

PFMA TRAINING

Brief History of Electronic Security

- a. Property to People
 - b. Early to current designs
 - c. Integration
 - d. Automated Systems
- 2) System Configurations
- a. Server Based
 - i. Physical Server
 - ii. Virtual Server
 - b. Cloud Based
 - i. Built in Web Servers
 - ii. Cloud Servers/Storage
 - c. Web Access
- 3) Access Control
- a. Software Types
 - i. Server-Client Architecture
 - ii. Cloud Based
 - b. System Components
 - i. Hardwired
 - ii. Wireless
 - iii. Offline
 - iv. Advantages of each
 - v. Uses for each
 - vi. Token Technology
 1. Contact
 2. Contactless
 3. Digital
 4. BLE
 - c. Lockdown
 - i. Why?
 - ii. How to Use
 - iii. Who has access
- 4) Video Surveillance
- a. VMS Systems
 - i. What is needed
 - b. Video Storage
 - i. Local and/or Cloud
 - ii. Compression
 - iii. Mobile access
 - c. Cameras
 - i. Types
 1. Fixed
 2. PTZ
 3. Multi-head
 4. Fish-Eye

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- ii. Measurements
 - 1. TV Lines
 - 2. Pixels
 - 3. Megapixels
 - 4. Frame Rates
 - 5. Compression
- iii. Analog
- iv. IP
- v. MP over Coax
- vi. Analytics
- vii. Onboard Storage
- viii. Monitoring Entire System
 - 1. Compliance Issues

5) Intrusion Systems

- a. Digital
- b. Wireless
- c. Verification

6) Personal Safety

- a. Employee Safety
- b. Where?
- c. What response?
- d. Evidence
- e. Mass Notification

7) Organization Communications

- a. Creating Communication Streams
- b. Communicating with Internal Teams
- c. Communicating with Outside Organizations