

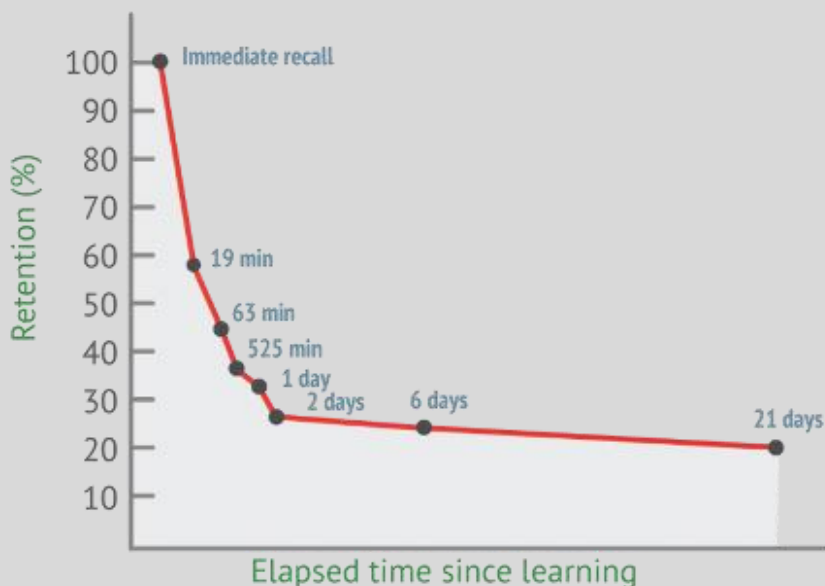
75%

of Reported Breaches
were due to Human
Behaviour

SECURITY AWARENESS- ABSORPTION RATE

INFORMATION RETENTION RATE IS INVERSELY
PROPORTIONAL TO THE LAPSED TIME SINCE
TRAINING

The Ebbinghaus forgetting curve



WHY TRADITIONAL TRAINING DOESN'T WORK?

TRAINING IS OFTEN DELIVERED ONCE
A YEAR AND MOST TIMES, LEFT OR
FORGOTTEN.

TRAINING IS USUALLY ONLINE AND
INCORPORATED INTO
INDUCTION.

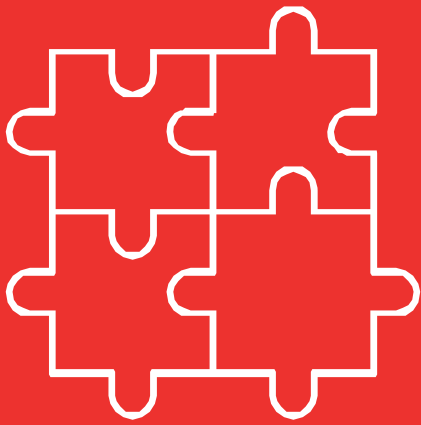
STAFF CANNOT RELATE THE
TRAINING TO THEIR PERSONAL
LIVES.

TESTING IS NOT CONSISTENT.

ONLINE TRAINING ALONE CANNOT
CHANGE ATTITUDE, BEHAVIOUR
AND CULTURE.

**AWARENESS ALONE
DOESN'T CHANGE
BEHAVIOUR**

**LAYER 8 SECURITY'S B.A.C.K.S FRAMEWORK ADDRESSES ALL OF THESE
SEPARATELY**



THE CYBER ESCAPE ROOM EXPERIENCE?



- You are split into two teams, working together to escape the room
- Each session last for 50 minutes
- You have 30 minutes to escape or solve other puzzles
- Last 20 minutes is a revision of the lessons learnt
- Everything you need to solve the problems are in the room
- Use your combined brains, not your muscle
- The team that escapes the room within the shortest aggregated time, wins
- Hints and answers are available, at a cost a cost of time

CYBERESCAPE THEMES AVAILABLE

- CAN YOU HACK IT
- PIRATES OF THE INTERNET
- PRETTY FLY FOR A WI-FI
- ROGUE WARRIORS
- CYBER FEUD



VIRTUAL ESCAPE ROOM EXPERIENCE

Layer 8 Security has developed the first, automated, theme-based, and fully portable, Cyber Escape Room to enhance the way in which Security Awareness is taught. Online Learning allows for :

FLEXIBILITY OF DELIVERY

Host on your own LMS or Layer8

INCREASE CYBERSECURITY POSTURE

Staff can participate anytime
anywhere

MULTIPLE THEMES

Welcome to Pirates of the Internet
Catacombs
Working Remotely in Space

HOW ARE ONLINE GAMES LICENSED?

LICENCING OF THE ONLINE CYBER SECURITY ESCAPE ROOMS CAN BE HOSTED ON YOUR OWN LMS OR THROUGH LAYER 8 SECURITY

HOSTED BY LAYER 8 SECURITY, THE GAMES ARE LICENCED: PER GAME, MINIMUM 10 USER, ADDITIONAL USERS PER YEAR

HOSTED ON YOUR OWN LMS, THE GAMES ARE LICENCED BY: PER GAME, PER YEAR, UNLIMITED USERS

TRAINING TOPICS

- PASSWORD HYGIENE
- PHISHING AWARENESS
- SOCIAL MEDIA RULES
- PHYSICAL SECURITY
- SECURING SENSITIVE DATA
- REMOTE WORKING USB
- DEVICE SECURITY
- SOCIAL ENGINEERING



E: sales@sgen.com.au

P: (02) 9416 0416

A: Suite 2, Level 3, 828 Pacific Highway, Gordon, NSW 2072

