

Title (en)

MISSION-BASED, GAME-IMPLEMENTED CYBER TRAINING SYSTEM AND METHOD

Title (de)

MISSIONSBASIERTES, SPIELIMPLEMENTIERTES CYBER-TRAININGSSYSTEM UND -VERFAHREN

Title (fr)

SYSTÈME ET PROCÉDÉ DE CYBERAPPRENTISSAGE MIS EN OEUVRE PAR UN JEU, BASÉ SUR UNE MISSION

Publication

**EP 3600582 A4 20201028 (EN)**

Application

**EP 18770177 A 20180321**

Priority

- US 201715466833 A 20170322
- US 2018023523 W 20180321

Abstract (en)

[origin: WO2018175551A1] A mission-based cyber training platform allows both offensive and defensive oriented participants to test their skills in a game-based virtual environment against a live or virtual opponent. The system builds realistic virtual environments to perform the training in an isolated and controlled setting. Dynamic configuration supports unique missions using a combination of real and/or virtual machines, software resources, tools, and network components. Game engine behaves in a manner that will vary if participant attempts to replay a scenario based upon alternate options available to the engine. Scoring and leader boards are used to identify skill gaps/strengths and measure performance for each training participant. A detailed assessment of a player's performance is provided at the end of the mission and is stored in a user profile/training record.

IPC 8 full level

**A63F 13/85** (2014.01); **A63F 9/24** (2006.01); **G09B 5/12** (2006.01)

CPC (source: EP)

**G09B 5/12** (2013.01); **G09B 9/00** (2013.01); **G09B 19/0053** (2013.01)

Citation (search report)

- No further relevant documents disclosed
- See references of WO 2018175551A1

Designated contracting state (EPC)

AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

DOCDB simple family (publication)

**WO 2018175551 A1 20180927**; EP 3600582 A1 20200205; EP 3600582 A4 20201028; SG 11201908653W A 20191030

DOCDB simple family (application)

**US 2018023523 W 20180321**; EP 18770177 A 20180321; SG 11201908653W A 20180321