

Working name: "Go Phish"

Project Vision:

I want my project to target an audience of less technically skilled / digitally unaware people and through my project provide an easy to use resource that is fun and engaging.

I want the mobile application to be a graphical (GUI) type of experience, allowing less technically skilled users to still be able to intuitively use my mobile application.

Training:

I want to design and implement a mobile based application that teaches the user how to identify potentially malicious emails (phishing attacks).

I want the mobile application to have a training mode to highlight common signs of a phishing attack (such as unsecure attached links), allowing the user to learn to pick up on the signs as well.

Testing:

I also want the mobile application to have a test mode, wherein the user tests themselves to see if they can identify a potentially malicious email from a genuine one.

I want the mobile application's test mode to keep a score of how many phishing emails were successfully identified and give the user a percentage of how many correctly identified phishing emails they have selected.

Project Research:

Earlier this year, the British government recorded that over a third of UK businesses were victim to a cyber crime in the past year, with 83% of businesses identifying the crime as a phishing-based attack. (Cyber Security Breaches Survey 2022, 2022)

In May of this year, a survey was completed which highlighted how many people owned smartphones from the year 2012 to 2022. The survey recorded that in 2022, 94% of participants, on average, owned a smartphone with 100% of participants owning one between the age groups of 25 - 34.