CYBER SWARAKSHA

A PROJECT REPORT

Submitted by,

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Under the guidance of,
Dr. VENNIRA SELVI

in partial fulfillment for the award of the degree of

BACHELOR OF TECHNOLOGY

IN

COMPUTER SCIENCE AND ENGINEERING

At



SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

PRESIDENCY UNIVERSITY

BENGALURU

JANUARY 2025

PRESIDENCY UNIVERSITY

SCHOOL OF COMPUTER SCIENCE ENGINEERING

CERTIFICATE

s is to certify that the Project report "CYBER SWARAKSHA" being submitted "S AJAY KUMAR", "DARSHAN S", "PAVAN N", "SURYA KIRAN B" ring ROLL number(s) "20211CCS0097", 211CCS0098", "20211CCS0168", "20211CCS0141" in partial illment of the requirement for the award of the degree of Bachelor of hnology in Computer Science and Engineering is a bonafide work carried out

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DECLARATION

hereby declare that the work, which is being presented in the project report itled CYBER SWARAKSHA in partial fulfillment for the award of Degree of chelor of Technology in Computer Science and Engineering, is a record of own investigations carried under the guidance of Dr. VENNIRA LVI, Professor, School of Computer Science Engineering & Information ence, Presidency University, Bengaluru.

have not submitted the matter presented in this report anywhere for the award of any other

ree.

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ABSTRACT

iness simulation cyber security games provide an immersive and interactive platform for viduals to enhance their understanding of cyber threats and security measures. These games in simulate real-world scenarios, allowing players to experience the challenges of protecting sitive information and systems from cyber attacks. By engaging in these simulations, ticipants can develop practical skills in identifying vulnerabilities, implementing security tocols, and responding to incidents effectively. Business simulation cyber security games mote a proactive approach to cybersecurity awareness and training. They encourage players hink critically, make strategic decisions, and collaborate with team members to safeguard ital assets. Through gamification, complex cybersecurity concepts become more accessible engaging, fostering a culture of continuous learning and improvement in the realm of cyber ense.