



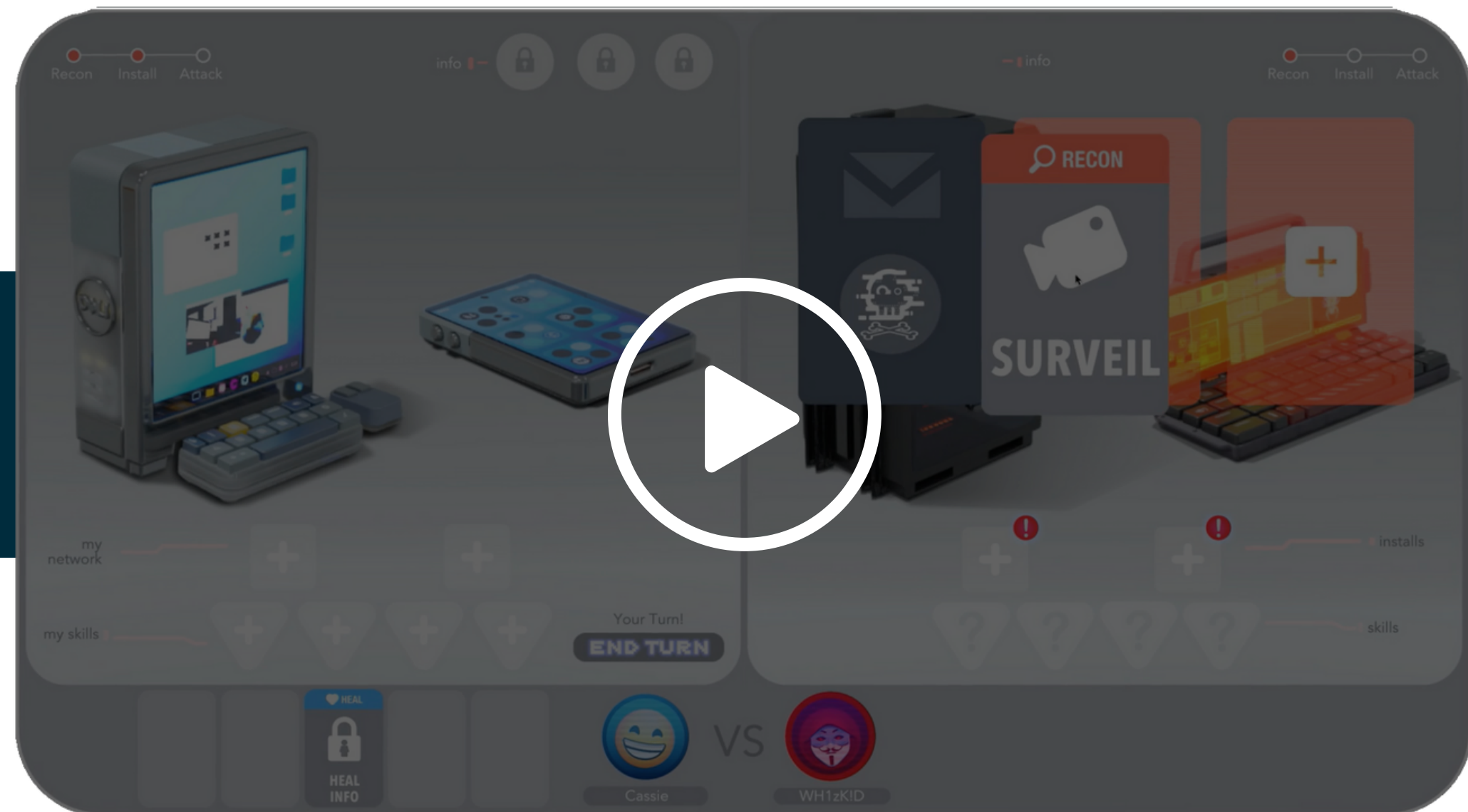
inCyt[®]
BY CIRCADENCE

For Education
K-12 and Higher Ed

Security Awareness for Everyone

inCyt is a **browser-based strategy game** that provides a fun, appealing way for students to **learn fundamental cyber concepts** that are essential to protecting themselves in the **online world**.

Let us show you!
Watch the video





Education

Players of all skill levels quickly engage and invest in the challenge to protect their environment while taking down their opponent.

Students in K-12 and Higher Education settings with **limited cybersecurity knowledge** are introduced to basic cyber terminology and concepts in this inventive security awareness learning tool.



IMPACT

- ALL students learn more about staying safe online.
- STEM oriented students discover cybersecurity as an interest area.



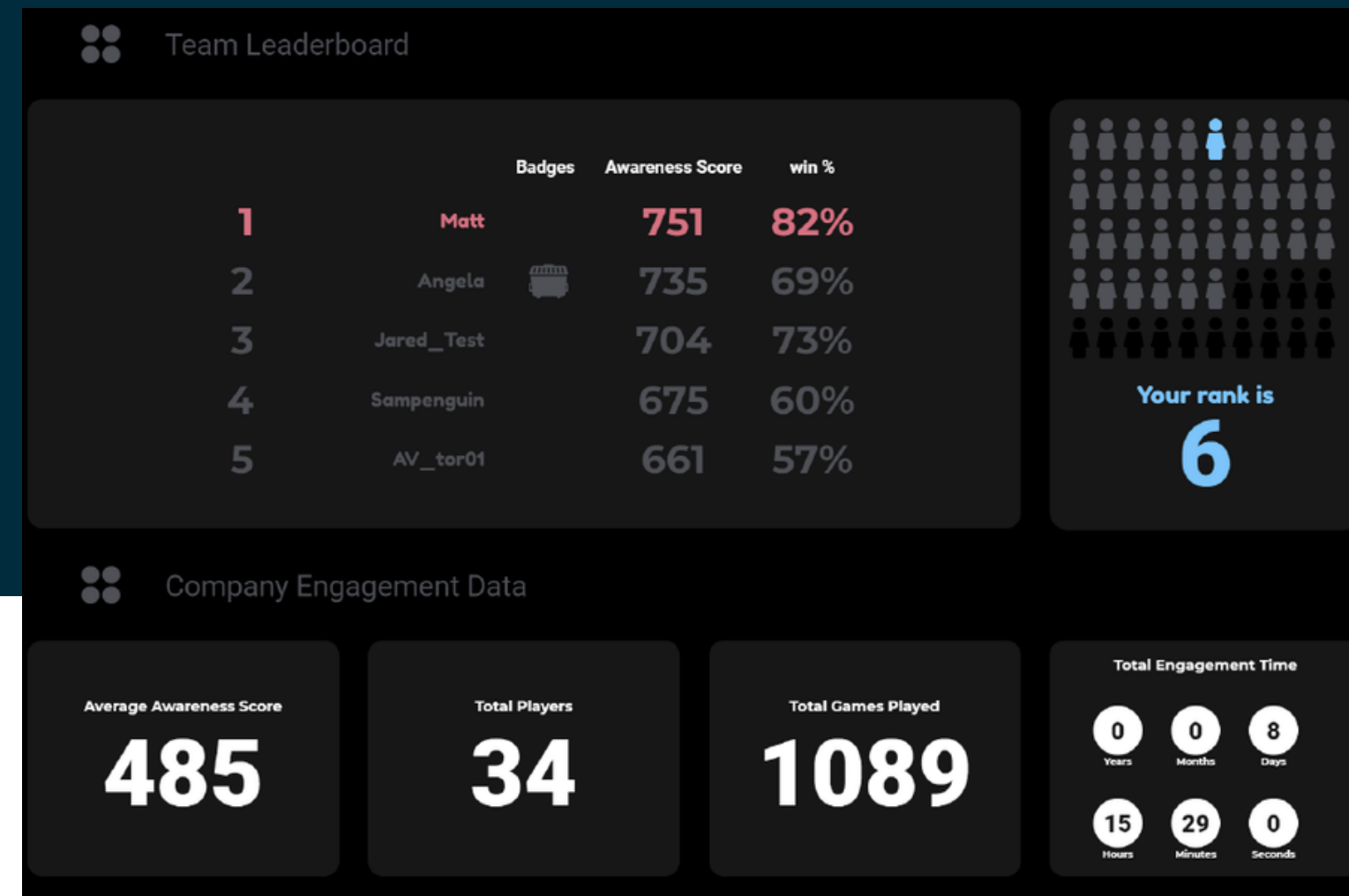
Engagement

Leaderboards and multiplayer capabilities spur interaction with material and expand community.

inCyt can be a foundational element to effective IT and cyber curriculum.

Dare to have fun!

inCyt is a force multiplier for traditional classroom materials.



Participation features give students incentives to put lessons to practice.

Leaderboards | Daily achievements | Badges



Hands-On Learning

inCyt combines gamification and pedagogical research with approachable simulation.



Student Experience

- **Have fun** as cyber is simplified and gamified.
- **Gain experience** with cybersecurity concepts through the friendly, approachable gameplay.
- Experience the ins and outs of a cyber attack **without the real-life consequences.**
- **Improve ability** to spot real-life security threats and **confidence** in taking preventative actions.

Learning Benefits

- **Improve retention** through spaced repetition training.
- **Deliver context-specific learning** through authentic security threats and modern defenses.
- **Build community** at scale as more players engage.
- **Evaluate pedagogical effectiveness** with built-in metrics for student engagement, content exposure, and retention.



User Feedback

ENGAGING • ADAPTIVE • FUTURISTIC

- Learned cyber concepts and the kill chain process
- Graphically entertaining and innovative
- Well paced gameplay
- Watching opponent's card-play made it easy to follow
- Competition added interest and excitement
- Leaderboard was a motivator



Contact Us

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