THREAT TIMELINES OVERVIEW

In this game, players will brainstorm threats to cybersecurity and critical infrastructure security and resilience [relating to the specific topics of **anonymity and privacy**, **data storage and transmission**, and **trust and social cohesion**] over a timeline of five to twenty years. Specifically, players will come up with fictional news headlines representing possible future events and link them together to build timelines that describe how threats might emerge and evolve (see Figure 1). The desired outcome of this activity is a set of actionable items in the present that can help forestall the threats that players identify.
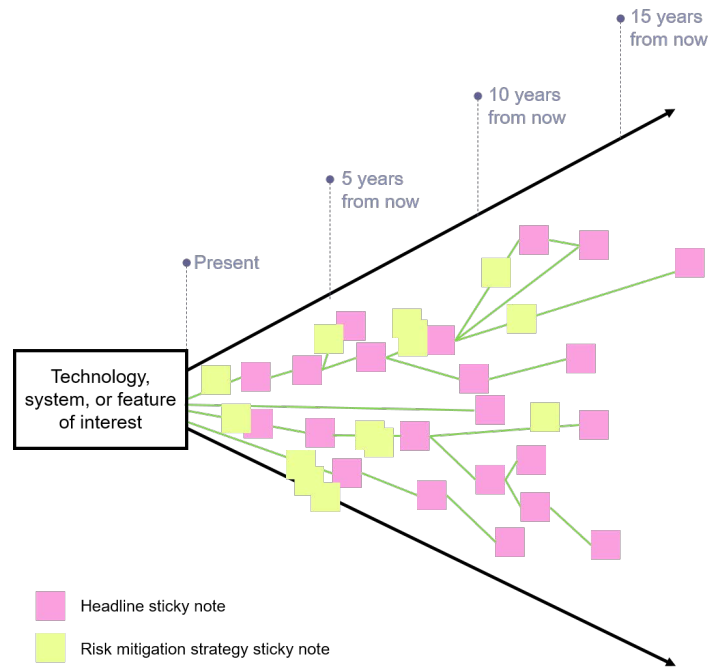

FIGURE 1. EXAMPLE OF MULTIPLE FICTIONAL TIMELINES RELATED TO IMAGINED SCENARIOS OF FUTURE EVENTS EXTENDING 5-20 YEARS INTO THE FUTURE.

WHAT WILL BE EXPECTED OF YOU DURING THIS GAME?

During the game, you and other players will come up with fictional headlines and place them on the gameboard. You will draw from a deck of cards to determine the theme of your headline (anonymity and privacy, data storage and transmission, or trust and social cohesion).

Before the game, please brainstorm and submit three technologies or systems to the facilitator that you expect to be important drivers of change in the next 20 years and would be interested in exploring. These ideas can be as general as "artificial intelligence" or as specific as "hydrogen fuel-cell cars." Some examples of technologies or systems include:

- A social media platform
- A nuclear power plant
- Facial recognition technology
- Deepfake technology
- Ransomware/extortionware

HOW DOES THE GAME WORK?

Threat Timelines consists of three steps:

- **Step 1**: As a group, players choose a technology or system to explore during the game.

- **Step 2**: Using sticky notes, players individually brainstorm news headlines related to the selected technology or system. Players place headlines on the large shared timeline triangle to indicate when they might occur and link them to previously added sticky notes, if relevant, to create timelines of events.

- **Step 3**: Players participate in a facilitated discussion to reflect on the timelines, focusing on three lines of inquiry:

    o   Which of these timelines is the most concerning? Why?

    o   Are there common themes among these timelines? If so, what are they?

    o   What can we do in the present to make harmful or undesirable timelines less likely?

Participants are reminded that any information shared during this activity is provided on a voluntary basis. Sensitive information, to include confidential or proprietary information, should not be shared. Information shared during this activity may be recorded for the purposes of facilitating the program and discussions; however, discussion or disclosure of information in these sessions is not a substitute for submission under the Protected Critical Infrastructure Information (PCII) Program. Information may therefore be subject to Freedom of Information Act (FOIA) requests or other mechanisms that would publicize any information shared and/or recorded.