

Name: Section:			: number:
platform Lesson Objec	nttps://simplicable.com/new/technology- ctives: e to determine the types of Platform cologies estand the importance of platform techno- field of IT. evide an often-used application today that the different platform technologies.		Materials: SAS References: *https://simplicable.com/new/ technology-platform *https://www.cisco.com/c/en/u s/products/security/what-is-it- security.html
Productivity Tit's not alwa	Tip: ays that we need to do more but rather th	at we nee	d to focus on less."Nathan W.

A. <u>LESSON PREVIEW/REVIEW</u>

Introduction (2 mins)

Today, we will continue tackling the types of platform technologies. Before you continue with the lesson proper, please consider Activity 1 and accomplish what is needed.

Activity 1: What I Know Chart, part 1 (3 mins)

The table below shows some questions that are relevant to our Lessons. Please go through Column 2 and write in column 1 your answers on what you initially know about our topic. For the meantime, leave column 3 and get back to it once you reach activity 4.

What I Know	Questions:	What I Learned
	1. What are the other Type of	
	Platform Technologies?	
	2. What is Security Platforms?	
	3. What are the types of Security platforms?	



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B. MAIN LESSON

Activity 2: Pre-Printed Content Notes (20 mins)

{You may take down notes or highlight some important keys or make some outline of what and how you understood the topic}

Types of Platform Technologies

- Media Platforms platforms for media publishing and analysis with tool such as video transcoding streaming and recognition.
- **API Platforms** Cloud platforms for deploying APIs that are typically build around an API gateway that performs functions such as load balancing, latency reduction and rate limiting.
- Analytics Platforms Services for capturing, processing, analyzing and visualizing data. This may
 include tools for ingesting, processing, querying, and managing big data.
- **Security Platform** services such as firewalls, identity & access management directory services, certificates, compliance reporting, encryption, key management, and threat detection. Types of security platforms:

<u>Platforms based on a solution</u> - A common example of a platform based on a solution is an endpoint protection platform (EPP), which prevents file-based malware and unwanted or malicious applications from running and causing harm. Many EPP solutions also offer endpoint detection and response (EDR) capabilities for protection against threats that evade initial controls.

Another example of a platform based on a solution is a next-generation firewall NGFW, which combines the functionality of traditional firewalls with intrusion prevention, application awareness and control, integrated threat intelligence, and more.

<u>Platforms based on a SIEM or SOAR</u> - Platforms based on SIEM (security information and event management) technology offer visibility and meaningful insights by collecting, aggregating, and analyzing information from different sources.

An upcoming platform in the security industry is based on SOAR (security orchestration, automation, and response) technology. SOAR platforms are similar to SIEMs in that they aggregate, correlate, and analyze alerts. However, SOAR technology goes a step further by integrating threat



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intelligence and automating incident investigation and response workflows based on playbooks developed by the security team.

<u>Platforms based on a portfolio</u> - Portfolio-based platforms make it easier to integrate the products you use now, as well as scale with products you will want to use in the future. These platforms strengthen your security across network, endpoints, cloud, and applications. They improve collaboration across shared workflows and teams while helping you realize desired outcomes informed by measurable, meaningful metrics and analytics.

These platforms enable a higher level of automation, which accelerates the detection and remediation of threats and minimizes human error. Other attributes include centralizing policy management and harmonizing policies for both on-premises and cloud. Lastly, they integrate other vendors' technologies you might have, either out of the box or via APIs, enabling you to plug in your existing investments and reduce integration costs.

- Robotics Platform may include an operating system for robots with a framework for developing
 and deploying backend systems and services for robots on cloud infrastructure.
- **Internet of things (IoT) Planforms** may include an operating system for devices and a cloud platform with specialized APIs for internet of things in areas such as device management, IoT security and analytics.
- **AI Platforms** Services that are based on AI such as voice synthesis service and tools for building your own AI such as a machine learning API. This may also include environment for running your AI that are optimized for machine learning such as machine learning database.
- **Game Platforms** environments that are optimized for running game services such as backends for mobile games or massively multiplayer online games. Theses may include services such as 3D game engines, AR, and VR AIPs.



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	_	please write True if the Statement is True and False if the n the blank provided. (2pts each)
for building	your own Al such as a machi	t are based on Al such as voice synthesis service and tools ne learning API. This may also include environment for achine learning such as machine learning database.
transcoding 3) with s secur 4)	streaming and recognition. Robotics Platform may incluspecialized APIs for internet of ity and analytics. Database Platforms is service.	dia publishing and analysis with tool such as video ide an operating system for devices and a cloud platform of things in areas such as device management, IoT tes for capturing, processing, analyzing and visualizing processing, querying, and managing big data.
	-	ices such as firewalls, identity & access management e reporting, encryption, key management and threat
on your pape Activity 4: W This s Try to expre	er." Vhat I Know Chart, part 2 (2 r section serves as a review and ss how your knowledge has Activity 1 and write your ansv	rrections found at the end of this SAS. Write your score nins) d summary of what you have learned from todays' session changed by reviewing the questions in the What I Know yers to the questions based on what you know in the third
	Theck for Understanding (5 mast 10 types of platform Tech	nins) nologies and give at least 1 Example. = = = = =
5. 6. 7. 8.		= = = =



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A. LESSON WRAP-UP

Activity 6: Thinking about Learning (5 mins)

a) Below is a table that will serves as your work tracker for you to visualize and help you to be on track on how much work you have accomplished and how much work are left to do. Shade the day that corresponds to your accomplished activity.

You are done with the session! Let's track your progress

			Pe	erioc	11				Period 2					Period 3											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

b) Think about what you have learned by filling up your "My Learning Tracker". The students will write the learning targets, their scores, learning experience for the session and deliberately plan for the next session.}

Date	Learning Target/Topic	Scores	Action Plan					
What's the date today?	What module# did you do? What were the learning targets? What activities did you do?	What were your scores in the activities?	What contributed to the quality of your performance today? What will you do next session to maintain your performance or improve it?					

FAQs

Q:What is API gateway?

A: API gateway is a reverse proxy that routes request from clint to API services.

Q: What is Game Engine?

A: Game Engine is defined as being a set of software tools or API's built to optimize the development of a video game. This will typically include a game loop or at the very least a 2D or 3D rendering engine.

KEY TO CORRECTIONS

1) True 2) True 3) False 4) False 5) True