ThreatGEN® Red vs. Blue Gamification Platform

What is Red vs. Blue?

The ThreatGEN® Red vs. Blue gamification platform is the industry's first multi-player computer game designed to teach real-world cybersecurity. Students of *all skill levels* can learn by playing against the computer A.I. or other players in head-to-head matches, to attack, defend, and control computer networks. ThreatGEN® Red vs. Blue is not based on fiction like consumer games, or a Jeopardy style cyber scavenger hunt, often referred to as a "capture the flag (CTF)". This is a live, player vs. player cybersecurity simulation in an immersive and interactive applied learning environment using cutting-edge gamification.

What makes Red vs. Blue different from other solutions?

Traditional training methods are outdated, limited, and usually very costly compared to what you get in return – and not to mention, boring. Here is some of what make ThreatGEN® Red vs. Blue different:

- **Modern approach to learning** – interactive, immersive, cost-effective, easily accessible (cloud delivery)
- **High value for multiple audiences, skillsets, and experience levels**
- **Interactive adversarial simulation** – play against real-life opponents or the computer A.I.
- **True Red Team / Blue Team Training** – learn and experience cybersecurity from both perspectives (the defenders *and* the attackers).
- **No prior technical skills required** – learn "hacker" methods, techniques, and strategies without a technical learning curve.
- **Created by world-renowned cybersecurity professionals.**
- **Learn, exercise, and test practical application of strategic and management level skills.**

Who is using Red vs. Blue?

Audience
- ✓ Cybersecurity Beginners to Novice
- ✓ Cybersecurity Managers
- ✓ Technical Practitioners (working on strategic skills)

Use Cases
- ✓ Tabletop Exercise Training
- ✓ Cybersecurity Awareness Training Programs
- ✓ Academic Cybersecurity Education
- ✓ Cybersecurity Team Building Workshops
- ✓ CTF Competition Events

Created by World-Renowned Experts

ThreatGEN® Red vs. Blue gamification and training curriculums are created by highly experienced and world-renowned cybersecurity professionals, **Clint Bodungen, Pascal Ackerman, and Aaron Shbeeb**.

ThreatGEN's experience and thought leadership in the cybersecurity and OT security communities brings an unparalleled wealth of knowledge into our curriculums and gamification platform. In fact, few people in the *world* have more OT cybersecurity experience than ThreatGEN's top experts. In addition to being highly sought after in the field, they are also frequent presenters at industry conferences, ICS community contributors, and published authors. They wrote the book on industrial cybersecurity… literally.

Red vs. Blue Editions & Features

Different Editions

- **GAME EDITION** – Basic edition for getting started or just playing the game. Purchase, download and install through the STEAM gaming platform.
- **CTF EDITION** – Designed specifically for events. Includes features that help manage tournament style play and scales to groups of any size.
- **PROFESSIONAL & EDUCATION EDITION** - Developed with the commercial audience and professionals in mind, including cloud delivery. Also includes features for high schools, colleges, and other educational institutions in mind that allow teachers, instructors, and professors to use it in their classrooms and/or events.
- **ENTERPRISE EDITION** - Professional Edition with customized experiences including custom network maps, learning objectives, action tree(s), and more.

Delivery Options

Type	Installation Description & Features
STEAM™	- Must have a STEAM™ account and app installed on a Windows, Mac, or Linux PC - <u>Worldwide game server</u> – can interact with anyone in the world with a Game Edition license on STEAM™
Cloud Hosted[1]	- Play with a web browser - Nothing installed on end user computer - Hosted by ThreatGEN - <u>Worldwide (pro) game server</u> – can interact with anyone in the world with a Pro license, or host private games and events
On-Premises Event Server (Appliance)[1,3]	- Appliance that allows customers to run the game using a local game server, paired with the Tablet Kit - Play with a pre-installed tablet computer - <u>Game match making server in appliance</u>
Tablet Kit[1,4]	- Pre-installed on tablet computers - Can interact with anyone in world or optional local game server (additional purchase) - Sold in 10 packs

[1] Only available for professional, enterprise, and CTF licenses
[2] Supported web browsers include Internet Explorer/Edge, Firefox, Safari, Chrome
[3] All on-premises event servers are custom quoted based on selected features
[4] Tablet Kit pricing is customized based on tablet manufacturer

Features Matrix

Feature	Game Edition	CTF Edition	Professional Edition	Enterprise Edition
Available for Windows, Linux, MacOS	●	●	●	●
Single Player	●	●	●	●
Internet Multiplayer	●	●	●	●
Local "Hotseat" Multiplayer	●	●	●	●
Tutorial	●	●	●	●
Cloud Hosted Delivery		●	●	●
Supports Multi Seat/User Licensing		●	●	●
Integrated Tournament Bracket System		●	●	●
ndividual, Game, and Organization Analytics		●	●	●
Custom Branding		●	●	●
Event Support		●	●	●
Leaderboards		●	●	●
Localization		●	●	●
End Game Report			●	●
Student Discount Pricing			●	●
Custom Network Maps				●
Custom Actions Tree				●
Tabletop Module		●		●
iOS and Android*	●	●	●	●
Multiple Network Maps*	●	●	●	●
Single Player Campaigns*	●		●	●
Achievements/Badges*	●		●	●
Downloadable Content*	●		●	●
Scenarios/Labs/Challenges*			●	●
Maps to Certifications/Learning Objectives*			●	●
eLearning Courses*			●	●
LMS Integration*			●	●
Custom Learning Objectives*				●

* Not currently available but on the roadmap