



CRYPTO

Serious game for cybersecurity

General description:

Crypto is a dynamic serious game about cybersecurity, set in a biotechnology research company in London. Students become Alex Lee, a security analyst and private detective whose mission is to infiltrate the company and detect its security holes.

To achieve this, Alex must interact with the peculiar and diverse staff working in the company. In doing so, she will discover common mistakes often made in relation to IT security, which are then used by cybercriminals to access and steal valuable confidential information.

Crypto is a fun graphic adventure that mixes puzzles, point & click exploratory elements, and an exciting narrative adventure. Students must find, analyze, and exploit corporate cybersecurity holes throughout the five levels of the videogame eventually leading to the most unexpected of endings.

Characteristics:

A learning program built around the game-based learning methodology:

- Applicable and practical.
- Revolutionary and powerful.
- Addictive and innovative.
- Experiential learning.
- Flexible, quick, and easy to play.
- Fun and entertaining.
- Unique.





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Methodology:

The game-based learning methodology developed by Gamelearn is a combination of 3 elements:

1. **Quality content**, equivalent to a two-day classroom course with a strong practical focus that is useful and is directly applicable to work.
2. **Gamification techniques** such as storytelling, rankings, levels, and badges so that learning becomes a different and fun experience that generates student engagement.
3. **An advanced simulator** that recreates real-life situations so that the student can practice in a safe and stress-free environment while also receiving personalized feedback with areas for improvement.

Objectives:

- Identify the common actions that could impair the security of your computer data.
- Learn techniques and tricks to protect your devices and social networks.
- Detect and prevent email and communication network attacks.





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Training contents:

Crypto's training objective is to raise user awareness of the common errors and bad practices associated with computer security. Both personal and corporate IT issues are discussed as well as errors that can lead to compromising valuable data and confidential information.

The videogame has five levels, and Alex, the main character, will have one goal per level, which is equivalent to one virtual day. Every day, the player will perform several actions associated with situations built around the plot.

Each level/day will go deeper into two learning topics, which are structured as follows:

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





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Target audience:

Crypto is geared for anyone using electronic devices such as computers, tablets, or mobile phones and has little to no knowledge of cybersecurity. Those working with personal or corporate information on internal or external networks will find this course useful.

Logistics:

1. Players only need an internet connection to play.
2. You can access the game from the Gamelearn platform or include it as an additional solution in your LMS (Cornerstone, Moodle, SAP Success Factors, etc.).
3. You have access to the performance of your students and groups in real time.