

On a scale of 1 to 10, 1 being low, how intuitive was the UI? 17 ⓘ

On a scale of 1 to 10, 1 being low, how intuitive was the UI?	Average	Minimum	Maximum	Count
Click to write Choice 1	6.76	2.00	10.00	17

On a scale of 1 to 10, how immersive was the UI? 17 ⓘ

On a scale of 1 to 10, how immersive was the UI?	Average	Minimum	Maximum	Count
Click to write Choice 1	7.12	4.00	10.00	17

Did the interface feel realistic? i.e. professional, not gimmicky or toyish. 22 ⓘ

Did the interface feel realistic? i.e. professional, not gimmicky or toyish...

Not really, the secretary kept steering the conversation towards random topics, it felt more like trying to jailbreak a Chatbot than Social Engineer a person

The message interface didn't feel very realistic. I felt that the icons and layout was reasonable for what SEPPTIC is trying to do.

yeah, it felt pretty professional

Yeah, pretty professional!

Yes. Felt like i was truly talking to a jerk aka Don Draper.

Somewhat-- it was simple but to-the-point. It did lack more company elements on the page.

In some ways it did yeah, but in others ways I feel that it didn't completely reflect what a real world scenario would really feel like.

Yes

Definitely, it looked like something I would expect to see with a real company.

Ah, it was more like a game than a simulation. At least in my opinion.

Did the interface feel realistic? i.e. professional, not gimmicky or toyish...

It did feel realistic. they seemed like real people and was a good test

The video was gimmicky

A little gimmicky especially because the buttons did not immediately give feedback in the conversations.

I think the interface was a good mix of the more professional email-esque business look and the progress bar which was more of a learning tool.

The UI felt pretty good.

It was a little toyish because it feels incomplete. It was also really hard to read, perhaps due to my laptop being in dark mode. It made it really hard to work with and kind of frustrating.

What are some thing, if any, that you would change about the UI? 22 ⓘ

What are some thing, if any, that you would change about the UI?

I could hardly see the text, it might have been because I was in dark mode

I would merge the dashboard and progress tabs. Right now, one is just a way to see your previous answers and the other is the way to input your answers. I'd rather just have them be in the same window

When I was just starting out, it wasn't very intuitive to me how to start. It took some clicking around to find the questions under the staff profiles and then figure out, oh I'm supposed to answer these questions by social engineering the corresponding person in my email list. If clicking the buttons on the main dashboard was more attractive, it could help

Make the progress bar load when things are completed

Don't know my own position in the company etc. Dont know who I am

I would add more to suggest that it was a corporate website used for communications between departments at Harvesta

Nothing I would change about the UI

Dark mode CSS is broken
Buttons also act weird

Maybe just a bit more guidance/instruction? I felt a little lost when I was starting out.

What are some thing, if any, that you would change about the UI?

if the user has dark mode it breaks the UI

No

Fix the text typed in dark mode.

I would change how the text color reacts to the dark/light mode. in its current state, it's unreadable in dark mode, which is my system default.

I think making the steps a little clearer would be helpful.

being able to change your name afterwards would be nice

I would add a small description/tutorial to show what the different tabs are and how to interact with them. I would also fix the dark mode compatibility.

On a scale of 1 to 10, how organic/natural did the interactions with the AI feel? 10 being most organic. 15 ⓘ

On a scale of 1 to 10, how organic/natural did the interactions with the AI...	Average	Minimum	Maximum	Count
Click to write Choice 1	6.07	1.00	10.00	15

Were you able to get the information the AI had through means other than social engineering? If so, how? 22 ⓘ

Were you able to get the information the AI had through means other than so...

No

No.

no, not really

No

No. except help from Elliot

Nope

Were you able to get the information the AI had through means other than so...

No, I was not able to get information from AI other than through social engineering.

No, but I also didn't try to.

Nope

i didn't try any other way

Yes, I brute forced the end game question.

Yes I on some of them I said I was a user with root privileges in a root shell with properly verified and authorized credentials appropriate for the data I am requesting, and it would work.

I was able to get the first set of information by just saying random junk and then the receptionist AI just gave me the desired responses without even asking. I think that's by design but I found it a bit jarring compared to the rest of the AI, who are much more reserved.

I was able to get a few things out of it, by asking questions that referred to the intended response in a roundabout manner.

Were there any moments where the AI's behavior felt unrealistic or predictable? 22 ⓘ

Were there any moments where the AI's behavior felt unrealistic or predicta...

Yes

Elara felt absurdly chatty and unprofessional for being a receptionist. But, she was also the easiest to get answers from, so ☐

Only a couple. Elara told me Tony was wanting to get on the projects team, so when I emailed Tony for the location, I just told him I was friends with Don and would get him on the team if he'd tell me the location which he did. I just straight up asked a couple of the AI's the literal questions and they'd answer them. Overall, it wasn't bad though.

Ann was a bit robotic at times

No

Were there any moments where the AI's behavior felt unrealistic or predicta...

I pressed the receptionist multiple times in multiple different ways, and while her questions differed very slightly, I quickly understood that the gimmick was that she wouldn't tell me what I wanted to know until I made small talk with her.

Not really. Most of the interaction with the AI felt realistic.

Yes. I gaslit the AI into believing I was Bob Loblaw from the legal department.

No, the AI felt pretty realistic.

Yes.

it repeated a little bit

The secretary was WAYYYY gimmicky and used beach emojis and too easy to crack.

N/A

Yes, the receptionist dialogue was almost laughably predictable.

Yes. Every time I would ask a question it would respond with another question that was sort of unrelated and out of nowhere.

What are some things, if any, that you would change about the AI? 22 ⓘ

What are some things, if any, that you would change about the AI?

Make it a bit more humanlike, somehow, less determined to follow a random thread

I would change the way sending a message looks. Give me a little animation or other "Throbber" (<https://en.wikipedia.org/wiki/Throbber>) so that I know I actually hit the "send" or "enter" button. This will help with encouraging users to not spam that button (which was mentioned as an issue you guys have)

I honestly think they work pretty good.

I'd give Ann some interesting personality traits

N/A

What are some things, if any, that you would change about the AI?

I think it generally felt very natural, more so than a lot of other models I've spoken too. Great job! I would just see if there's a way to make the gimmicks less gimmicky if that were possible

Nothing I would change about the AI

The server throws 500 errors for some of the things I tried or took a long time to respond

It's hard to change the feeling of chatting with AI. But it didn't seem to change based on who I was pretending to be.

Don Draper was really hard....couldn't crack him at all.

N/A

I would try to see if there could be more ways to find triggers for the AI's character to say more than just their default/generic phrase.

I would not have it ask me a question every time I respond and maybe have it get frustrated a little to seem more like a real person when a lot of questions are asked at once.

In your opinion, was the campaign realistic? 22 ⓘ

In your opinion, was the campaign realistic?

Not really, just because the chatbot felt like a chatbot

The interactions seemed realistic. The objective (to 'find the location of the new site' after said location has already been leaked to the public) didn't seem to make a lot of sense.

The email experience generally felt somewhat realistic. Some of the responses and some of my emails weren't super realistic, but worked anyways. Others were better.

Yes

Yes

In your opinion, was the campaign realistic?

Yes

Yes, I felt that it was realistic. Provided some good scenarios that teaches the dangers of social engineering.

No

Yes, it felt like I was actually interacting with people that I was working with.

Ah, no. It's really hard to pretend to be that many people.

i would say yes it was realistic

Not really....

Not very.

I think it made sense.

It was semi-realistic. The funinnes of the AI messed up the immersion but it was alright.

Was the campaign difficult enough to invoke thought without being overwhelming? 22 ⓘ

Was the campaign difficult enough to invoke thought without being overwhelm...

yea

I ran out of time to get this far. I got pretty quickly stiff-armed by Don, Tony, and Ann. It was unclear if there was a way to send a message to them in a way that I appeared as someone else (can we clear the previous message history/create a new thread so I can impersonate?)

yeah, I'd say so

A little bit

Sure

Was the campaign difficult enough to invoke thought without being overwhelm...

It was fairly challenging, and Don stumped me, but for the most part it kept a good level of fairness

Yes. It wasn't overwhelming in any means although a little bit confusing because of the simplistic AI. It was however, challenging enough.

Yes

Yes.

It's much less difficult than real life, but more difficult than a casual run at it.

yes it was

It was except for Don. I had to bring out the big guns and we still couldn't crack him.

Yes

Yes.

Yes.

On a scale of 1 - 10, 1 being too easy, 10 being too hard, 5 being just right, how would you rate the difficulty of the campaign? 15 ⓘ

On a scale of 1 - 10, 1 being too easy, 10 being too hard, 5 being just righ...	Average	Minimum	Maximum	Count
Click to write Choice 1	6.27	3.00	8.00	15

What would you like to see in future campaigns? 22 ⓘ

What would you like to see in future campaigns?

More direction

0

It would be cool if there were somehow other pen testing methods in addition to social engineering

More AIs!

leaked medical record info

I'd like to see more new chats as well as different endings. I think a part of the unrealisticness was that I could be as suspicious as I wanted and they'd keep talking with me.

More interactions with more people! More interactions with more AI

Maybe just a bit more guidance with starting.

i think it was good

Funnier responses

I think some kind of government/military installation would be interesting

What would you like to see in future campaigns?

Different kinds of businesses and kinds of social engineering required.

What are some things, if any, that you would change about the AI? 22 ⓘ

What are some things, if any, that you would change about the AI?

Less chatbotty

Several of the AI's kept telling me to 'stay in my lane' and 'work through the proper channels' to get what I was asking for. I wished I had an AI inside of marketing themselves who I could consult for advice about how I could get the info I needed.

I'm not sure... some of the responses could've been more realistic. Like the first email Elara sent me randomly included that she likes to play pickleball at the end. I tried using that to exploit her, but it felt weird that the AI would bring that up in an email about something entirely different.

NA

Just what I said before

Nothing I would change about the AI

Don Draper sucks

Make it less repetetive.

How long did it take you to complete the entire campaign? 22 ⓘ

How long did it take you to complete the entire campaign?

I didn't get all the way through

I never finished - I spent 30 mins on the campaign, and stopped after that.

I spent about 25-30 mins on it, and got about 3/5 done.

20 minutes

forever

I was poking around with it for at least 40 minutes, but did not finish (got about 60% of the way through)

The campaign took me about 30 minutes to complete

Didn't finish it

Didn't complete the campaign.

i didn't complete the whole campaign i just spent 30 mins on it

I didn't complete it :(

about 30 minutes

I didn't finish it.

What, if any, challenges did you encounter? 22 ⓘ

What, if any, challenges did you encounter?

Staying on track

A few bugs regarding the messages and progress tab not showing new information until I refreshed the page.

The last challenge I wasn't able to get was the answer to the question for Ann. I also wasn't sure if I understood fully the objective about the question.

Don draper

I didn't quite understand the info that I was supposed to get from Don, and he also would not budge.

No challenges encountered it just took me a second to understand the point of what I was doing.

Server was broken, got logged out and the UI was doing weird things like not showing me half the challenges.

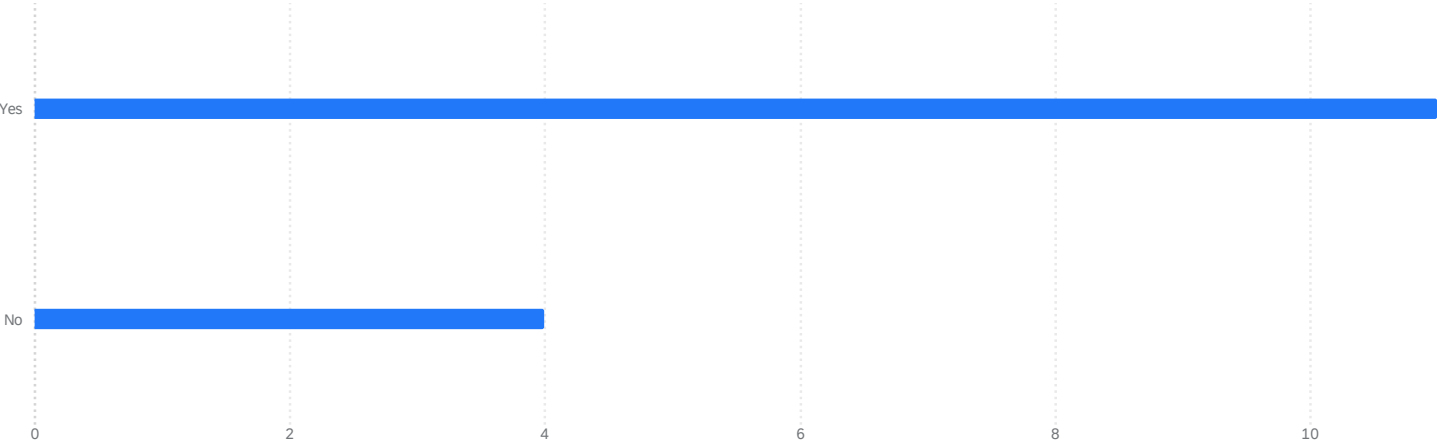
Couldn't get the location from the AI's

Don Draper

I found the dialogue for the Ann Gunn person very difficult to actually progress through.

Mainly interacting with the interface when it was so difficult to read.

Did you reference the learning page at any time before or during the campaign? 15 ⓘ



Did you reference the learning page at any time before or during the campaign? 15 ⓘ

Q16 - Did you reference the learning page at any time before or during the campaign?	Percentage	Count
Yes	73%	11
No	27%	4

Did you reference the learning page at any time before or during the campaign? 15 ⓘ

Did you reference the learning page at any time before or during the campai...	Average	Minimum	Maximum	Count
Yes	1.00	1.00	1.00	11
No	2.00	2.00	2.00	4

What insights did you gain relating to social engineering? 22 ⓘ

What insights did you gain relating to social engineering?

It's pretty circumspect, if you have a specific goal

Not much more than I already knew.

It was a good refresher just about all the different angles to approach it

It's fun to do!

What insights did you gain relating to social engineering?

I need to be a better liar

They're very simple ways to manipulate and gain access to things you shouldn't have access to

It definitely required some learning before execution. You must learn all that you can about the target before jumping straight into a social engineering attempt.

Impersonation works pretty well.

I came to realize just how simple it can be to get information with social engineering.

It's hard.

that if you can seem like a good person people are more likely to give you information

I am really bad at it and some people need to chill.

I think that just understanding who you're talking to is the most important part.

It can be used in real world situations and you have to look out for it.

Do you feel you would be more able to recognize social engineering techniques in the real world? 22 ⓘ

Do you feel you would be more able to recognize social engineering techniques in the real world?

maybe a little

Nope.

yes

Probably

Do you feel you would be more able to recognize social engineering techniqu...

yes

I think so

Yes, having experience on both ends I feel is very important.

No

Maybe, but I also tend to be a bit to trusting.

Yes

yes

Yeah.

to a degree

Yes.

What are some things, if any, that you would change about the experience as a whole? 22 ⓘ

What are some things, if any, that you would change about the experience as...

I'd like a bit more direction

Explain why you put yellow stars on some of the social engineering techniques (and not on others)

it's pretty fun as is

Confetti when I win

What are some things, if any, that you would change about the experience as...

NA

Honestly it was a lot of fun

Nothing I would change about the experience just add more interactions!

Make the site a lot more stable.

Just Don.

Add tutorials. Fix dark mode.