NOVA CYBERSECURITY LAB GLOSSARY

The Cybersecurity Lab contains terms that may be unfamiliar to educators and students. In the game, these terms are highlighted with definitions that appear as mouse-overs. Below is a list of these terms and their definitions:

**Antivirus software**
Computer programs that can block, detect, and remove viruses and other malware.

**Backups/backing up files**
Extra copies of computer files that can be used to restore files that are lost or damaged.

**Bandwidth**
The amount of data that can pass through a network or part of a network per second.

**Botnet**
Multiple computers on a network that are infected with a program that can be controlled remotely. The infected computers are usually used to cause damage that couldn’t be achieved with a single computer.

**Computer network**
Two or more interconnected devices that can exchange data.

**Computer virus**
A computer program that can copy itself and cause harm in various ways, such as stealing private information or destroying data.

**DDoS**
A distributed denial of service attack attempts to make an online service, like a website, unavailable by overwhelming it with a flood of traffic from a team of computers.

**Doxnet**
A fictional virus modeled after the Stuxnet virus. Like Stuxnet, Doxnet is able to damage physical infrastructure.

**Encryption**
The process of using codes to make readable information unreadable. Encrypted information cannot be read until it is decrypted using a secret key.

**Firewall**
Software designed to block malware from entering protected networks.

**Hacktivist**
Someone who uses computers and computer networks to disrupt services or share secret information in an effort to draw attention to political or social issues.

**Internet service provider (ISP)**
A company or organization that gives users and devices access to the Internet.
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**Keylogger malware**
A program that records every key struck on a keyboard and sends that information to an attacker.

**Malware**
Software that harms computers, networks, or people. Includes viruses, worms, ransomware, and other computer programs.

**Phishing**
Attempting to trick people into revealing sensitive information, such as passwords and credit card numbers, often by using emails or fake websites that look like they are from trusted organizations.

**Ransomware**
A type of malware that holds victims’ computer files hostage by locking access to them or encrypting them. It then demands a ransom if the victim wants his or her files back.

**Server**
A computer or computer program that provides specific services on a network, such as an email server that directs emails and a web server that serves up web pages.

**Software**
Consists of code written in a programming language that instructs computers to perform specific tasks.

**Software patch**
A piece of software designed to update a computer program in order to fix a software vulnerability or improve the program.

**Software vulnerability**
A flaw or weakness in a computer program that hackers or malware can exploit to gain access to a system or damage it.

**Spam**
Unsolicited emails sent to many addresses. The purpose of most spam is to make money through advertising or identity theft.

**USB drive**
A data storage device that is used to store, back up, and transfer computer files.

**USB port**
A type of connection between devices that can exchange information and power supply.