# PROJECT ARES® ON STUDENT LEARNING AND TEACHING:

TESTIMONIALS, STATS, & BENEFITS

With more than 500,000 cyber positions unfilled nationwide (according to Cyberseek), there is an enormous opportunity for academic institutions to find ways to better prepare their students with the practical knowledge, skills and tools, and meet the demand for producing well-qualified cyber professionals.

Forward thinking academic institutions are incorporating live cyber ranges and technical labs into their classroom experiences. By combining a learn-by-doing element with today's academic curriculum, higher education professors provide their students relevant, real-world inspired experience. Students graduate as cyber professionals able to immediately contribute to the security of their new companies, agencies and institutions.
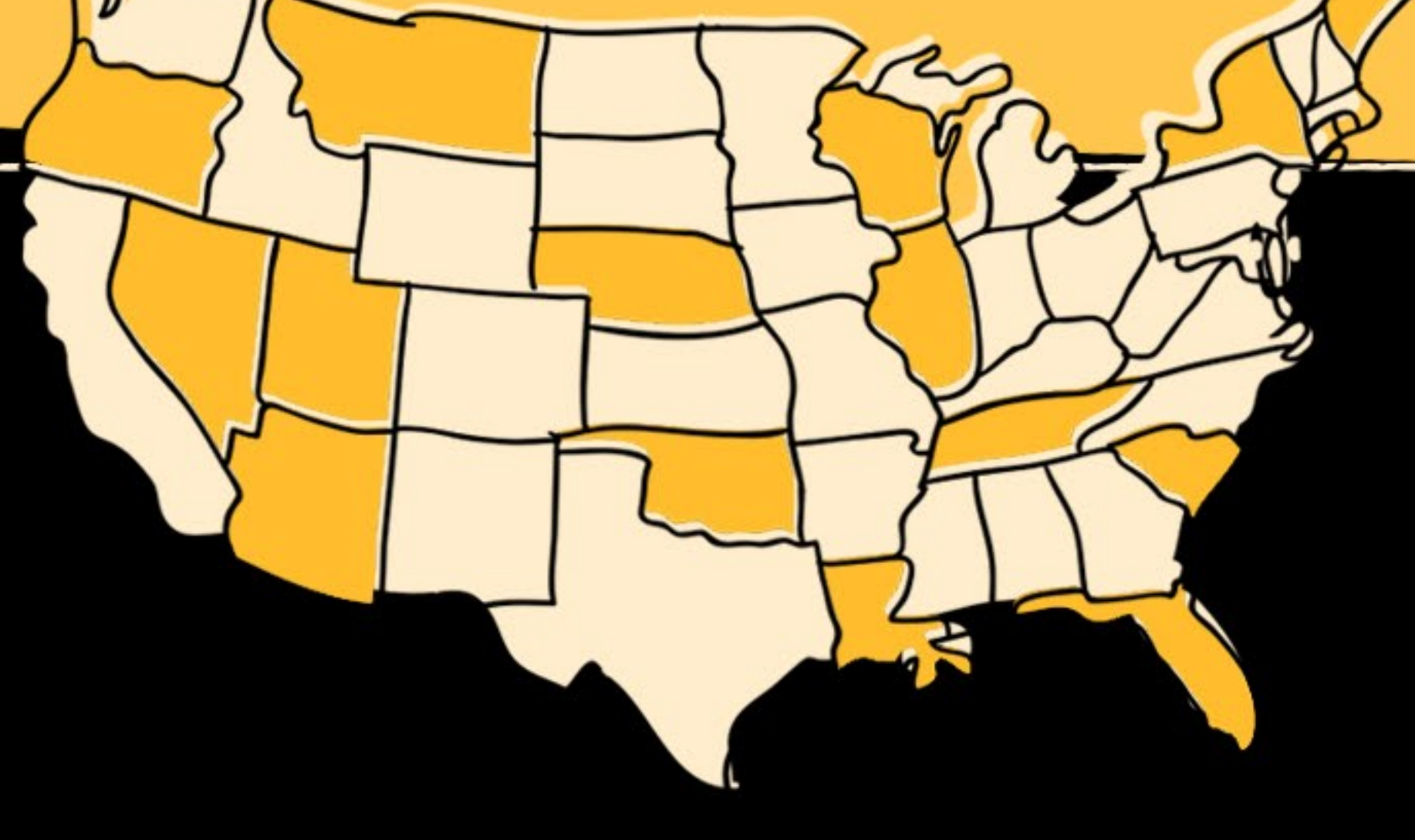
BY THE NUMBERS
PROJECT ARES IN CLASSROOMS NATIONWIDE

- Used in 3 core cybersecurity courses
  ~ National University
- Supports 5 cyber academic degree plans
  ~ Georgia Southern University
- Nearly 20 mini-games, battle rooms, and mission exercises utilized in "Immersive Cyber Defense" course
  ~ Public research institution, Western U.S.
- Upwards of 6 platform tasks are utilized in 4-week courses
  ~ National University
- Students designated 100% effectiveness of the Project Ares Cylitaire game in teaching the Cyber Kill Chain.
  ~ National University

> All the students loved the class – especially missions (the battle rooms definitely swayed them). They said the lectures gave them context and my other guest lecturers gave them ideas on approach for in-game play.

~ **Laura L.**
Adjunct Faculty Professor
Public Research Institution in Western, U.S.

> The ability to engage student licenses for ongoing experiential learning for everybody in a class is just remarkable. Project Ares delivers a level of integration and context awareness that you can't get anywhere else.

~ **Scott S.**
Executive Director, Center for Applied Cyber Education,
Georgia Southern University

> We notice an increase in student engagement in the classroom with the introduction of Project Ares. Gamification brings an element of intrigue and satisfaction to the learning experience.

~ **Beth L.**
Program Director at a Vocational Career College

TRAIN. TEST. ASSESS student knowledge and capabilities.

SUPPORT cyber events, competitions, and teams.

COMPLEMENT virtual learning and in-person learning tools.

WHAT STUDENTS ARE SAYING

> I loved it. It was fun and informative. Great to learn by example.

> It really makes a difference in understanding all the theoretical concepts discussed in class.

> It provides tangible experience and solidifies concepts learned in class. It gave me great confidence being able to implement these skills, which I think would be extremely valuable for students in the future.

> It was surreal being able to perform a computer hack. I support having the tool available to cybersecurity students and computer security students on a permanent basis so they can familiarize themselves with what real world exercises look like.

> In my experience in the USN, training is always dreaded because someone is going to get in front of us and present some PowerPoint and talk us into boredom and our focus is lost before we enter the room. With this type of environment, the learner is self-paced and is given learning options as to subject matter and level of experience.

> I believe the best way to learn something is through practice and patience, and the training environment offered with Project Ares is an outstanding way to achieve that.

> This gaming environment can benefit Security and Intel Analysts because it lays out the sequence of events that occur during an attack. I feel it showed the importance of each step and how they must be performed to actually carry out an attack.

> Project Ares did an excellent job incorporating cyber security learning topics into their games. I do enjoy learning from a visual and hands on approach, so playing Cylitaire has helped me greatly in understanding the different steps of The Cyber Kill Chain.

> Cylitaire only scratches the surface of what's available on Project Ares. There are several other games, resources, and battles rooms available that can benefit Security and Intel Analysts immensely.

> The software was very cool. I enjoyed the mission control persona it portrayed and think it would be a very effective learning tool.

PROJECT ARES®
FEATURES & STUDENT BENEFITS:

- Instantaneously spin up 3-50+ virtual machines to support classroom exercises
- Modify the Media Center to support course concepts and exercises
- Cyber learning games provide fundamental concept learning via consistent repetition
- Foundational Scenarios help users practice essential skills and explore cyber tools
- Specialized scenarios offer individual or team-based play available in Professional subscriptions only
- Assessment hot spots mirror certification requirements for users
- Cyber-range-as-a-service technology allows for on-demand access flexible from a browser and availabe 24x7

With progressive teaching strategies and modern cyber range learning experiences, academic institutions can better prepare students for the evolving threats they will face in a dynamic workplace.

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