



# CRYPTO

## Serious Business Game for Cybersecurity

*Learn the most important skills to defend against social engineering risks and IT security risks.*



### Gamification Storyline:

**CRYPTO** is a dynamic serious business game about cybersecurity. The training takes place in a biotechnology research company in London.

As a participant you will become Alex Lee, a security analyst and private detective. His task is to infiltrate the company and identify the most important security gaps.

To do this, Alex must interact with the unique and diverse employees of the company. In doing so, he finds common security mistakes, often related to **IT and Social Engineering Risk**, which are then used by cyber criminals to access and steal valuable confidential information.

Crypto is an exciting gamified training that combines puzzles, point-and-click exploration elements and an interesting narrative adventure. As a participant, you will have to find, analyze and specifically exploit cyber security vulnerabilities in the company at all five levels of the Serious Business Game.

**This will eventually lead you to an unexpected end.**

**Yes, just try it out? Get a free test license [www.Gamified-Training.com](http://www.Gamified-Training.com)**

**Gamified-Training is your didactic contact for Serious Business Game Training.** We would be happy to provide you with an individual offer for your team: [GoFor@Gamified-Training.com](mailto:GoFor@Gamified-Training.com). Together with you, we develop concepts how you can support your employees independently of time and location in up to 14 languages simultaneously, worldwide.

**Create a new and unique training experience for your employees!**



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### Characteristics of the Serious Business Game:

- ✓ Learn with game based didactic methods.
- ✓ Applicable and practical contents.
- ✓ **Results-oriented learning** with revolutionary gamification technologies.
- ✓ Use the simulations for experience-based learning.
- ✓ Flexible, intuitive to use, fast and easy to train.
- ✓ An exciting gamification storyline facilitates targeted learning.
- ✓ **A unique learning experience!**

### Objectives | Why CRYPTO?

The training objective of Crypto is to raise the participants' awareness of the frequent mistakes and bad behavior in connection with IT security. Both personal and corporate IT issues are discussed as well as mistakes that can lead to the vulnerability of valuable data and confidential information.

- ✓ Identify the most common behaviors that could compromise the security of your computer data.
- ✓ Learn techniques and tricks for protecting your devices and social networks.
- ✓ Detect and prevent attacks on email and communication networks.





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### Content overview:

The Serious Business Game has **five levels**. In each training level Alex will have a **specific cybersecurity goal** as the main protagonist.

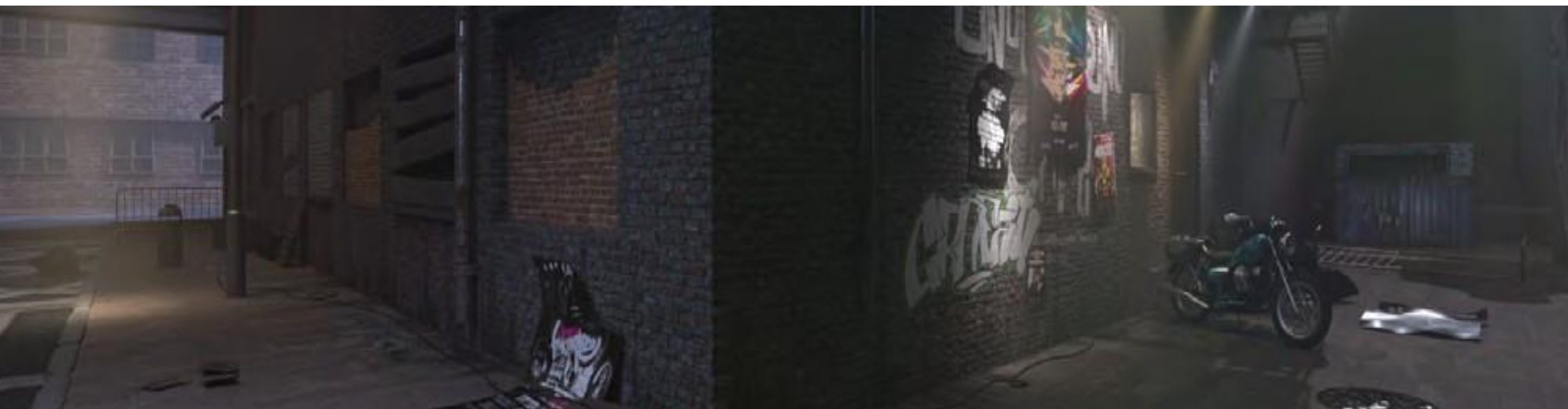
Each level corresponds to a virtual day. Every day you as a participant will have the opportunity to perform several actions related to situations along the gamification story. **Each level**, each day will focus on **two learning topics**, which are structured as follows:

Level	Learning topics
Level 1	<ul style="list-style-type: none"> <li>• Password management.</li> <li>• Social media risks.</li> </ul>
Level 2	<ul style="list-style-type: none"> <li>• Risks in the workplace.</li> <li>• Removable storage device security.</li> </ul>
Level 3	<ul style="list-style-type: none"> <li>• Risks when using public Wi-Fi networks.</li> <li>• Mobile device security.</li> </ul>
Level 4	<ul style="list-style-type: none"> <li>• Safe browsing practices.</li> <li>• Virus/malware identification.</li> </ul>
Level 5	<ul style="list-style-type: none"> <li>• Email safety.</li> <li>• Social engineering.</li> </ul>

### Methodology

The developed game-based learning method is a combination of **3 elements**:

- ✓ **High quality content** equivalent to a two-day on-site course, with a strong practical focus that is useful and directly applicable to the work
- ✓ The **use of gamification techniques** in terms of story telling, ranking motivation, scoring, different learning and game levels, and incentives through recognition and awards. This makes the training a motivating and exciting learning experience. This directly promotes the intrinsic motivation to learn on your and your employees' side.
- ✓ **Practical exercises** that allow you as a participant to practice directly in a safe and motivating environment and to implement the practical knowledge. You will **receive detailed feedback** in the form of individual learning loops.





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### What is CRYPTO's focus group?

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Crypto is aimed at all professional profiles who use electronic devices such as computers, tablets or mobile phones. You will gain new insights and / or be newly aware of already learned focus topics.

All employees who today come into touch with personal or company information via internal or external networks will achieve great learning success and some "wow" effect through this course.

### How do you make it work? What are the IT requirements?

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1. **The only thing you need** to use this business game training is an end device with internet access.
2. You can **access our performance-optimised business game platform** at any time, from anywhere in the world via your individual user profile or integrate the business game training into your LMS (Cornerstone, Moodle, SAP Success Factors, etc.).
3. You will receive regular reports on the progress of your participants and training groups. This allows you to keep an overview at all times and motivate your teams in a goal-oriented manner.

