



Securing Critical Information Infrastructures

## Training Course – Attack Simulation and War Gaming

Length – 8 Hours

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### Course Description

This course will provide an exciting learning environment where students will examine ways to attack the network using common hacker methods. In class sessions will play out the attack, with the defenders providing a counter-attack. The instructor will act as referee to determine the effectiveness of the attack and defense. Students will increase their ability to defend by learning to think like an attacker. The goal of this class is enable the students to learn to anticipate possible attacks and devise pro-active defenses.

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### Course Outline

- Classes will be divided into attackers and defenders
  - Simulated war games will be played with the instructor acting as referee
  - Students will evaluate the attack and provide feedback on how the attack might have been done differently
  - Students will change sides and repeat the exercise
  - Risk and reward issues will be discussed to determine the best return on investment for security technologies
  - Possible weaknesses and solutions in the existing network as attacked in class will be examined in anticipation of future attacks
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For more information on this or any other Lofty Perch training, contact us at [training@loftyperch.com](mailto:training@loftyperch.com)