emerging threat landscape.

Once the dust has settled, and things get nearer to a steady state, it will be time for those of us in the academic community to prepare an after action report on the state of our curricula in meeting these type of needs.

In This Issue

In Volume 2020, Issue 1, we are pleased to share the following articles:

- In the article MalAware Defensive: A Game to Train Users to Combat Malware, Tyler Moon reports that games with a purpose beyond entertainment are becoming an integral part of educational training. This is even more relevant to the field of cybersecurity, where there are many threat agents targeting individuals and organizations. The purpose of this paper is to describe a game, MalAware Defensive, developed to increase users’ awareness of common malware behaviors and their impact on a system, as well as to explain ways to combat various major types of malware.
• In the article *Evaluating and Securing Text-Based Java Code through Static Code Analysis*, Jeong Yang observes that defensive secure coding techniques covering security concepts must be taught from beginning computer science programming courses to exercise building secure applications. Using static analysis, this study thoroughly analyzed Java source code in two textbooks used at a collegiate level, with the goal of guiding educators to make a reference of the resources in teaching programming concepts from a security perspective.

• In the article *An Assessment of Global Research Activities on Children and Adolescent Online Security*, Adeola O. Opesade has discovered that the use of the Internet among children and adolescents is now a norm in many parts of the world. As the Internet offers a wide range of benefits to these ones, so does it expose them to possible various risks and harm. Researchers in different countries across the world have engaged in the production of relevant research-based knowledge in order to make the virtual world a safe place for the younger ones.

We hope you find this issue useful and interesting and that you will consider submitting one of your own works to the JCERP for consideration.

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