



RED VS. BLUE GAMIFICATION

What is Red vs. Blue?

ThreatGEN® Red vs. Blue is the industry's first multi-player strategy computer game designed to teach real-world cybersecurity. Students can play solo missions or compete against each other, head-to-head, to take control/maintain control of a computer network. This is not a fiction-based, like those found on the consumer gaming market, or challenge solving "capture the flag (CTF)." This is a live, player vs. player "gamified" training simulator, designed to teach cybersecurity skills in an immersive and interactive applied learning environment.

Differentiators

ThreatGEN® Red vs. Blue Gamification differentiators from other training solutions on the market today include:

- **Modern approach to learning** – interactive, immersive, cost-effective, easily accessible (including cloud delivery)
- **Broad audience** – beginner, intermediate, and advanced
- **Interactive – player vs. player, adversarial simulation**, playing against active opponents, either computer A.I. or real-life players in internet or local hot seat multiplayer modes
- **Play as the red team or blue team**
- Based on real-world experience from OT security professionals
- Learn the "hacker" methods, techniques, and strategies – **No prior technical skills required**
- "In-game" real-world cybersecurity advice and hints
- **Allows you to learn, exercise, and test practical application of strategic and management level skills**

Different Editions for Different Audiences

- ✓ **Game Edition** - for game players. Purchase, download and install through the STEAM gaming platform
- ✓ **Professional Edition** - developed with the commercial audience and professionals in mind, including cloud delivery
- ✓ **Education Edition** - developed with features for high schools, colleges, and other educational institutions in mind that allow teachers, instructors, and professors to use it in their classrooms in conjunction with your curriculum (including LMS support), or our Red vs. Blue courseware
- ✓ **Enterprise Edition** - Professional Edition with customized experiences including custom network maps, learning objectives, action tree(s), and more



Why ThreatGEN Training?

ThreatGEN® Red vs. Blue gamification and training curriculums were developed by highly experienced and world-renowned OT cybersecurity professionals.

ThreatGEN's thought leadership in the OT security community brings a unique viewpoint to ThreatGEN® Red vs. Blue – few people in the world have more OT cybersecurity experience than ThreatGEN's top experts. In addition to having 10 to 25 years of experience each, our professionals are frequent presenters at industry conferences, ICS community contributors, and published authors. We wrote the book on industrial cybersecurity... literally.

Our Other Training Solutions

- ICS 101: Introduction OT/ICS Cybersecurity
- ICS 201: OT/ICS Cybersecurity Vulnerability & Risk Assessment
- ICS 301: Introduction to OT/ICS Penetration Testing & Red Teaming
- **Available as turn-key curriculums, courseware, and live instructor-led classes (virtual & onsite)**

