



Quickbase sought to train their development teams on security, but also wanted to build comradery given their remote office structure and further isolation due to COVID-19. They previously used training videos, but that didn't get teams engaged – so they decided to give CMD+CTRL cyber range a try.

What follows is their experience in the words of **Software Engineering Manager Kunjan Kshetri**:

24 hours of hacking, friendly competition, and learning

We have teams in three time zones: Salt Lake City, UT, Cambridge, MA and Sofia, Bulgaria. To avoid scheduling conflicts, we ran a 24-hour event. We told teams they'd be hacking a real Web application built on similar technology to what they used every day. We didn't have to twist arms to get people to participate because that setup immediately resonated. They squeezed in as much learning and hacking as they could, some all night long. The cyber range experience made security real, enabling the following benefits:

I can't imagine another situation where I'll **grasp** so much info in such a **short time**

I broke my leg and was thinking "I don't want to participate" but I don't regret it. It was **AMAZING!**

The last half hour was such a **rush**. Competing literally until the **last minute**.

Can we do this **every week?**

...woke me up screaming "**they caught up**" haha

Seriously, this was some **HIGH-level** competition. **Super fun!**

Team play enhanced engagement

Security Innovation suggested that we play in team mode and I'm glad we did. It encouraged collaboration and friendly rivalry. It also reduced the apprehension from junior software developers and allowed them to be mentored by tech leads.

Real-time elements increased stickiness

Automated scoring, the live scoreboard, and remote support kept the pace going. We used the built-in reports to monitor the challenges that weren't getting attention and provided hints. Engineers were learning from their teammates and keeping a close watch on other teams, which really pushed them to keep trying and learning.

Hands-on activities motivated continued learning

When we disabled the platform we got a lot of requests to keep it going. Engineers were hacking to learn, not to win prizes. Even after the event, the players were exchanging tips on what they did, continuing their own education.