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Build an enterprise. Master IT.

Limpantuk CST is a game and learning simulator in development, built with Unity. Its goal is to connect the experience of building an enterprise with practical IT and cybersecurity learning.



BUILD

CONFIGURE

INVESTIGATE

VERIFY

ONE CONNECTED ENVIRONMENT

Computers and servers, networks, enterprise services, cybersecurity and physical access are brought into one virtual enterprise.

THE LEARNING APPROACH

Example: a workstation cannot get an IP address. Check its connection, network segment and DHCP settings, identify the cause and verify recovery. The focus is on understanding dependencies and the effect of each decision.

WHO IT IS FOR

Players

Build systems and solve technical problems.

IT learners

Practice a structured approach to diagnosis.

Educators

Explore scenarios for teaching connected IT concepts.

CURRENT STATUS

Implemented: models of hardware, networks, enterprise services, security and physical access; component workspaces and an initial campaign structure.

Ongoing: reliability, clear user actions and connected scenarios. Full product readiness has not yet been confirmed.

IN DEVELOPMENT

Available now: a bilingual website with interactive examples and a development diary.

Public access: no simulator download or testing date has been announced. Website examples are separate demonstrations.

For educators and potential partners

Get in touch to discuss learning needs, scenario ideas or possible collaboration.

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