

SHERFOX LABS



AWAY DAYS



INVESTIGATIONS • TRAINING • RESEARCH • TOOLS • TEAMWORK



REAL WORLDS. REAL SKILLS. REAL IMPACT.
TOGETHER.

WELCOME

A DIFFERENT KIND OF AWAY DAY.

BRAINS FIRST · REAL KIT · A TOUCH OF CHEESE

SherFox Labs is the University of Southampton's operational digital forensics laboratory. We do casework, training and research, and we build the tools we need ourselves when the commercial market does not make them.

Away days are where we open the doors and let your team have a go. Everyone joins the BYTE Detective Agency, works a live case inside our fictional city of Cyberly, and finds out first hand why digital evidence is a fast, contextual and occasionally ridiculous art. No experience needed. No real distressing material. Biscuits provided.

This brochure covers who we are, what a day involves, the city it all happens in, the six cases your team can pick from, and how we look after the people in the room. Explore it all live at experience.sherfoxlabs.com, where every case has its own trailer.

THE SHERFOX PROMISE

Not magic. Just science, with wires, and a fox in a deerstalker who takes the tea break seriously.

Sarah

PROF. SARAH MORRIS · FOUNDER & LAB LEAD · CHURCHILL FELLOW

SIX SECTIONS

WHAT'S INSIDE.

SIX SECTIONS · ONE LIVING CITY · YOUR TEAM

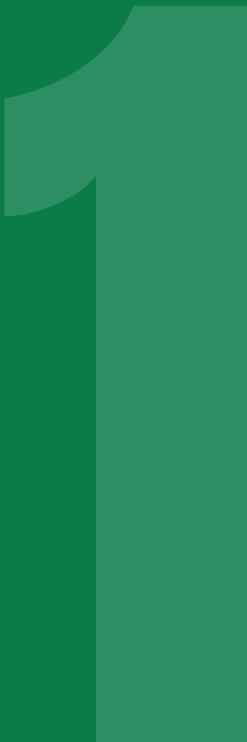
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The lab, the team, and why our away days feel different.
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The away day itself, a day in Cyberly, and why teams book us.
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The living fictional city we teach and research inside.
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Six real cases, each with a trailer and a live portal.
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Bases, blocks and extras, assembled your way.
-
- 06 MENTAL HEALTH FIRST** p. 24
Brains-first by design, adjustments, and support.
-

SEE IT MOVE

Reading is one thing, but the city comes alive online. Every case has a trailer, character videos and a live portal, all reachable from experience.sherfoxlabs.com.

SECTION ONE

WHO WE ARE.



A digital forensics laboratory inside the University of Southampton. Twenty-seven people, two hundred and fifty combined years of expertise, one purpose-built fictional city, and a touch of cheese.

05 **The lab & the team.** Who is in the den, and why that mix matters.

06 **Why away days.** Practitioner-led, hands-on, and built brains-first.

SECTION ONE · THE TEAM

ACADEMICALLY LED, OPERATIONALLY GROUNDED

THE DEN.

SCHOOL OF ECS · UNIVERSITY OF SOUTHAMPTON · EST. 2022

SherFox was founded in 2022 by Prof. Sarah Morris inside the School of Electronics and Computer Science, one of the UK's leading centres for cyber security. Most of the team hold day jobs in active practice and contribute to the lab alongside them, which keeps our hands in real casework every week.

27

PEOPLE

250+

YEARS

15

CPD COURSES

20+

AWARDS

100%

CASEWORK-LED



WHERE OUR PEOPLE COME FROM

Active practitioners across multiple agencies, NHS and forensic mental-health clinicians, solicitors and expert witnesses, plus professors, PhDs and a Churchill Fellow. That mix is the point.



WHAT SITS IN THE DEN

Custom forensic workstations, a fully stocked kit bench with chip-off, JTAG and RF, an immersive IoT crime scene room, and a shelf of home-built tools we made because nobody sells them.

WHY THIS SHAPE MATTERS

Operational casework feeds our research, and our research strengthens the community we serve. Away days are that same expertise, opened up and pointed at your team for a day.

SECTION ONE · THE DIFFERENCE

NOT A SLIDESHOW, NOT A TRUST FALL

WHY OUR AWAY DAYS.

REAL PRACTITIONERS · REAL KIT · REAL PROBLEMS

Plenty of team days involve a workshop and a laminated worksheet. Ours involve a case, a room full of evidence, and the same disciplines we teach working investigators. The forensics is real. The victims are fictional. The day is genuinely good fun.



PRACTITIONER-LED

Run by people who do this for a living, so the tasks ring true and the stories behind them are real.



HANDS-ON THROUGHOUT

Everyone is at the keyboard, on the bench, or at the scene. Nobody watches from the back.



BRAINS-FIRST

Wellbeing is woven in from the start, so the challenge stays fun rather than stressful. More on page 24.



BUILT IN CYBERLY

Everything happens in our fictional city, so it is rigorous and demanding with no exposure to distressing material.

WHO COMES ON AN AWAY DAY

- ▶ Corporate teams after a proper day out instead of the usual trust falls and flipcharts
- ▶ Law enforcement and public-sector groups wanting a hands-on introduction to digital forensics
- ▶ Universities, colleges and outreach groups after a taster with genuine depth
- ▶ Mixed-ability groups where everyone needs a way in, whatever their starting point

SECTION TWO

WHAT WE DO.



Immersive digital-forensics away days set inside Cyberly. Your team joins the BYTE Detective Agency, works a live case, and cracks it by the end of the day. No experience needed.

- 08 **The away day.** What it is, and who it is for.
- 09 **A day in Cyberly.** How a full day tends to run.
- 10 **Why book us.** What you get, and what is included.

SECTION TWO · THE OFFER

BRING YOUR TEAM, WORK THE EVIDENCE, CRACK THE CASE

THE AWAY DAY.

ESCAPE ROOM MEETS A REAL DIGITAL FORENSIC CASE

Your team spends the day as digital investigators. A case lands, already going wrong, and the room works it the way a real lab would. A SherFox facilitator runs the operation and tunes the difficulty to the people in front of them.

Think escape room meets a real forensic case. The villains are ours and the glory is yours. Because there is a mystery to solve, the kit matters, the teamwork matters, and the reveal at the end genuinely lands. Along the way people pick up real skills without ever feeling like they sat through a training course.



JOIN BYTE

Everyone is sworn in to the Bureau of Yotta-byte Technical Examination. Badges optional, biscuits mandatory.



WORK THE CASE

Scene, devices, data and clues, worked in teams that build the picture together from a live portal.



MAKE THE CALL

The day builds to a reveal where each team presents what it found and why.

THE SHORT VERSION

A team day with a proper story running through it, real forensic skills learned by doing, and a facilitator making sure nobody is lost and nobody is bored.

SECTION TWO · RUNNING ORDER

ONE CASE, START TO FINISH, IN A DAY

A DAY IN CYBERLY.

A SAMPLE FULL DAY · WE FLEX THE SHAPE TO SUIT YOU

Character videos land through the day, so briefings, suspect interviews and scene walk-throughs arrive as animated, voiced clips rather than slides. The city reacts as you work.

- 1 Sign-in and swag**
Tea, biscuits, a BYTE badge and your role for the day. The case is already waiting.
- 2 The briefing**
The operation lands. Something has gone missing or wrong, and Cyberly has jumped to the wrong conclusion.
- 3 Icebreakers**
Low-stakes puzzles to get people talking and thinking like investigators.
- 4 Working the scene**
Examine it, log it, photograph it, argue about it. This is where teams find their feet.
- 5 In the lab**
Seized devices, data recovery, analysis and OSINT, whatever your day is built from. Real equipment, real techniques.
- 6 The reveal**
Each team puts its case to the room. The evidence has to back it up.
- 7 Debrief and a decent cuppa**
What you found, what it means for real digital evidence, and where the story goes next.

Timings flex to your group and package. A half day is a tighter cut of the same thing.

SECTION TWO · THE VALUE

WHAT YOU GET ON THE DAY

WHY BOOK US.

REAL SKILLS · REAL STORY · BRAINS-FIRST

WHY TEAMS BOOK IT

- ▶ A team day people actually talk about afterwards, with a story running through it
- ▶ Real forensic skills, learned by doing, pitched to the room so nobody is lost
- ▶ Built brains-first, so it stays fun and low-pressure for everyone
- ▶ Run at SherFox in Southampton, or brought to your own site

WHAT IS INCLUDED

- ▶ All the kit, devices and puzzles, set up and ready to go
- ▶ A SherFox facilitator running the whole operation
- ▶ A live operational portal and case trailer for your chosen case
- ▶ Difficulty tuned live, with tasks that flex per person
- ▶ Quiet spaces and an optional debrief for anyone who wants one

PRICING

Prices vary with group size, length and travel, with group discounts as standard. Bursary-style rates for charities, students and public-good work, so ask early.

SECTION THREE

CYBERLY.

The fictional investigation universe we built ourselves. A whole city with its own laws, news desk, hospital, radio station, and an inexhaustible supply of well-dressed villains. It comes alive online as your case unfolds.

12 **The city.** What Cyberly is, and why it exists.

13 **The living world.** BYTE, VVI, the news desk, the radio, the rogues.



SECTION THREE · THE FICTIONAL CITY

EVERY BYTE HAS A STORY

WELCOME TO CYBERLY.

CYBERLYHQ.CO.UK · FOUNDED 1842, ALLEGEDLY

Cyberly is the fictional investigation universe we built ourselves. Founded in 1842 somewhere in the heart of England, quietly innovative, fond of tea, and suspiciously well supplied with clever cats. It is now home to one of the country's most active digital forensics ecosystems, several questionable AI experiments, and a holding company that pretends to be a consultancy.



WHY IT EXISTS

Forensics training has traditionally meant exposing people to real distressing material. We refused that trade-off. Cyberly lets us teach hard skills and run serious research without compromising the rigour, or the wellbeing of the people doing the work.



WHAT IT ACTUALLY IS

A mapped, populated, plausible city with its own laws, institutions and recurring characters. Synthetic devices that behave like real ones, cases that evolve, and IoT environments that mirror our physical scene room. A research-grade sandbox.

1842

FOUNDED

16+

CHARACTERS

404

FM RADIO

∞

TEAPOTS

SECTION THREE · THE ECOSYSTEM

HEROES, VILLAINS, AND A CITY THAT MOVES IN REAL TIME

THE LIVING WORLD.

ONE WORLD · MANY DOORS · SERVED WITH CONSENT



B.Y.T.E. DETECTIVE AGENCY

The Bureau of Yotta-byte Technical Examination. Cyberly's heroes, led by Lord Pixelington, powered by tea and hex dumps. When you train with us, you join it.



VILLAINOUS VENTURES INC.

Officially a consultancy. Actually a chaotic collective led by Professor Phoenix Marmalade, behind every case in this brochure, with servers buried beneath Biscuit Borough.



THE CHRONICLES & 404 FM

A city newspaper and a barely regulated radio station. Both publish live, so headlines, filings and broadcasts move as your case unfolds, not before.



THE ROGUES' GALLERY

Sixteen VVI cohorts, each a teachable moment. Silent Si does CCTV, Data Dave cooks the leaderboard, CodeMac Jimbob quietly carries the whole team.

EXPLORE THE CITY YOURSELF

cyberlyhq.co.uk holds the whole daft world, with the Cyberly Chronicles, 404 FM, the live Scales of Justice case at scales.cyberlyhq.co.uk, and a rolodex of every resident who will admit to existing.

SECTION FOUR

THE SCENARIOS.

Six real cases, one recurring villain. Every case has its own trailer, character videos and a live portal your team works from all day. The city comes alive as the story unfolds.

- 15 **Every case comes alive.** Trailers, character videos and a living city.
- 16 **Operation Scales of Justice.** The flagship. The dragon egg heist.
- 17 **The six case files.** Pick your operation.
- 18 **How cases scale.** Sizing, theming, and bespoke briefs.

SECTION FOUR · THE EXPERIENCE

NOT SLIDES, A LIVING CITY

EVERY CASE COMES ALIVE.

TRAILERS · CHARACTER VIDEOS · A LIVE PORTAL · A CITY THAT REACTS

The story is not a backdrop, it is the day. As your team works the evidence, Cyberly moves with it. Here is what that looks like in the room.



CHARACTER VIDEOS

Briefings, suspect interviews and scene walk-throughs arrive as animated, voiced cartoon clips, played in the room as the case turns. The story comes to you in moving pictures, not slides.



A TRAILER FOR EVERY CASE

Each of the six operations has its own trailer, so the team knows exactly what it is walking into before the first piece of evidence lands.



A LIVE OPERATIONAL PORTAL

Every case has a portal your team works from all day. Case board, evidence registry, exhibits and briefing notes, updated live as you build the picture.



CYBERLY ONLINE, IN REAL TIME

The Chronicles run fresh headlines, VVI file corporate paperwork, 404 FM broadcasts, and the odd leak surfaces, all while you work. The city reacts to what your team does.

TRY IT BEFORE YOU BOOK

experience.sherfoxlabs.com is a retro BYTE terminal where you can browse the six case files, watch the trailers, and build your own operation. Mind the VVI button.

SECTION FOUR · THE FLAGSHIP

CASE CYB-001 · THE DRAGON EGG HEIST

OPERATION SCALES OF JUSTICE.

THE FLAGSHIP CASE · LIVE NOW AT [SCALES.CYBERLYHQ.CO.UK](https://scales.cyberlyhq.co.uk)

A dragon egg vanishes on its opening night at the museum. Ninety seconds of darkness, an empty case, and a smug little note. The city has blamed the dragons. The evidence, as ever, has other ideas.

Six schemes, one missing egg, and a room full of the wrong suspects. There is an unauthorised crane, a set of terrible disguises, a tunnelling machine, and at least one wet paint bench that should have dried by now. Your team decides what really happened, and which of the six actually walked away with it. There is a fish tank in the museum that should not be there. Write that down.



WHAT THE ROOM WORKS

Examine the scene, analyse the seized devices, and follow evidence that has been laid to mislead. Crime scene, device analysis, and the discipline of not trusting the obvious.



THE FULL PRODUCTION

A trailer, character videos of the dragons and the suspects, and a live portal at scales.cyberlyhq.co.uk that evolves through the day as the Chronicles react.

FOCUS

Crime scene · seized device analysis · following misleading evidence. Scales cleanly from a half day to a full investigation with a courtroom-style finish.

SECTION FOUR · THE CASES

SIX OPERATIONS, ONE RECURRING VILLAIN

THE SIX CASE FILES.

VILLAINOUS VENTURES INC ARE BEHIND ALL OF THEM. OBVIOUSLY.

CYB-001 · THE DRAGON EGG HEIST

SCALES OF JUSTICE

A dragon egg vanishes on its opening night. Ninety seconds of darkness, an empty case, and a smug little note. The city blames the dragons. The evidence has other ideas.

Focus: Crime scene · seized devices · misleading evidence

 [trailer](#) ·  [live portal](#)

CYB-002 · THE GREAT TEA OUTAGE

TEAPOT TEMPEST

Every kettle in Cyberly has gone off the boil, and a city that runs on tea breaks is coming apart. One shop is suspiciously unaffected. Somebody nobbled the kettles.

Focus: Embedded devices · firmware · network forensics

 [trailer](#) ·  [portal](#)

CYB-003 · A STOLEN MOTORBIKE

MOUSTACHE

The Cyberly Comet is lifted from the Heritage Vault. The only witness swears the thief had a magnificent moustache. The bike's own systems tell a rather different story.

Focus: Surveillance · GPS & telematics · timelines

 [trailer](#) ·  [portal](#)

CYB-004 · THE BISCUIT FIDDLE

CUSTARD CREAM

Someone has been quietly emptying the biscuit budget, and the custard cream shelves are bare. The fiddle is hidden in the numbers. Find it before the city runs out of dunkers.

Focus: Data analysis · financial ledgers · the fiddle

 [trailer](#) ·  [portal](#)

CYB-005 · A SOGGY PHONE

SITTING DUCK

A burner phone is dredged out of the canal, wrapped in duck tape, hidden inside a rubber duck. Get what is on it before it dries out the wrong way. This lot is on borrowed time.

Focus: Electronics & hardware · recovery from damage

 [trailer](#) ·  [portal](#)

CYB-006 · A LOCKED VAULT

DEADLOCK

VVI has sealed the evidence vault behind a puzzle-lock and started the clock. Crack the trail across the building, room by room, before the drive wipes itself. Some pressure.

Focus: Escape room · puzzles · clue hunt across the venue

 [trailer](#) ·  [portal](#)

SECTION FOUR · SIZING & BESPOKE

THE SAME CITY, TUNED TO YOUR TEAM

HOW CASES SCALE.

HALF DAY TO AWAY WEEK · BEGINNER TO SEASONED



HALF DAY

One strong thread from a case, a couple of disciplines, and a tidy finish. A gentle first taste of the Cyberly treatment.



FULL DAY

The complete arc. Trailer, character videos, several disciplines, and a courtroom-style reveal off the live portal.



MULTI-DAY

Several of the six cases across a series or a proper away week, built around your objectives and skill levels.

TUNED TO THE ROOM

- ▶ Difficulty flexes live, so a mixed-ability group all get a way in and nobody is left behind
- ▶ Tasks split per person, so one leads on the kit while another works the paperwork, and both count
- ▶ Themed to your sector on request, whether that is finance, legal, health, education or public service
- ▶ Bring your own brief and we shape a fresh case around it, usually the most fun option of the lot

SECTION FIVE

BUILD YOUR DAY.

Think build-your-own. Pick a base, choose one of the six cases, stack the blocks your team fancies, and add a few extras. A day built around your people rather than a fixed script.

20 **The base.** How long, and what shape.

21 **The blocks.** The forensic disciplines, mix to taste.

23 **The extras & examples.** The trimmings, and two worked days.



LAYER ONE · THE BASE

EVERY STACK STARTS WITH A BASE

CHOOSE YOUR BASE.

ONE BASE PER DAY · PICK THE SHAPE THAT SUITS YOUR GROUP

The base sets the length of the day and how much of Cyberly your team gets through. Pick one, then stack the good stuff on top.

HALF DAY

THE STAKEOUT

One case module, icebreakers and a single discipline to focus on. A gentle first taste, good for shorter slots and smaller groups.

Price varies · group discounts

FULL DAY

MOST BOOKED

THE FULL INVESTIGATION

The complete BYTE experience. Trailer, case pack, several disciplines and a courtroom-style finish where the team makes its call.

Price varies · group discounts

MULTI-DAY

THE COLD CASE BOXSET

A tailored programme across several of the six cases, built around your objectives and skill levels. Run it as a series, or a proper away week.

Bespoke quote · group discounts

A ROUGH GUIDE

A half day carries one or two blocks comfortably, a full day carries four or five, and a longer programme can take several cases across the week.

LAYER TWO · THE BLOCKS

THE FORENSIC DISCIPLINES, MIX TO TASTE

STACK YOUR BLOCKS.

PICK YOUR OWN · WE TUNE EACH ONE TO THE ROOM

Each block is a hands-on discipline, run on real kit with fictional victims. Pick the ones your team fancies, and we flex each one per person as the day goes.

SCENE & RECOVERY

**Crime scene experience**

A staged scene worked methodically. What is here, what is missing, what got touched, all logged like the real thing.

**Seized device triage**

Phones, laptops and odd gadgets arrive as evidence. Teams decide what matters and in what order.

**Data recovery**

Deleted, damaged or hidden files pulled back from devices that would rather keep their secrets.

**Electronics and hardware**

Hands on real kit. Open it up, read the chips, and handle the failing drives and legacy formats that would rather stay unread.

ANALYSIS & INTELLIGENCE

**Data analysis**

Spreadsheets, logs and ledgers picked apart to find the pattern, or the fiddle, that gives someone away.

**OSINT**

Open-source detective work, using the public traces people leave behind without thinking.

**Surveillance and timelines**

Camera stills, GPS and telematics stitched into an account of who was where, and when.

**Multimedia and deepfake spotting**

Photos and video questioned and authenticated, including the increasingly useful art of catching AI-generated media.

**Document forensics**

A Word file is a zip archive with secrets. Find the back-dated draft, the swapped author and the hidden tab.

LAYER TWO · MORE BLOCKS

PUZZLES, PACE, AND THE BIG FINISH

MORE BLOCKS.

PUZZLES & PACE · START & FINISH · CARE

PUZZLES & PACE

**Escape-room puzzles**

Locks, ciphers and clues that gate the next part of the case until the team cracks them.

**Campus clue hunt**

The case spills out across the venue. Teams follow a trail of evidence from room to room.

**Ciphers and codebreaking**

Hidden messages, odd encodings and the satisfying moment they finally give way.

**Steganography**

Data hidden inside images and audio, because Cyberly's villains are nothing if not theatrical.

**The VVI curveball**

A mid-day twist. New evidence lands, Marmalade meddles, and the case turns on its head.

START, FINISH & CARE

**Icebreakers**

A gentle start that gets the room talking before anyone touches evidence.

**The reveal and debrief**

Each team presents its findings, then we unpack what really happened and why.

**Courtroom showdown**

The team makes its call and defends it, with a real sense of occasion.

**Newsroom react**

The Cyberly Chronicles run with your findings, for better or, gloriously, worse.

**Wellbeing breaks**

Proper breaks, quiet corners and tea, built into the running order rather than bolted on.

LAYER THREE · THE EXTRAS

THE BITS THAT MAKE IT YOURS

ADD YOUR EXTRAS.

SOME AS STANDARD · SOME TO ADD · ALL OPTIONAL

AS STANDARD

- ▶ A SherFox facilitator running the whole operation
- ▶ A live case portal and the case trailer
- ▶ Difficulty tuned live, with tasks that flex per person

YOURS TO ADD

- ▶ A quiet wind-down and debrief to close the day
- ▶ Courtroom-style finish and take-away workbook
- ▶ Pre-visit case pack, so the team arrives in character
- ▶ We come to you, or you come to SherFox in Southampton

TWO WORKED DAYS

THE HALF-DAY STAKEOUT

Teapot Tempest · icebreakers, seized device triage, a spot of network forensics, and the reveal. Two hours of proper investigation with tea throughout, which is rather the point.

THE FULL INVESTIGATION

Operation Scales of Justice · icebreakers, crime scene, data recovery, surveillance and timelines, the VVI curveball, and a courtroom showdown to finish. Trailer and case pack sent ahead, live portal all day.

SECTION SIX

MENTAL HEALTH FIRST

The work SherFox teaches can be heavy, so we balance it with humour, colour and more than a hint of cheesiness. The same care runs through every away day. Wellbeing is not an afterthought here. It is the design.

25 **Why, and what we do.** The problem in the field, and our answer.

26 **In practice.** On the day, and how we handle adjustments.

27 **If it takes a toll.** Where to turn for support.

SECTION SIX · THE PRINCIPLE

WELLBEING IS PART OF THE WORK, NOT AN AFTERTHOUGHT

BRAINS FIRST.

HARD SKILLS · SAFE SPACE · NO EXPOSURE COST

Digital forensics practitioners regularly confront some of the most distressing material imaginable, viewed repeatedly, often without adequate support. Cultures that prize stoicism over honesty mean many suffer in silence. We believe this has to change, and we build our teaching around that belief.



CYBERLY IS THE ANSWER

Every away day unfolds in our fictional city. The artefacts are technically representative and the cases are demanding, but the victims are entirely fictional. Nobody real is harmed for the sake of a good day out.



RESEARCH-BACKED

Prof. Sarah Morris's Churchill Fellowship investigates digital forensics mental health internationally, and SherFox contributes to national efforts to raise awareness and shift culture.

THE SHERFOX LINE

Mental health is not an afterthought to professional practice. It is part of professional practice, and it is part of every day we run.

SECTION SIX · ON THE DAY

LOW PRESSURE BY DESIGN

IN PRACTICE.

EVERY LEARNER MATTERS · EVERY ADJUSTMENT COUNTS



BRAINS FIRST

Nobody gets quizzed cold or singled out, teams move at a pace that suits them, and there is always a quiet corner to step into. Facilitators watch the room and adjust as they go.



LOW PRESSURE BY DESIGN

No surprise tests, no putting anyone on the spot. Tasks flex per person, so everyone contributes without being exposed.



SPACE TO BREATHE

Quiet corners on site, optional debriefs after heavier sessions, and facilitators who notice when a session is landing heavy and quietly ease the pace.



EVERYONE WELCOME

Beginners, sceptics and seasoned techies all get something out of it, whatever their starting point.

ADJUSTMENTS AND ACCESS

- ▶ Advance access to materials, alternative colour schemes, larger fonts and extra time where it helps
- ▶ Step-free access, seating preference, frequent rest breaks and quiet spaces on site where possible
- ▶ Assistive software and devices welcome, and a support person or interpreter arranged if you let us know
- ▶ Tell us what works before the day and we will confirm the plan in writing

SECTION SIX · SUPPORT

LOOKING AFTER YOURSELF IS PART OF THE JOB

IF THE WORK TAKES A TOLL.

NOT A SIGN OF WEAKNESS · GOOD FIRST PORTS OF CALL

Looking after yourself in this field is part of the job, not a sign of weakness. If you or someone on your team needs support, the following are good first ports of call. Talk to us during the day too, if anything is sitting badly.

SAMARITANS

116 123 · samaritans.org · 24/7, free, confidential

MIND

mind.org.uk · mental health charity · information, advice, local services

OSCAR KILO

oscarkilo.org.uk · wellbeing and psychological support for policing

UK COPS

ukcops.org · Care of Police Survivors, for families of officers who lost their lives

FOR TEAMS AND ORGANISATIONS

If you lead a team that handles heavy material, we can work with you on building trauma-informed approaches into your practice and culture. Not a tick-box exercise, an evidence-based process.

EVERY BUILD STARTS WITH AN EMAIL

START THE CONVERSATION.

REAL PEOPLE · REAL REPLIES · WRITTEN BY HUMANS, SENT BY HUMANS

Whether it is "book us a full day for the team", "we have a weird device and no idea what to do", or "tell me more about Cyberly", we would like to hear about it. Every route starts with an email, and a real person reads each one.



EMAIL

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PHONE

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WEB

experience.sherfoxlabs.com · sherfoxlabs.com · cyberlyhq.co.uk

LINKEDIN

linkedin.com/company/sherfox-labs

POST

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Southampton, SO17 1BJ

ABOUT OUR HOURS

We're academics, so patterns vary. The shared inbox is normally monitored 10:00 to 16:00 UK, Monday to Friday. Urgent? Put "URGENT" in the subject line.

BOOKING

Away days are arranged directly, with a quick chat about your group, your dates and whether we come to you. Group discounts as standard.

Bring your team. We will bring the case.

*"Brains,
heart,
& a touch
of cheese."* 

SHERFOX LABS.

AWAY DAYS · DIGITAL FORENSICS · EXPLOITATION · INTELLIGENCE

UNIVERSITY OF SOUTHAMPTON · ECS · EST. 2022

EXPERIENCE.SHERFOXLABS.COM · SHERFOXLABS.COM · CYBERLYHQ.CO.UK