

Zero Threat Training Game Helps Businesses Combat Cyber-Threats

Zero Threat is a new learning game designed to train employees on the dangers of cyber-crime, malware and ransomware.

BRIGHTON, UNITED KINGDOM, May 19, 2017 /EINPresswire.com/ -- Governance, risk and compliance (GRC) training specialists Eukleia and learning game experts Preloaded, alongside learning and engagement specialists LEO have developed a new training game to engage learners in the [fight against cyber-attacks](#). [Zero Threat](#) goes beyond raising cyber-security awareness to focus on achieving real behavioural change, and was developed in response to the rapidly growing problem of cyber-crime.



The average cost to a business impacted by a cyber-crime attack has risen by 200% in the past five years. The number of ransomware attacks – in which criminals hack systems, shut them down and demand payment to restore them – quadrupled in 2016, with an average of 4,000 attacks per day. Cyber-attacks in 2016 cost Bangladesh Bank \$81 million, breached the accounts of 9,000 Tesco Bank customers, and stole data from a billion Yahoo users. And while the immediate cost of fixing the issues is already high, an even greater cost can ensue from the reputational damage that leads to customers questioning the security of their data or their savings.

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Eukleia Training

The problem is vast, global, and growing, as we’ve seen with the recent cyber-attack that affected devices in 150 countries and temporarily crippled a number of NHS services.

Hackers look for the weakest link in an organisation’s defences, and as businesses ramp up their IT security, increasingly that means targeting their people. Technology can be circumvented by tricking employees into downloading malware or giving out sensitive information.

The Financial Conduct Authority (FCA), the UK National Cyber Security Centre and the FBI have all noted that many cyber-attacks are not necessarily sophisticated. In a speech on the FCA's approach to cyber-security, Nausicaa Delfas, then Director of Specialist Supervision, said, "Cyber is not just an IT issue... Most attacks you have read about were caused by basic failings – you can trace the majority back to poor perimeter defences, unpatched, or end-of-life systems, or just a plain lack of

security awareness within an organisation. So we strongly encourage firms to evolve and instil within them a holistic 'security culture', covering not just technology, but people and processes too."

Zero Threat is designed to address this need, bringing the battle against cyber-crime to life for employees and engaging them emotionally.

Learners are placed in control of a network made up of both technology and people, full of valuable data which the learner must protect from a relentless onslaught of cyber-threats. These threats are based on real cyber-criminal tactics

like social engineering and phishing. To stop them, the learner must 'play' countermeasures, and these too are closely based on the security measures employees need to be taking in real life.

Every action players can take in the game is associated with cyber-security good practice, and when threats hit, visual effects provide instant feedback. By integrating gameplay and learning, Zero Threat is able to keep learners playing and help them to build good cyber-security habits that are directly applicable in a day-to-day work environment.

For more information, visit http://www.eukleia.com/zero_threat_cybersecurity or email zerothreat@eukleia.com.

About Eukleia

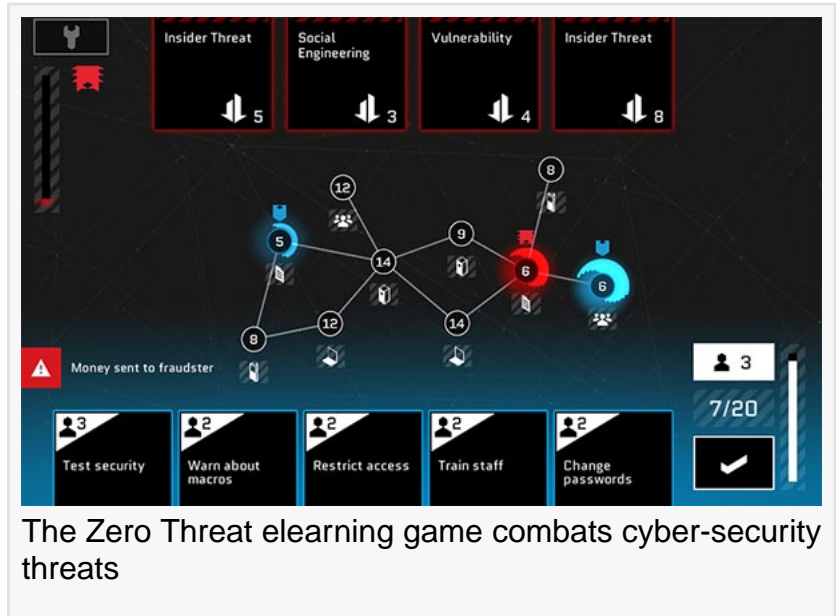
Eukleia was first established in 2005, and has gone from strength to strength as a specialist Governance, Risk Management and Compliance (GRC) training consultancy ever since. Eukleia has offices in both London and New York, catering to an international clientele, including many of the world's leading banks.

Our capabilities cover all aspects of training, from initial course design through to delivery and assessment. As part of Learning Technologies Group plc (LTG) we create engaging and accessible learning, partnering with our sister companies where appropriate to offer a wide variety of training solutions, including classroom training, e-learning courses, videos and games.

About LEO

LEO believes that technology-enabled learning innovation has the power to deliver truly transformational results. Our purpose is to help clients deploy learning technology to deliver outcomes precisely aligned to their business goals. Backed by more than 30 years of experience, we design engaging learning architectures that fit seamlessly into businesses and improve performance throughout the entire organisation.

LEO has the deep understanding of learning design as well as technology, combined with a pioneering, creative approach which is necessary to drive learning transformation.



LEO's expanding global customer base includes organisations such as PwC, the NHS, Civil Service Learning, Jaguar Land Rover, Volvo, Virgin Atlantic, Novartis, Godiva, Volkswagen, Dunhill, KPGM, Roche and Mars.

LEO is part of Learning Technologies Group plc's award-winning group of specialist learning technology businesses.

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