



# JOURNEY OF A CYBERWARRIOR

CYBER EDUCATIONAL GAMING EXPERIENCE

## IDENTIFYING THE NEED IN CYBERSECURITY

Cyber attacks continue to increase globally. Governments and Private Sector Business have a shortage of cyberwarriors to fight this on-growing threat. According to the Washington Post, there are nearly 465,000 unfilled cyber jobs across the nation, according to data gathered under Commerce Department grant. There's a shortage of about 36,000 public-sector jobs across federal, state and local governments, according to that same data set. (Source: WashingtonPost.com )

## ADDRESSING THE NEED IN CYBERSECURITY

Building a new workforce requires direct exposure to the subject matter. The cybersecurity industry is a common secret that is often overlooked across the country. There are present and future opportunities in the cybersecurity industry and our goal is to provide educational learning resources to the community to ignite interest in this emerging industry. The Journey of a Cyberwarrior will challenge, engage, entertain, but most importantly educate users ages 12+ on the various paths to entering the cybersecurity industry now or in the future.



## PROGRAM DESCRIPTION

The Journey of a Cyberwarrior program is next generation cyber educational gaming experience aimed at educating users on the various career paths in the cybersecurity industry.

The mission modules consist of offensive and defensive cyber missions simulations, thought-provoking interactivity and on-the-job style simulations to ignite the cyberwarrior inside each user.



# MODULE COLLECTION



## MODULE 1

### Mission of the CyberWarrior

This module focuses on providing an overview of the industry, education pathways, professional description and salaries. Completing this module is the first step to understanding the cybersecurity landscape.



## MODULE 2

### Firewall Defense Challenge

This module focuses on how cyberwarriors use firewalls to build secure networks and develop strategic schematics to secure corporate and government networks. Fast paced simulation gaming will put your critical thinking skills to the test.



## MODULE 3

### Covert Hacking Offensive Operation

#### U.S. Cyber Command Operation Cobra Fang

This module simulates an white hat hacking operation with the United States Cyber Command. The goal of this module is to expose users to real world cyber operations that require high-level critical thinking and quick thinking. We aim to increase the interest in pursuing a career in cybersecurity.



# MODULE COLLECTION



## MODULE 4

### Secure the Facility

The FBI Academy is under attack by domestic hackers looking to steal highly critical data from the secure servers. The Academy is not equip to handle a attack of this magnitude and they need the FBI Cyber Division to intervene and mitigate the threat.



## MODULE 5

### Identifying the Insider Threat

This module focuses on a simulation of a Chief Information Security Officers investigating a breach inside of the organization. We are suspecting this is an insider threat, so we must launch an investigation. It is your job to mitigate the threat.

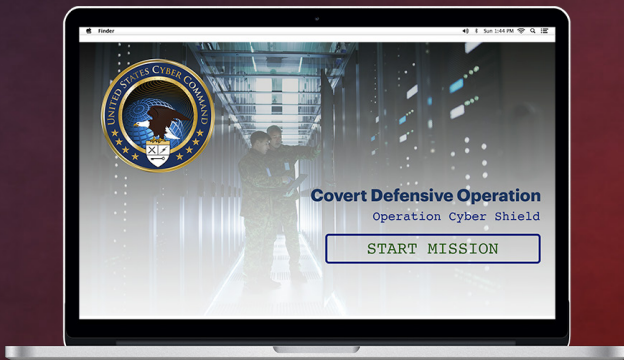


## MODULE 6

### Covert Defensive Operation

#### U.S. Cyber Command Operation Shield

This module simulates an white hat hacking operation with the United States Cyber Command. The goal of this module is to expose users to real world cyber operations that require high-level critical thinking and quick thinking. We aim to increase the interest in pursuing a career in cybersecurity.



## What are the qualifications of the developer ?

The program is developed by SparkC, LLC. a cybersecurity management firm focused on delivering cyber solutions to national, state, and local partners. Our company holds various high level industry certifications including:

1. Certified Information Security Systems Professional (CISSP)
2. CSA - EC Certified Security Analyst
3. Certificate of Cloud Security Knowledge
4. Microsoft Certified Systems Engineer (MCSE)
5. CompTIA A+
6. SANS Advanced Enterprise Defender



## What is the time limit of the mission modules ?

The Journey of a CyberWarrior Program mission modules are a total of 20-30 minutes. The online program will be a total of 6 modules for 2 hour and 30 minutes. The program is intended for ages 10+.

## How can I access the online program ?

The Journey of a CyberWarrior mission modules are accessible on laptops, iPads, tablets, iPhones, Androids, and smart digital tool with internet access or 4G or higher bandwidth quality.

