Fortnite, safe zones and Hexnode

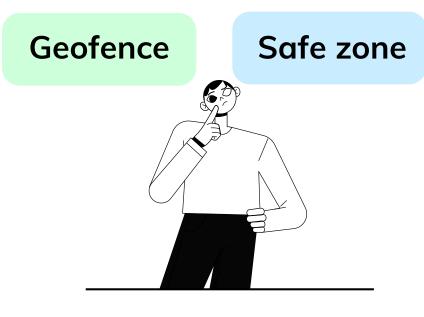
hexnode



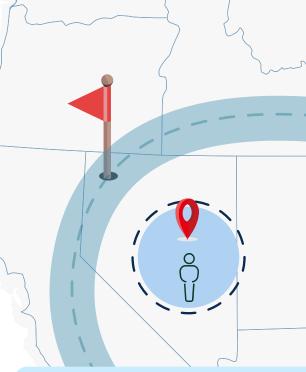


This is going to be a bizarre comparison so bear with me.

What does arguably the most famous battle royale game, i.e., Fortnite and a UEM, have in common? It is a far fetch, but, Geofencing and Safe zones are kind of close, aren't they? Or am I just dreaming?



What is a Safe zone in Fortnite?



let me explain it for the sake of an average millennial (or a noob as we gamers like to call them).

Most of you might already be aware of it. Well,

So Fortnite is an online multiplayer, where the game starts with 100 players on an Island. In the most popular version, players team up in groups of four.



The concept is that the player from your team need to stay alive until the end. Now every few mins, the map shrinks and before the time runs out, you need to get into the designated safe zone (called a storm in the game).

Since the map shrinks and players try to rush into the limited space on the map, they encounter other players. So, they eliminate each other to reign at the end.

What is Geofencing?



In capable UEMs like Hexnode, an IT admin can create a virtual fence around a geographical region.

Administrators can dynamically associate or disassociate policies and restrictions on the devices based on their location.

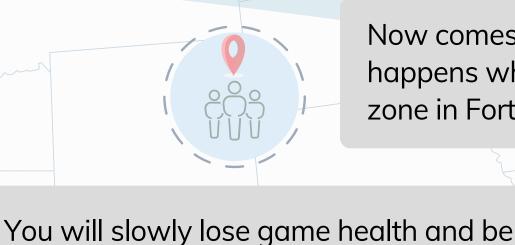
So, a user with Hexnode enrolled device associated with a Geofence policy restricting them to their work location in New York can only use the device inside the designated location.

Corporates use this for a number of reasons:

- To protect sensitive corporate information, employees are allowed to access the docs only when inside the premises.
- Usually, accessing corporate data through the company firewall and internet is considered safer.
- Applying dynamic policies based on the user location.

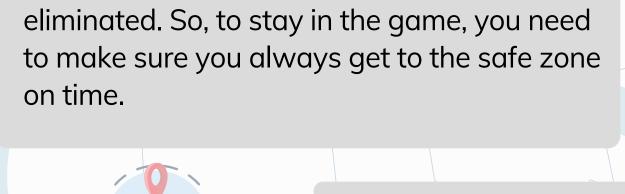


Safe zone and Hexnode



happens when you don't get inside the safe zone in Fortnite in the allotted time?

Now comes the bizarre comparison. What



In Geofencing, if you are not inside the geofence, corporates will restrict you from accessing most resources, and your device will be non-compliant. Basically, an eliminated device. Do you see what I'm getting at?



Fortnite dance will cheer you up.

Surely a weird comparison, but maybe the

hexnode