ThreatGEN® Red vs. Blue
For Education & Training Providers


What is ThreatGEN® Red vs. Blue?

ThreatGEN® Red vs. Blue is the next evolution in cybersecurity education, and training. Instead of a cyber range or a capture the flag (CTF), it is a game-based cybersecurity simulation that combines the power of an actual computer gaming engine and Active Adversary Simulation™, to provide the most practical and effective way for ANYONE to learn cybersecurity, from beginners to experts. In fact, it's perfect for beginners because it doesn't require any prior technical knowledge or command line skills... not even to play as the red team! Not to mention, it's also extremely entertaining! Used for cybersecurity education, awareness, training, and IR tabletop exercises, ThreatGEN® Red vs. Blue is immersive, interactive, and hands-on, and it's supported by an education portal with online course material, labs, scenarios, and an online community.

Why ThreatGEN® Red vs. Blue?

Despite a skills shortage in the cybersecurity industry, simply having a college degree is no longer enough. It's still a competitive industry and employers are looking for candidates that are well qualified. Students need an educational program that prepares them for real-world cybersecurity and a successful career path. ThreatGEN® Red vs. Blue helps your students achieve this by maximizing learning retention with a more engaging and immersive hands-on approach. Our Active Adversary Simulation™ technology ensures students learn and understand both blue team and red team (attacker) methods, using practical application against an active opponent, just as it will be in real life. Students gain a much broader and more practical understanding of cybersecurity and will be better prepared to defend against real-world cyber threats.

Increase Course Value

ThreatGEN® Red vs. Blue gamification platform maximizes the value of your courses by increasing student engagement and knowledge retention. Students will gain a broader and more practical understanding of the concepts taught in your cybersecurity courses through effective hands-on application and immediate feedback using interactive game-based simulations. Students learn how all the "pieces" fit together cohesively in an overall program or strategy and are better prepared for real-world cybersecurity and a successful career path.
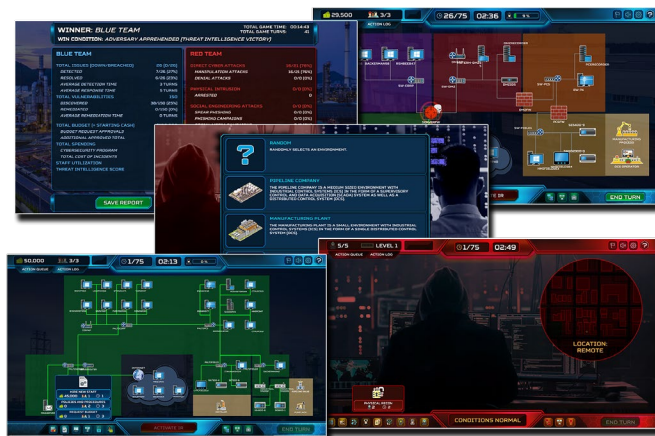
Key Features & Benefits

- Increase course value and student engagement.
- Reinforces cybersecurity concepts (blue team *and* red team) using practical application.
- Supports IT and ICS/OT cybersecurity course material.
- Prepares students for real-world cybersecurity using Active Adversary Simulation™.
- Access to multiple game-based cybersecurity simulations, curriculums, scenarios, and labs.
- Active community of cybersecurity students and experienced professionals.
- Manage and track student progress through the instructor dashboard.
- Certificate of completion for each course.

Created by World-Renowned Experts

ThreatGEN® Red vs. Blue gamification and course material, labs, and scenarios are created by ThreatGEN's experienced and world-renowned cybersecurity professionals, **Clint Bodungen, Gerald Auger, Ph.D., and Aaron Shbeeb**.