

valur

Gamified Security Layer

From gaming to real-live protection



Who are we and what are we looking for?

- I'm Ignat Bobrovich, CEO and Founder of Valvur.AI - Gamified Security Layer
- We bring experience from gaming into the real world. Why does it matter:
 - High-load
 - Complex environment with high level of risks
 - Gamification principles supporting skills trainings
- We are open to both contributing in other projects and we are also proposing a project in our current field of work



What competences do we offer

- **AI:**

- Proprietary AI model for data processing (depersonalisation, ensuring privacy while ensuring full Agentic AI experience)
- On-premises data processing (suitable for large organisations and government level use)

- **PQC:**

- SDK for easy integration of PQC encryption

- **Engagement:**

- Gamified educational experiences, allowing to increase the efficiency of skills development



Concept proposal for open calls

PQC4ALL — a post-quantum-safe platform applying PQC encryption across sectors, combined with gamified micro-learning environments for cybersecurity skills training

- **Objectives:**

- Design and integrate PQC-resilient sensitive data protection layers for public sector
- Provide immersive learning experiences to ensure mass training of new skills
- Enhance personal data protection in Agentic AI environments, while enabling the necessary level of personalisation

- **Expected Impact:**

- SDK for integration of PQC Encryption in public sector
- Build awareness and competence among public sector representatives
- Validate PQC deployment in live settings.
- Seamlessly bridge legacy and quantum-safe infrastructure in a user-centric manner.



Potential consortiums: PQC and AI in cybersecurity

Potential projects:

Post-Quantum Cryptography in public sector and its mass implementation across various scenarios

AI in cybersecurity:

- > Predictive AI tools to increase safety
- > Generative AI tools to ensure mass skill trainings and development

Other opportunities include calls focusing on Generative AI and gamification for reskilling and skills development

For whom we can be good partners:

Cryptography researchers / PQC experts

Education institutions (schools/universities)

Vendors working with public sector

Software dev / UX teams

Public institutions



Bringing Protection From Gaming to the Real World

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