

Cisco Cyber Games

Americas 2026

Ethical Hacker Edition



Instructor Launch

March 16, 2026

Objectives

- To raise awareness and develop cybersecurity talent in the Americas.
- Support teacher training in Cisco NetAcad's Ethical Hacker course.
- Helping academies recruit new members.
- Accelerate the learning process of students.
- Promote the Cisco Certificate in Ethical Hacking.
- Promote competition between educational institutions.
- Create a hands-on competition for students with engaging architectural use, solving real-world lab challenges in a gamified environment.
- Recognize the commitment of instructors, gyms, and ASCs.
- Engage the NetAcad Americas community in collaborative work.

Cisco Cyber Games Americas Walkthrough and Timeline

Instructor Training



Registration
9.18.25 - 10.1.25

**Master Class
Kickoff**
10.7.25

Training Schedule
• *10.7.25 - 11.11.25*
Tuesday Evenings
• *5pm-7pm EST / 2pm-4pm PST*

Student Marathon



**Student Recruitment
and Registration**
Starting February 2026



Cyber Games Student Marathon
03.23.26 - 06.14.26
Launch Event: *3.24.26*

Capture the Flag Challenge



**Student Recruitment
and Registration**
June 15-24, 2026



**Capture the Flag Challenge
Awards for ASCs, Academies,
Instructors & Students**
June 30, 2026

Steps to participate and improve performance in the Cyber Games Marathon

1

Organize your academy for Cyber Games of 12-weeks from **March 23, 2026** to **June 14, 2026**



2

Assign a **dedicated instructor** to manage the class and answer questions from students.



3

Open one 'Ethical Hacker' class in [netacad](#). Academies may use either the self-paced or instructor-led option.



4

NetAcad Academies instructors must **name open classes** with the following text at the beginning: `<#CyberGames_... >`



5

All academies and instructors wanting to participate must **register via this** and agree to the Terms and Conditions.



6

The academy **promotes the course** in the community and enrolls students *who should not start before* March 23, 2026.



7

Instructors must have all students **complete the course** by [June 14, 2026](#).



8

Compete for **prizes and earn recognition** for Academies, Instructors, and ASCs. Students will receive a **certificate and digital badges** and ability to participate in the Capture the Flag challenge.



Course Overview

The Ethical Hacker course equips learners with the skills to proactively discover vulnerabilities before the adversaries do. Learners master the art of scoping, executing, and reporting vulnerability assessments, and recommend mitigation strategies.

Benefits

Through engaging online curriculum and real-world like hands-on labs, students develop essential workforce readiness skills, laying a solid foundation for successful careers as ethical hackers or penetration testers.

Prepare for Careers

- ✓ Gain the skills needed for associate-level job roles, such as Ethical Hacker, Penetration Tester, Vulnerability Assessor.

Course Details

Target Audience: College/university students or secondary and vocational school students

Estimated Time to Completion: 70 hours

Prerequisites: Entry-level cybersecurity knowledge equivalent of Cybersecurity Essentials, and basic programming knowledge

Course Delivery: Instructor-led and Self-paced

Learning Component Highlights:

- ✓ 10 modules and 75 practice activities
- ✓ Interactive activities and quizzes
- ✓ 1 final exam
- ✓ 1 skills based assessment

Course Recognitions: Digital Badge

Recommended Next Course:
CyberOps Associate, Network Security



Requirements

- ASC Alignment Required: Recommended
- Instructor Training Required: Recommended
- Physical Equipment Required: No

Cyber Games Marathon 2026 Details



Duration

12 weeks (70-hour course)



Level

Intermediary



Mode

Online, self-study, or instructor-led

Benefits

Instructors / Academies / ASCs

Recognitions, visibility and awards

Certificate

Virtual trophy

Cisco Store Kit

Attracting new students

Students

Free training

Sessions with Experts

Digital badges and certificates

Participate in the Cyber Games – Capture the Flag Challenge

Awards and Recognition



*IMPORTANT: Only students who obtain a grade equal to or greater than 70% in any attempt of the final exam will receive the digital badge. Students who have already received the badge of this course at some point will not receive it again.

Cyber Games Marathon Recognitions by Region



Regions:

US & Canada Cluster

Mexico, Peru and Brazil Cluster

South America Cluster:

Argentina, Bolivia, Chile, Colombia, Costa Rica, Ecuador, Paraguay, Uruguay and Venezuela.

Central America and Caribbean Cluster:

Anguilla, Antigua and Barbuda, Barbados, Belize, Bermuda Islands, British Virgin Islands, Cayman Islands, Costa Rica, Dominica, Dominican Republic, El Salvador, Guatemala, Guyana, Haiti, Honduras, Jamaica, Montserrat, Nicaragua, Panama, Puerto Rico, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Vincent and the Grenadines, Saint Martin, Georgia South and the South Sandwich Islands, Suriname, Bahamas, Trinidad and Tobago & Turks and Caicos Islands.

Criteria:

The awards will recognize the best instructors and academies.

The number of students who completed the course (SC) and the convergence rate of participating students (SP) toward completion. The sum of all open classes will be considered.

Academies and Instructors:

Top 3 – Certificate of Recognition

$$= \frac{SC}{SP} + 100 \times \frac{SC}{\text{Total SC of the Marathon}}$$

Cyber Games Marathon Overall Recognitions and Awards



Criteria:

The awards will recognize the best instructors, academies and ASC.

For instructors and academies: number of students who have completed the course (SC) and the convergence rate of participating students (SP) toward completion. The sum of all open classes will be considered.

$$= \frac{SC}{SP} + 100 \times \frac{SC}{\text{Total SC of the } \textit{Marathon}}$$

For ASCs: the number of academies linked to the ASC and the sum of their scores at the academies (according to the formula for academy winners).

$$= \sum \text{participating academies}^2 \times \sum \text{score from academy formula}$$

Awards:

Top 10 Academies and ASCs:

Certificate of Recognition and Virtual Trophy.

Top 15 Instructors:

Certificate of Recognition and Cisco Store kit.

Recognitions & Awards Capture The Flag Challenge



Criteria:

Winning students: The first students to finish with the highest score on the Capture The Flag platform.

Students:

The **Top 10** will receive a Certificate of Recognition and a Cisco Store kit.

All participating students who complete at least 25% of the challenge will receive a **Certificate of Participation**

Instructors & Academies:

Top 10 instructors and academies associated with Cyber Champions will receive a Certificate of Recognition.

Cisco Cyber Games website

Terms and Conditions

Cisco
Networking
Academy

All information and marketing pieces about Cyber Games are available at:

<http://cs.co/CyberGames2026>

Marathon Terms and Conditions is available at: http://cs.co/TC_CyberGames2026



Cisco Cyber Games Student Kickoff

Cisco Networking Academy

March 24, 2026 at 10AM EST

Registration

link: <http://cs.co/9002hp3WQ>



Students interested in participating that are not part of a competing academy can start the self-study course by enrolling at: <http://cs.co/9002hp3ps>



DEMO – Opening a course and
registering the course

Thank you!

