

## **Capture the Flag with Cryptography**

### **Sponsor**

Systems – Women in EECS

Institute for Electrical and Electronics Engineering (IEEE)

HackUTK

### **Description**

Students will work in small teams (1-3) racing against the clock to capture as many digital 'flags' as they can before the competition's end. Flags are secret codes found by solving computer science-based puzzles and challenges, which ramp up in difficulty as students progress.

### **Rules & Regulations**

1. No cheating – this includes using AI models to solve the problems or snooping on others specifically to get the flags they solve. If you are caught cheating you can continue working on the challenges for fun but your score will be disqualified.
2. Students must find the answers in the intended manner – this means no hacking into the website or bypassing security checks.
3. All work must be done in the time allotted.
4. Students may be asked at any time to explain how they came to their answers and should be able to explain the logic behind their solution.

NOTE: Students and/or teams will need to sign-up for a time slot when they arrive as space is limited in the designated computer labs.