







The ProjectAres® Difference

Circadence's Project Ares is an immersive, gamified cybersecurity training platform that helps novice and seasoned cyber professionals keep their skills sharp against evolving cyber threats. Project Ares delivers persistent, true-to-life experiences that match and adapt to current threats. The platform uniquely combines machine learning, single-and multi-player exercises, and offensive and defensive missions that mirror real-life scenarios.

Delivers Unique Value

- · Compelling back stories gamify cyber defense training
- High fidelity training using functional virtual machines
- Al-powered advisor provides in-mission support
- Support for Windows, Linux and Industrial Control System devices
- Trainer view allows for real-time spectator or instructor engagement

Key Benefits

- Cost-effective and persistent
- Increased learner retention
- Improved job performance
- Assess prospective employees
- Upskill existing employees
- Trainer view supports skills assessment





CUSTOMERS







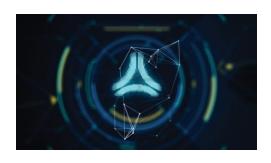
Enterprise

Government

Academic

State-of-the-Art Capabilities

Cybersecurity teams require real-time opportunities to practice skills and hone tactics. Project Aresis designed to appeal to the learning style of the next generation and can quickly and easily add new missions to address rapidly changing threats, tactics and tools.



Skill and Tool Training

- The constantly evolving Mission Library offers offensive and defensive scenarios at varying levels of difficulty
- Afully loadedMediaCenterprovidescybersecurityeducationalcontent via videos, documents and key sites
- Gamesprovidespecificskillpractice(workrolecertifications, matching log ports and protocols, and more)



Team Training

- Trainer view to shadow or engage players
- Chatserviceprovidedforadvisorinteractionandteamplay
- Player performance is recorded and awarded by a showcase of skills, trophies and badges



Cutting-Edge Machine Learning

- In-game advisor for guidance through game
- Automated adversary responds top layers
- Automated scoring of player and opponent actions with replay for objective assessment
- Player actions drive models on best tactics



High-Fidelity Cyber Range

- Each mission spins up an individual cyberrange
- Publicandprivateback-endcloudtechnologyformissionstorage
- HTML5 web browser client