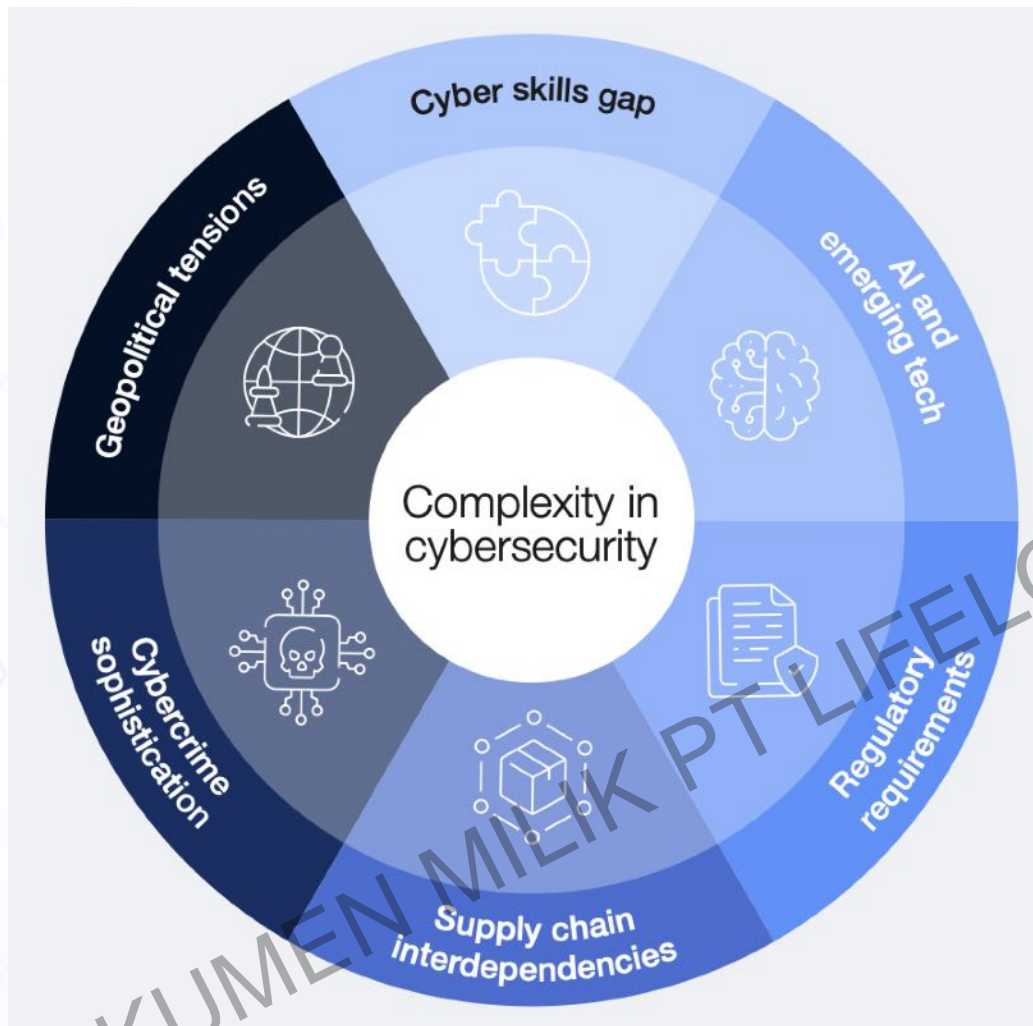


BUILD CYBER SECURITY TALENT FRAMEWORK

ATTRACTING PUBLIC & PRIVATE SECTOR INDUSTRIES

Presenting by :
Tin Tin Hadijanto
Country Manager of EC-Council

CYBER SECURITY IS BECOMING INCREASINGLY COMPLEX



1

Cybercrime sophistication

Cyber-enabled fraud on the rise, phishing and social engineering attack and identity theft becoming the top personal cyber risks

2

AI and Emerging tech

Will affect cybersecurity in the next 12 month but only 37% have processes in place for safe AI deployment

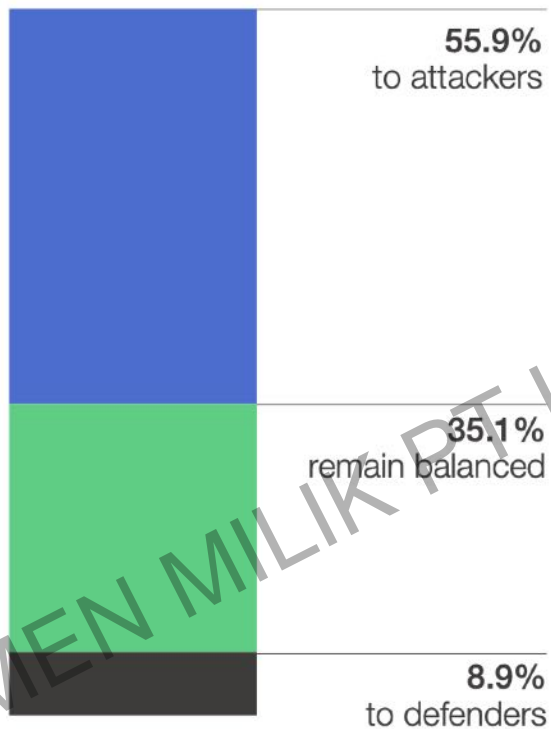
3

Cyber Skill Gap

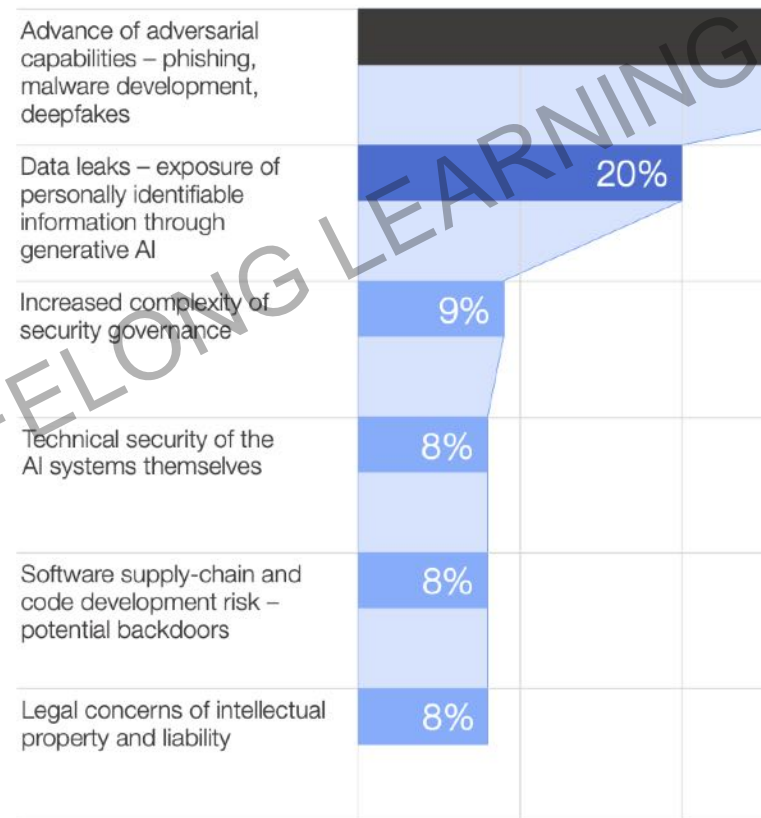
Widen since 2024, only 14% of organizations are confident that they have the people and skill required

Emerging technologies will exacerbate long-standing challenges related to cyber re

In the next two years, will generative AI provide overall cyber advantage to attackers or defenders?



What are you most concerned about in regards to generative AI's impact on cyber?



How AI impacting Education Sector

Positive Impact :

- ❖ Personalize Learning
- ❖ Adaptive Learning
- ❖ Automate Grading
- ❖ Enhanced Teaching Strategies
- ❖ Accessibility
- ❖ Increase Efficiency
- ❖ Promoted Creativity and Critical Thinking

Negative Impact :

- ❖ Over-Reliance on Technology
- ❖ Bias and equity concern
- ❖ Lack of Human Interaction
- ❖ Data privacy and security
- ❖ Cost of Implementation & maintenance
- ❖ Ethical consideration

Example AI Education:

- ❖ AI powered learning platform
- ❖ Intelligence tutoring system
- ❖ Automate essay scoring
- ❖ Virtual reality & augmented reality
- ❖ Gamified learning platform
- ❖ AI-Power Learning Management System (LMS)
- ❖ AI-Driven content creation



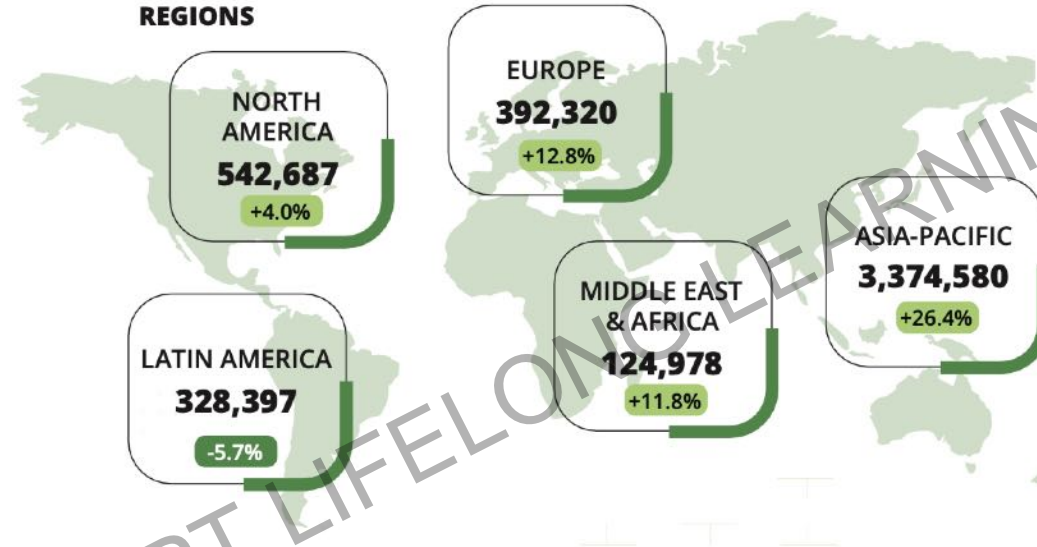
The cyber security industry has an urgent talent shortage

FIGURE 3

2024 Global Cybersecurity Workforce Gap

4,762,963 +19.1% YoY

REGIONS

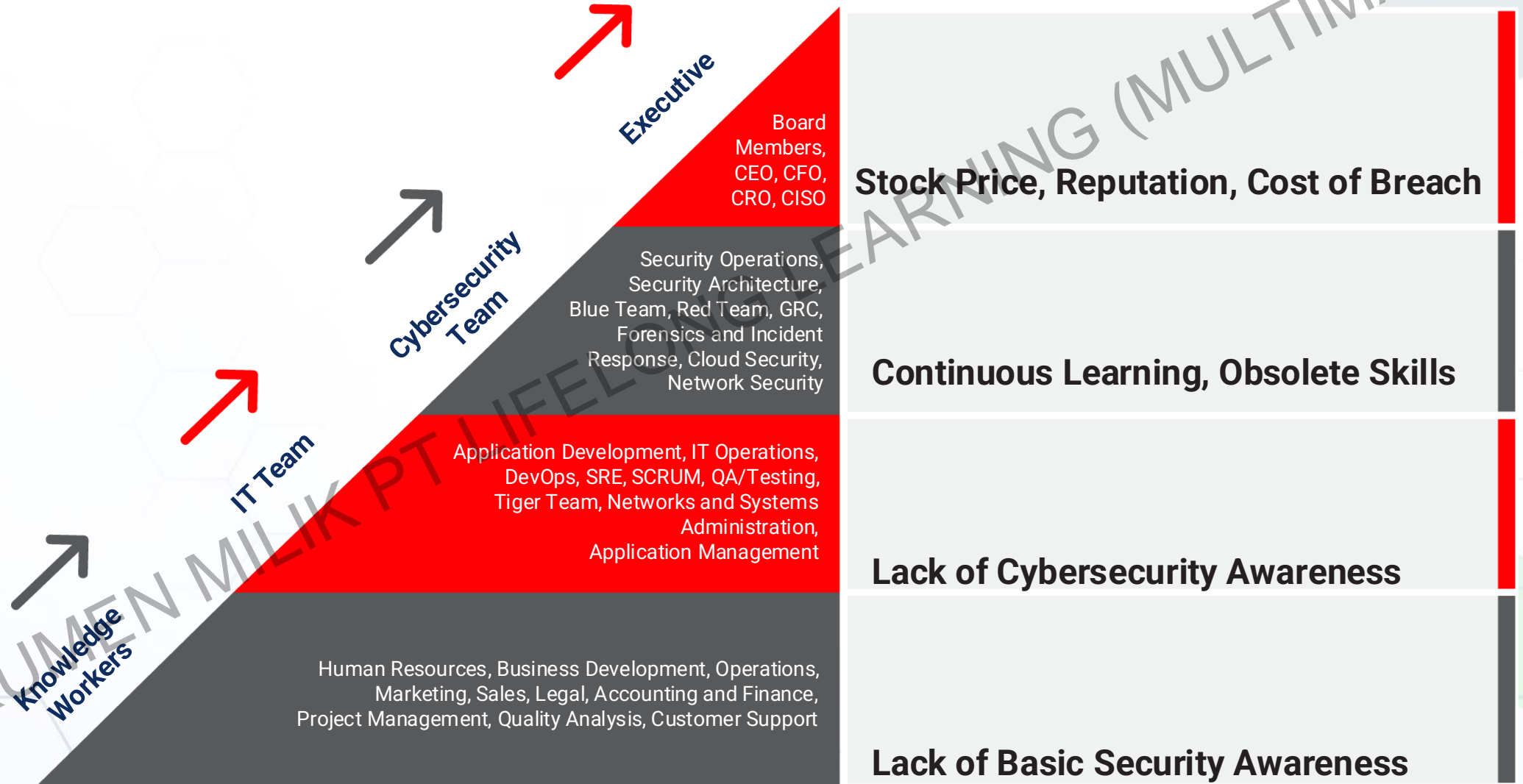


Two-thirds of organizations face additional risks because of cybersecurity skills shortages, yet only 15% of firms expect cyber skills to significantly ramp up by 2026, the white paper explains

Estimates suggest that by 2030 there could be a global talent shortage of more than 85 million workers leading to an estimated loss of \$8.5 trillion in unrealized annual revenue

Asia Pacific is 2.5 mil,

Skills shortages make it difficult to secure the organization.





EC-COUNCIL | ACADEMIA

**BRINGING WORLDCLASS CYBER SECURITY
PROGRAM and BUILDING A CYBER SECURITY
TALENT FRAMEWORK TO YOUR CAMPUS**

People are your greatest asset!



71% Reports Skills Shortage

Organizations report that the cybersecurity skills shortage has impacted them.

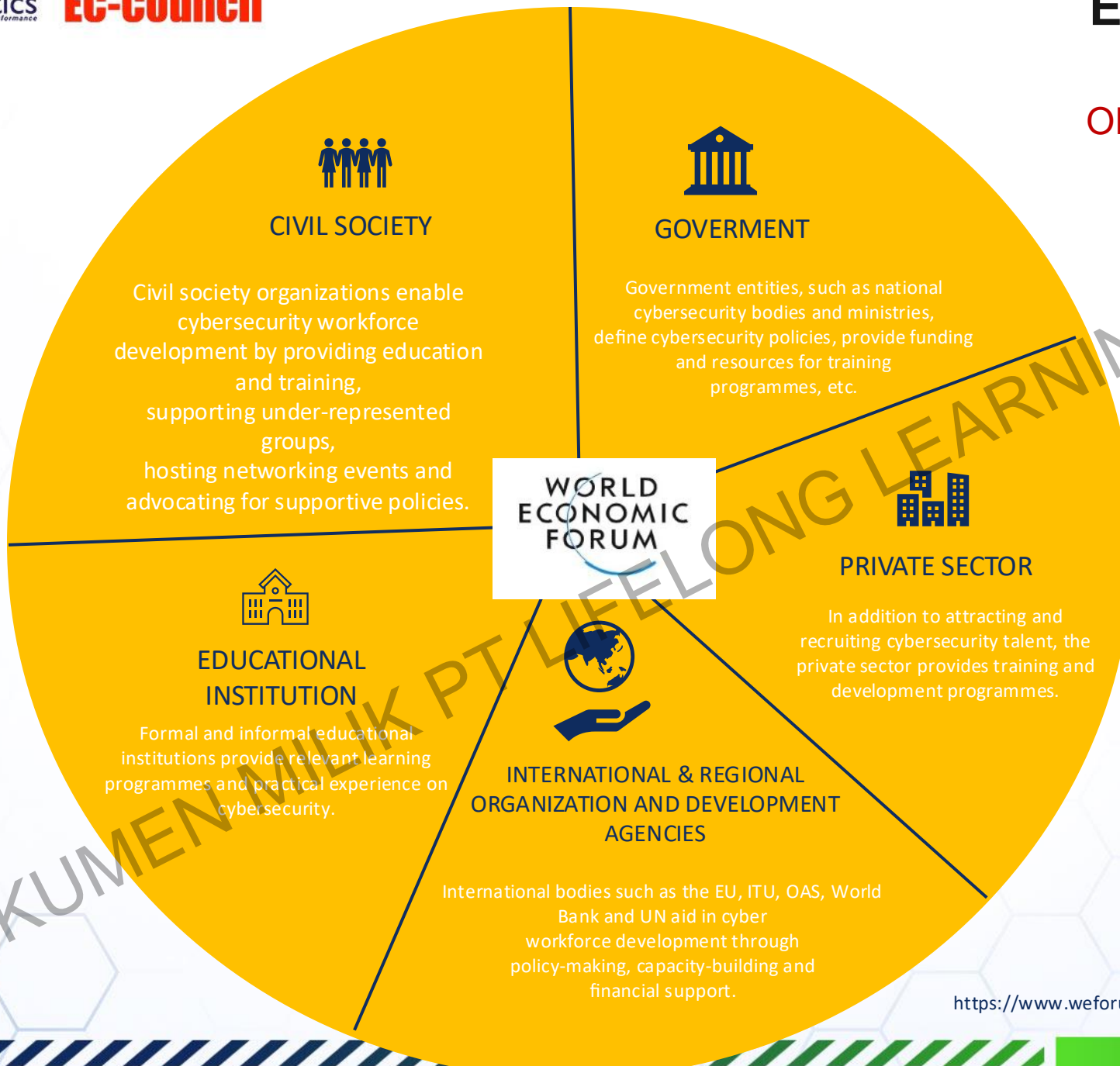
60% Fear AI Threat Defense Shortfalls

People fear that their organizations are not prepared to defend against AI-powered threats and attacks.

Upskilling is the Key to Success

Stats to be added.

Enable Cyber Security Talent



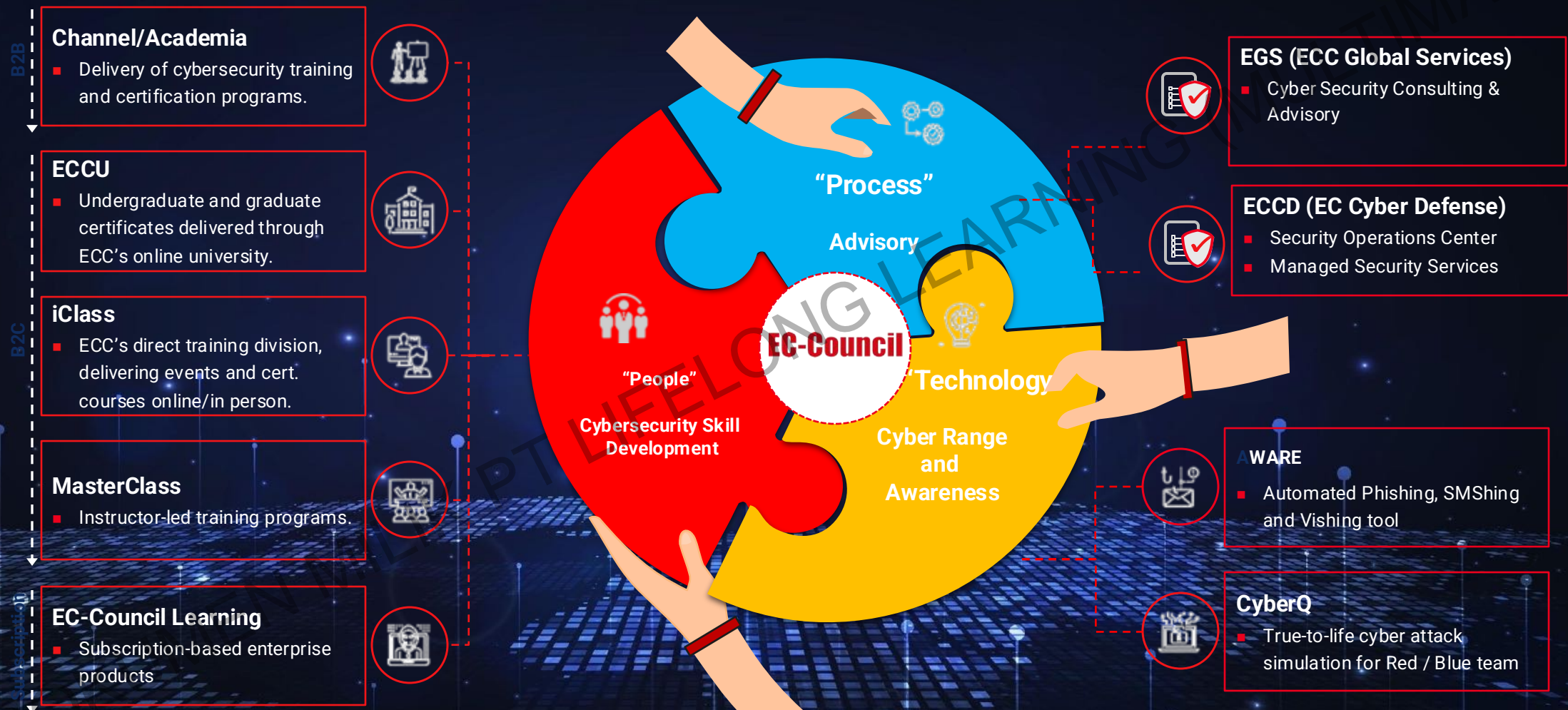
Objective

- Attracting talent into cyber security
- Educating & training professional
- Recruiting the right cyber security talent
- Retaining cyber security professionals

Sample of activities

1. Digital Talent Scholarship
2. Campus Merdeka Program
3. Center of Excellence
4. Universities engagement
5. Association Engagement
6. Cyber Security Community

<https://www.weforum.org/agenda/2024/04/cybersecurity-industry-talent-shortage-new-report/>



EC-Council | Academia

www.eccouncil.org/academia

Turnkey Academic Programs Leading to Industry Certifications



**FREE
Partnership**

**Student
Discounts &
Exam
Eligibility**

**Faculty
Scholarships**

**US DoD
Approved
Credentials**

**Capture
the Flag
Competitions**

STUDENTS | ALUMNI | FACULTY | EMPLOYEES

Setting the Industry Standard

The World's First Cybersecurity Program with a 4-Phase Learning Framework



C|EH v13

Meeting Industry Expectation

Core Strength of the C|EH

- Training Pedagogy
- Hands-on Labs
- Practical Learning
- CTF

EC-Council has achieved accreditation for the following certification : Certified Network Defender (CND), Certified Ethical Hacker (CEH), Computer Hacking Forensic Investigator (CHFI), EC-Council Incident Handler (ECIH), and Certified Penetration Testing Professional (CPENT). Candidates who complete these programs can earn college credit recommendations from the American Council on Education (ACE). Click [here](#) to see our information release policy

Meeting the international standards in professional training and certification

CNSS

Committee on
National Security
Systems



NSA

National Security
Agency USA



NICE

National Initiative
for Cybersecurity
Education



NCSC

National
Cybersecurity
Center, UK
(part of GCHQ)



ANSI 17024

American
National
Standards
Institute



DoD

Department of
Defense Directive
8140



CREST

Pentesting
& SOC Accreditation



.....ACE Accreditation USA , Hong Kong Monetary Association, Singapore CET, Malaysia KOMLEK, Philippines Cyber Battalion.....

Factors that reduced the average breach cost

In this analysis, IBM looked at 28 contributing factors.

AI and automation lowers costs,
High level of cyber skills shortage raises them.

Key factors that reduced costs

- 1. Employee training
- 2. Use of AI and machine learning

Organizations encounter general upskilling challenges

Finding the right training (42%), ensuring training is the right fit for the AI tool (49%) (pluralsight)



Figure 25. Cost difference from USD 4.88M breach average; measured in USD

EC-Council's Solutions

ECL Enterprise, EC-Council Certifications and Trainings

C|EH, ECL AI Cybertool kit

C|SA, C|EH, E|CIH+CEH

C|EH + E|CIH

E|CES + C|EH, C|HFI

C|TIA + CEH

E|CDE + CCSE

E|CIH + C|ND

C|ND, C|EH

C|TIA + CEH

C|SA + CEH

C|PENT, C|EH

Tools related

Tools related

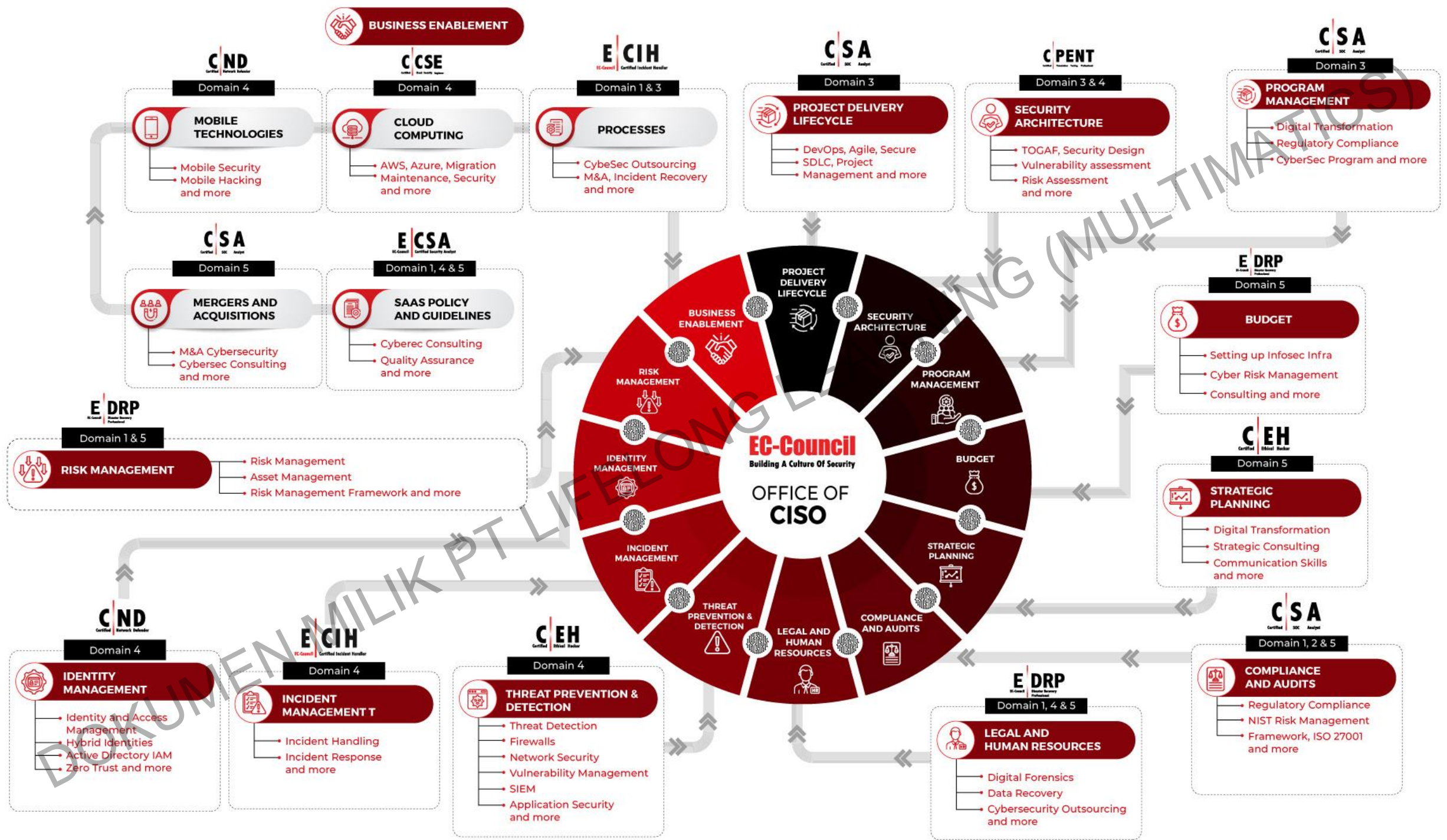
C|ND

C|CISO Experience

C|CISO

C|CISO

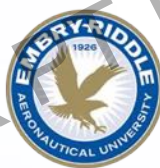
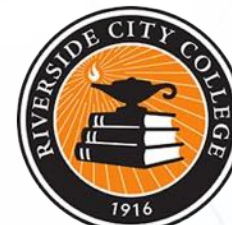
EC-Council has the solution for many factors responsible for reducing the average breach cost.



A low-angle shot looking up at a bright blue sky with wispy white clouds. Several black graduation caps (mortarboards) are in the air, some being tossed and others held by hands reaching up from the bottom of the frame. The hands belong to graduates wearing black gowns with gold-colored patterns on the sleeves. One hand on the right is wearing a silver watch and a purple and white striped shirt cuff is visible.

EC-COUNCIL | ACADEMIA

PARTNERSHIP WITH UNIVERSITY GLOBALLY



SUCCESS WITHIN REACH.





FAKULTAS
TEKNIK



UNIVERSITAS
ISLAM
INDONESIA



UNIVERSITAS
ATMA JAYA YOGYAKARTA
serviens in lumine veritatis



UNIVERSITAS
KRISTEN
MARANATHA



UNIVERSITAS
TEKNOLOGI
DIGITAL
INDONESIA



PRADITA
University



UNIVERSITAS CIPUTRA
CREATING WORLD CLASS ENTREPRENEURS



UNIVERSITAS
INTERNASIONAL
BATAM



USK
UNIVERSITAS
SYIAH KUALA



UNIVERSITAS
MERCU BUANA



HORIZON UNIVERSITY INDONESIA
KARAWANG



polibatam



POLITEKNIK NEGERI
MALANG

Politeknik Caltex Riau



POLIBAN



IHS
Politeknik Jakarta Internasional



SMK IT
IHSANUL FIKRI
MUNGKID



SMK Telkom
Purwokerto

Strategic partner:



SINERGY ACADEMY



Specific Academia Syllabus

Based on 12-week courses that constitute 3 credit per course. Each course entails at least 100 hour of work (reading, online discussion, Forum Posting, Assignment, papers and supplementary requirement



**Gain
Knowledge**

Percentage	Points	Grade	Comments	Quality Points Earned
90–100%	360–400	A	Superior Attainment of Course Outcomes	4.0
80–89%	320–359	B	Good Attainment of Course Outcomes	3.0
70–79%	280–319	C	Acceptable Attainment of Course Outcomes	2.0
60–69%	240–279	D	Poor Attainment of Course Outcomes	1.0
0–59%	000–239	F	Non-Attainment of Course Outcomes	0.0

S. No.	Assessment	Details	Points
1	Course Discussion Threads	There are 13 discussion threads (each worth 4 pts.)	52
2	Assignments from Reading	There are 11 assignments from reading (each assignment is worth 6 pts.)	66
3	Lab Assignments	There are 24 lab assignments (each worth 4 pts.)	96
4	Course Quizzes	There are 36 quiz questions (each worth 1 pt.)	36
5	Research Project	There is 1 research project (worth 50 pts.)	50
6	Final Exam	There is 1 final exam (worth 100 pts.)	100
Total Points:			400

Provide Official EC-Council Course Shells LMS solutions

No more manual entry of academia syllabus include course learning outcomes, Objective, weekly lesson plan, assignment, quizzes and more

Course Shells Available Via:

(LMS License(s) Required. Terms and Conditions Apply.)

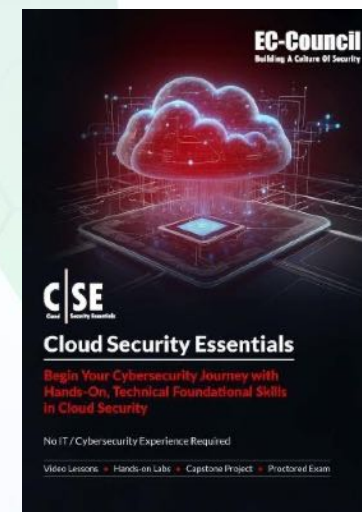
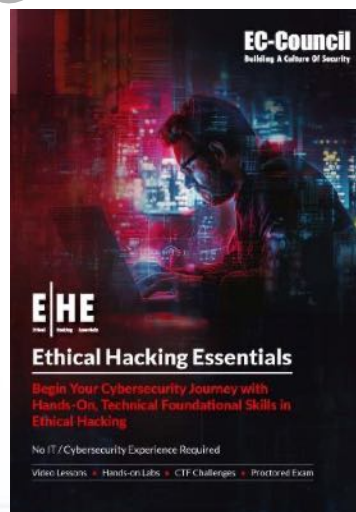
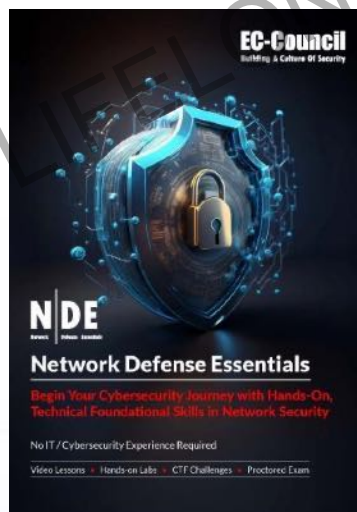


- ❖ Fully design EC-Council course
- ❖ Automation grading control
- ❖ Quiz question and weekly assignment
- ❖ Video
- ❖ Exam eligibility and Voucher information



Military-grade Enterprise Solutions

8 CYBER ESSENTIAL



<https://www.eccouncil.org/train-certify/essentials/>

TURN KNOWLEDGE INTO PERFORMANCE

Message from our CEO



“ We believe that the best way to **learn cybersecurity is by doing**. That's why we built the Hackerverse. Whether you're a beginner taking your first steps or a seasoned pro sharpening your skills, this platform is designed to challenge, inspire, and push you to think like a hacker.

CTFs are more than just puzzles; they're real-world scenarios that train you to think critically and solve problems under pressure.

The Hackerverse is here to help you grow, compete, and connect with a global community of cyber enthusiasts. ”

- Jay Bavisi,
Group President, **EC-Council**





The HACKERVERSE



What is The Hackerverse?

Hackerverse is a global cybersecurity skills ecosystem designed by **EC-Council** to support and advance the cybersecurity community worldwide.

- **Hackerverse CTF**
- **Certification Labs**
- **CEH Global Competition**
- **Practice Labs & CTFs**



Enhance Awareness of Hackerverse CTF:

Expand reach among academic institutions, students, and the broader cybersecurity community at large with skills-based engagements.



Active Engagement and Participation:

Drive engagement in the monthly Hackerverse CTF by leveraging communities, social media campaigns, and outreach.



Establish Credibility:

Establish the Hackerverse CTF competition as a premier platform that connects academic knowledge with practical cybersecurity skills, empowering participants to excel in the field.



Core Strategies

Offering a free, turnkey CTF environment to develop skills

1

Build critical thinking skills and industry readiness

3

Conquer challenges, compete against peers, and win awards

5

2

Build confidence in skills and tools used in the industry

4

Gain Certificates and recognition for competing

CTF Competition Pillars



RELEVANT SKILLS

Showcase how challenges replicate common cybersecurity scenarios, preparing participants for practical applications across industry-relevant topics.



AWARDS & RECOGNITION

Promote cash and in-kind prizes as well as certificates that incentivize participation and celebrate achievements.



COMMUNITY ENGAGEMENT

Promote the sense of belonging in the cybersecurity community and networking through Discord.



COMPETITIVENESS

Focus on the thrill of competing, leaderboard rankings, and the recognition gained by excelling in cybersecurity challenges, month after month, all year long.



SHOWCASE SKILLS TO EMPLOYERS

Showcase skills to employers by bridging academic knowledge with practical expertise through CTFs, boosting resumes and career opportunities.

DOKUMEN MILIKET LIFELONG LEARNING (MULTIMATICS)







New challenges will be available last 9 days of each month, focusing on core themes in reverse engineering, malware analysis, forensics, cryptography, and offensive security.

Month	Theme
March	Reverse Engineering, Malware Analysis
April	Forensics, Cryptography
May	Offensive Security
June	Reverse Engineering, Malware Analysis
July	Forensics, Cryptography
August	Offensive Security
September	Reverse Engineering, Malware Analysis
October	Forensics, Cryptography
November	Offensive Security
December	Reverse Engineering, Malware Analysis

CTF Awards:

Hackerverse CTF award winners are offered cash or in-kind rewards each month, along with a shot at the End of Season awards.

Monthly Awards

 1st PLACE	\$2,500 in-kind EC-Council Resources* (or \$500 cash)
 2nd PLACE	\$1,500 in-kind EC-Council Resources* (or \$250 cash)
 3rd PLACE	\$1,000 in-kind EC-Council Resources* (or \$100 cash)
 4th-5th PLACE	12 months free access to microlearning cybersecurity video library*
 6th-10th PLACE	9 months free access to microlearning cybersecurity video library*
 11th-25th PLACE	6 months free access to microlearning cybersecurity video library*

End Of Season Awards

 1st PLACE	\$5,000 cash + 12 months free access to microlearning cyber security video library*
 2nd PLACE	\$2,500 cash + 12 months free access to microlearning cyber security video library*
 3rd PLACE	\$1,000 cash + 12 months free access to microlearning cyber security video library*
 4th-10th PLACE	\$200 cash + 6 months free access to microlearning cyber security video library*
 11th-20th PLACE	\$100 cash + 3 months free access to cybersecurity video library*