



# CyberSavvyIQ

**74%**

*of data breaches are caused by human error*

Source: The 74% statistic is from Verizon's 2023 Data Breach Investigations Report that examined 16,312 cybersecurity incidents.

**HackOps is the first in a series of next generation security awareness training solutions unlike any other to prevent human error:**

- Learning game that combines best of two entertainment worlds - movies and games
- Has employee role play a hacker to think like the attacker, defend like the chess master
- Imparts skills so the learner can defend and be an effective human firewall, based on recent, actual cyber attacks
- Generates CyberSavvyIQ Score for the learner

**In this immersive virtual reality game, the learner get first-hand experience with multi-phased cyber attacks, simulated from actual recent cyber attack cases, by completing real-world exercises from a hacker's perspective.**

**In 60-minutes, the learner acts as a "newbie hacker" and learns how:**

- Hackers do reconnaissance
- Spear phishing is crafted and executed
- Front-door Internet-facing IT assets' vulnerabilities are exploited
- Third-party vulnerabilities are exploited to break in from the back door
- Data is exfiltrated and ransomware is installed and how this could be prevented
- Unknown back doors are left behind and why

**Make your employees CYBER SMART, so your organization becomes CYBER STRONG.**

**START PLAYING NOW**

[www.cybercatch.com/cybersavvyiq](http://www.cybercatch.com/cybersavvyiq)

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POWERED BY  CyberCatch



VR



iPad



Desktop