



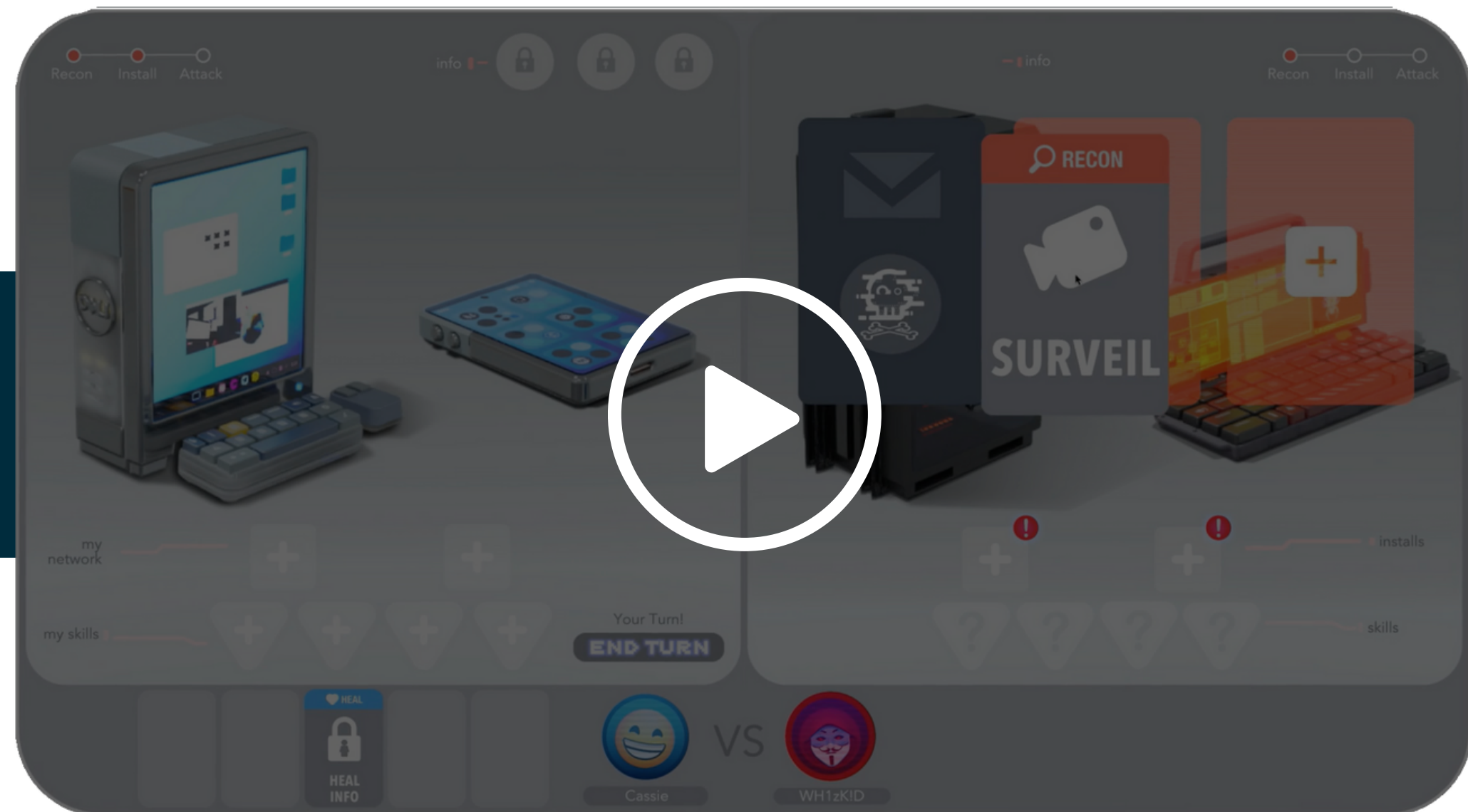
inCyt[®]
BY CIRCADENCE

For Enterprise
Security Awareness
Training

Security Awareness for Everyone

inCyt is a **browser-based strategy game** that provides a fun, appealing way for anyone to **learn fundamental cyber concepts** that are essential to protecting themselves and their companies online.

Let us show you!
Watch the video





Enterprise

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

Players from all departments in an enterprise **are introduced to cybersecurity terminology and concepts** in this inventive security awareness learning tool.



IMPACT

- Users experience cyber attacks without real-life consequences.
- Employees improve ability to spot security threats on company networks.



Engagement

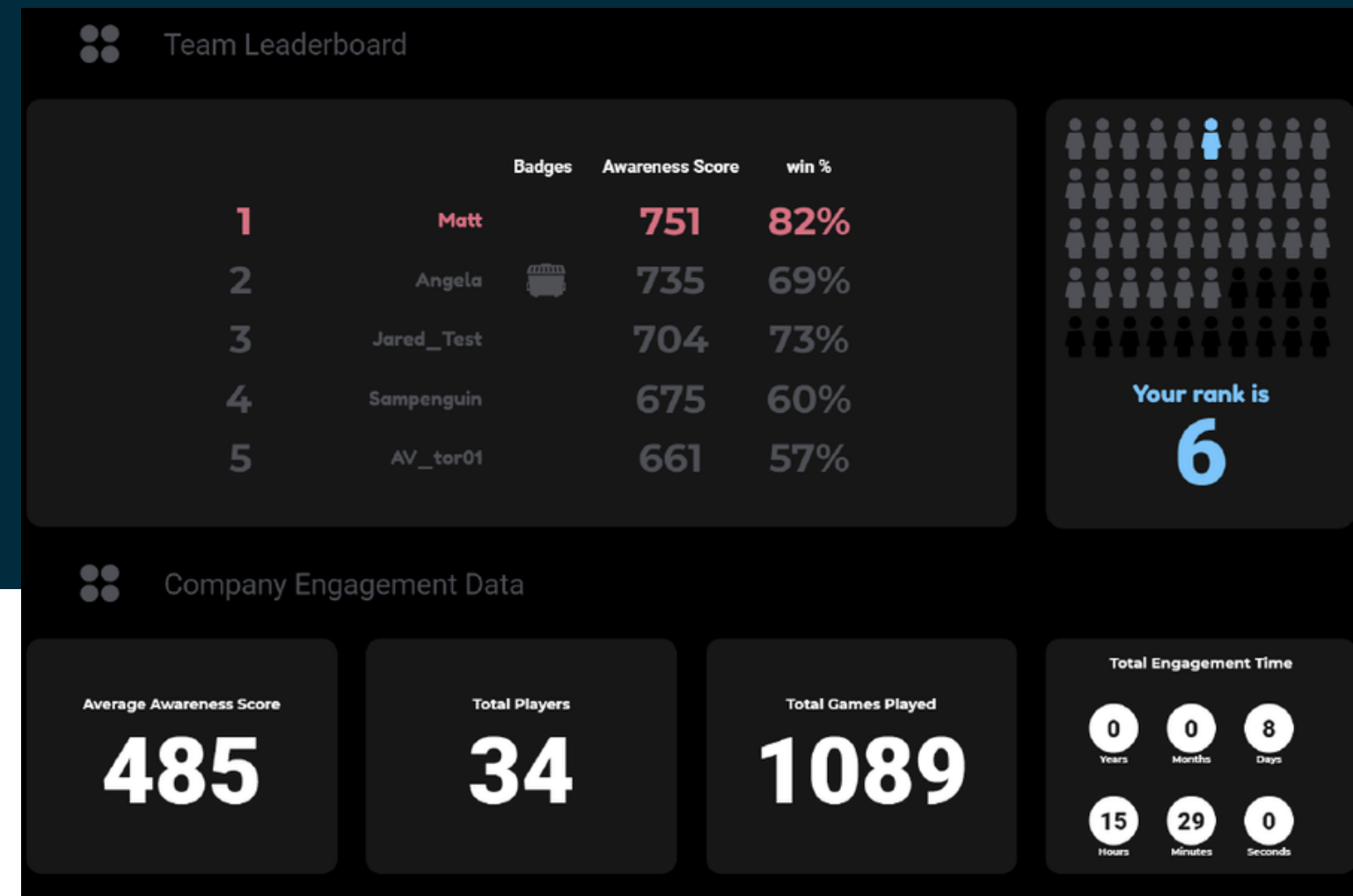
Leaderboards and multiplayer capabilities spur interaction with material and expand community.

inCyt can be a foundational element to effective corporate security awareness training.



Dare to have fun!

inCyt is a force multiplier for traditional security awareness training.



Participation features give employees incentives to put lessons to practice.

Leaderboards | Daily achievements | Badges



Hands-On Learning

inCyt combines gamification and educational research with approachable simulation.



Employee 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.

Enterprise 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 and report compliance 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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