

Fortnite, safe zones and Hexnode

hexnode



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

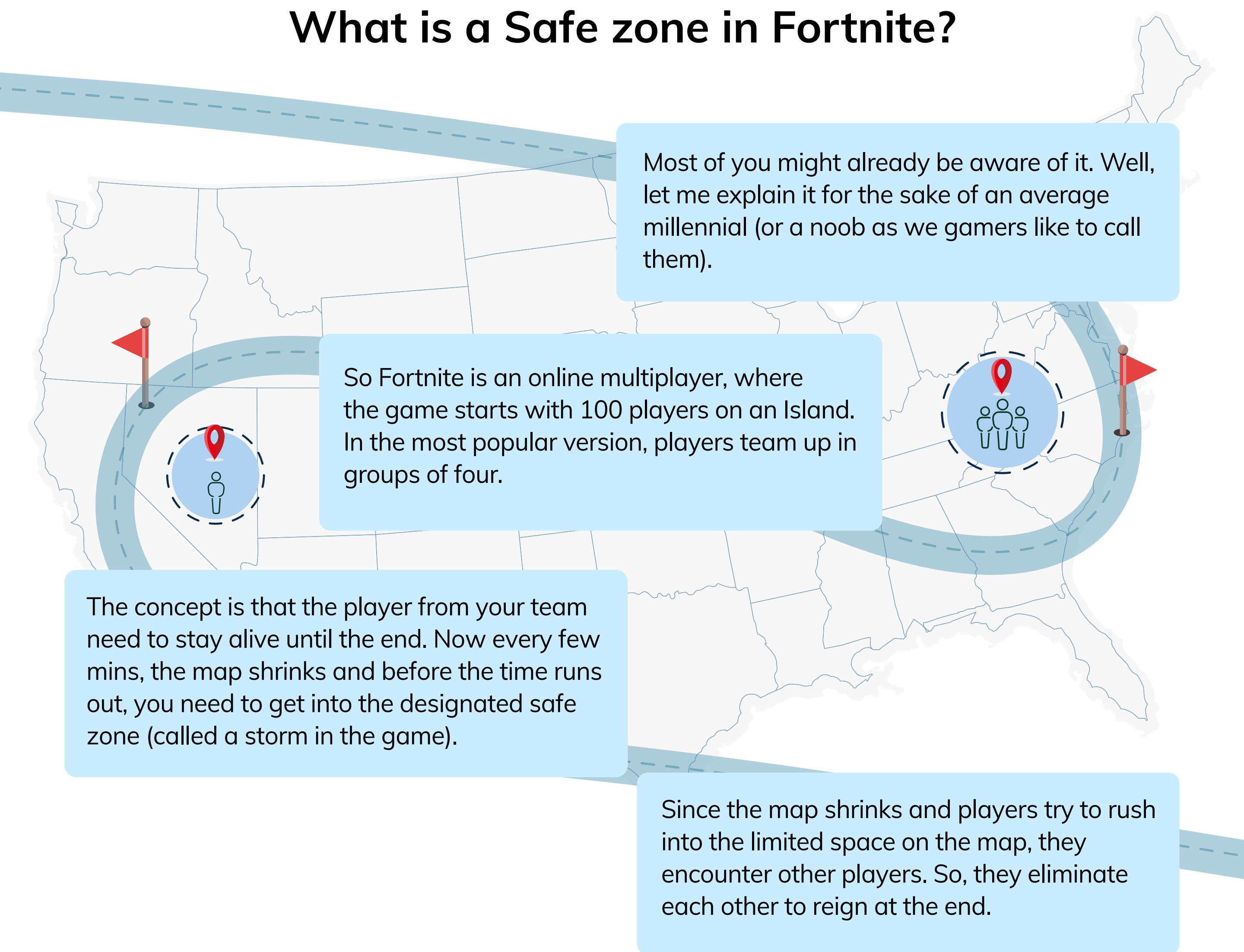
What does arguably the most famous battle royale game, i.e., Fortnite and a UEM, have in common? It is a far fetch, but, Geofencing and Safe zones are kind of close, aren't they? Or am I just dreaming?

Geofence

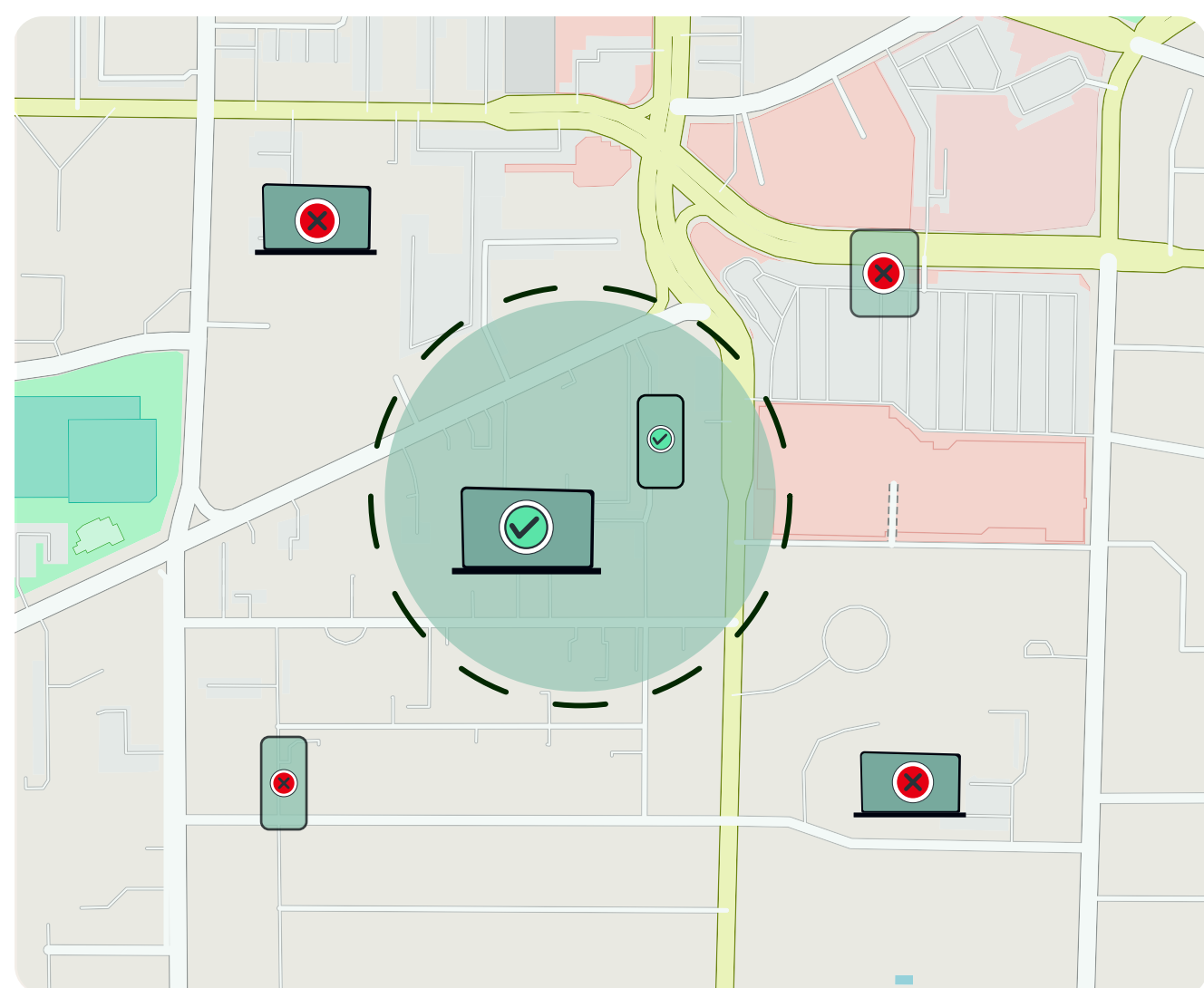
Safe zone



What is a Safe zone in Fortnite?



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

