



THREATGEN® RED VS. BLUE

CYBERSECURITY GAMIFICATION PLATFORM

What is ThreatGEN® Red vs. Blue?

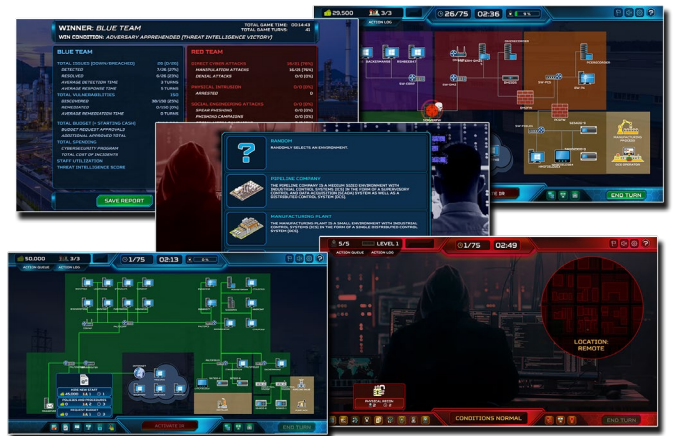
ThreatGEN® Red vs. Blue is the next evolution in cybersecurity education and gamification. We combine powerful gaming technology, Active Adversary Simulation™, and game-based learning methods backed by science, to provide the most practical and effective way to learn cybersecurity, from beginners to experts. Used for cybersecurity education, awareness, training, and IR exercises, ThreatGEN® Red vs. Blue is an immersive and interactive cybersecurity simulation platform supported by an education portal packed with online courses, labs, scenarios, and an online community.

Why ThreatGEN® Red vs. Blue?

A better educated and trained workforce is the most critical path to a stronger cybersecurity posture and lower human-based risk. ThreatGEN® Red vs. Blue maximizes learning retention and overall effectiveness through a more engaging 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, employees, leaders, and cybersecurity practitioners gain a much broader and more practical understanding of cybersecurity, and will be better prepared to defend against real-world cyber threats.

Features & Benefits:

- ✓ Learn faster and increase knowledge retention
- ✓ Reinforce cybersecurity concepts (red team and blue team) using practical application
- ✓ Prepare for real-world cybersecurity with Active Adversary Simulation™
- ✓ Mitigate human-based risk more effectively with game-based cybersecurity simulations
- ✓ Immersive and interactive IR tabletop exercises using Active Adversary Simulation™
- ✓ Train technical staff, end users, and leadership with practical, interactive simulations
- ✓ No prior technical skills required – learn “hacker” methods and strategies without a technical learning curve.
- ✓ Education portal with on demand courses, labs, scenarios
- ✓ Track progress and stats through the analytics dashboard and downloadable reports
- ✓ Certificate of completion for each course
- ✓ Access to live events and classes



Who is using Red vs. Blue?

- Businesses and Organizations
- Education and Training Providers
- Individual Cybersecurity Students and Professionals
- Event Coordinators

Use Cases:

- IR tabletop exercises
- Cybersecurity education and training
- Human-based risk management (awareness training)
- Cybersecurity training for leadership
- Team building
- CTF and tournament style competitions

Created by World-Renowned Experts

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

