


<p><b>SOKIEN</b></p> <p>Consulting and Training <a href="http://www.sokien.com">www.sokien.com</a></p> <p><a href="mailto:contact@sokien.com">contact@sokien.com</a></p> <p>+33 (0)6 62 35 85 68</p> <p>Sokien is certified by Qualiopi to carry out actions contributing to the development of skills under the category : Training activities</p>  <p><b>SOKIEN</b> We train you, at your place, at our place...</p>	<b>Ref : Training in the fundamentals of cybersecurity in an industrial environment</b>	
	<b>Educational objectives</b>	<p>Acquire the fundamental knowledge of good practices in cyber security "OT" (Operation Technology).</p> <p>Acquire the right reflexes to face cyber threats in an industrial environment.</p> <p>Discover tools and methods to detect risks and threats related to the use of digital tools in an industrial environment.</p>
	<b>Public</b>	Any user of digital tools in an industrial environment (connected machine tools, robotics, PC, tablets or smartphone)
	<b>Prerequisites</b>	<p>Know how to read and write in French.</p> <p>Have a terminal (PC, tablet, smartphone )</p> <p>Know the basics of using a digital tool.</p> <p>Have an internet access.</p>
	<b>Pedagogical Method</b>	<p>Intervention of a trainer in face-to-face or distance learning.</p> <p>Serious game SHIRUDO (tool that combines pedagogy and game).</p> <p>Creation of a documentary base of good practices.</p>
	<b>Evaluation</b>	<p>Continuous evaluation in the serious game SHIRUDO.</p> <p>Achieving a level of buoyancy greater than 80% during the basic missions confirms the acquisition of fundamental knowledge.</p>
	<b>Duration</b>	3 hours with a trainer in remote or face-to-face. The trainee will have to spend about 30 minutes during the training to complete 3 missions of the serious game and consult the 3 associated memos.
	<b>Pedagogical Resp.</b>	Christophe LOBA
	<b>Date</b>	To be planned
	<b>Registration deadlines</b>	30 days
	<b>Location</b>	Distance or face-to-face
	<b>Rate</b>	<p>390€ / trainee (access license to the serious game included) in distance learning.</p> <p>Decreasing rate according to the number of participants.</p> <p>Travel expenses are not included for face-to-face training.</p>
	<b>Modality</b>	<p><u>Typical flow :</u></p> <ul style="list-style-type: none"> <li>- Roundtable;</li> <li>- Presentation of objectives;</li> <li>- Realization of the positioning questionnaire ;</li> <li>- Presentation of the themes of the 3 missions of the serious game;</li> <li>- Training (see program below);</li> <li>- Questions and answers;</li> <li>- Completion of the post-training evaluation questionnaire.</li> </ul>
	<b>Program</b>	<p><b><u>The educational content</u></b></p> <p>The following topics will be addressed to provide an overview of cybersecurity risk in industrial environments:</p> <ul style="list-style-type: none"> <li>- Cybersecurity, what are we talking about?</li> <li>- What are the threats?</li> <li>- EO cybersecurity vocabulary and concepts.</li> </ul>



SHIRUDO

# Training program

Declaration number  
activity  
84380848638

- What are the differences or similarities between OT & IT?
- Connected objects or IoT.
- Industry 4.0 and its associated risks.
- A word about the IEC 62443, ISO 27019, 27032 and 38500 standards.
- The main prevention levers in the face of risks.
  - o Governance
  - o Technology
  - o Behaviors
  - o Concepts, structure & architecture

## The serious game

The serious game covers a wide range of topics related to cybersecurity: **Phishing, Malware, Internet, Authentication, Behavior, Ransomware, Downloading, Social engineering ...** 3 missions will be selected from the catalog in connection with the context and expectations of the customer.

Organized in micro-sessions of 2 to 10 minutes, the training immerses the learner in a futuristic universe with carefully designed graphics and a playful approach deliberately inspired by the world of comics.

During the course, through the various missions, the learner is confronted with various cyber threats, learns to detect them and react accordingly.

With simple texts accessible to all, the learner evolves in a variety of environments: home, workplace, bank, high school, laboratory, factory.... All of these contexts are likely to be encountered in the course of one's professional or personal life.

The learner completes the course at his or her own pace and can replay the missions as many times as he or she wishes within 30 minutes of the course.

At the end of each mission, a summary document of the best practices related to the topic is made available to the learner so that he/she can build his/her own documentary base.

Accessibility to people with disabilities: contact us to study the feasibility

*Terms and conditions and rules of procedure on request*