**Phishing Storyboard Template – Harrison Watycha**

**STORYBOARD:**

## **Storyboard Development Template for VR-Based Cybersecurity Training Module**

**Title: Phishing Storyboard**

1. Learning Objectives:
   1. Train the staff on the dangers of phishing, and what a phishing email looks like (characteristics, features)
   2. Train staff and get them setup on the MFA (Duo Mobile)
   3. Expose the staff to phishing and VR capabilities.
   4. Expose the staff to VR
   5. Train staff on even more complex phishing examples
2. Narrative Overview:
   1. The story will start with an introduction from the host in the door upon entering the business in which he explains why you are here.
   2. Following that you walk to the training room, in which there is a whiteboard
   3. Following that, the instructor informs you of a phishing fraud that was successful and has led to a breach in the business. Highlighting that this event is not good for the business
   4. The instructor then explains what phishing is, and most importantly explains the characteristics of what a phishing scam looks like. The host will also explain the interactive that is about to happen. In this game the user must select either safe or unsafe via a happy or sad face. That is in re action to an example that will be shown on the screen, and the host will explain the game.
   5. Next slide, using the whiteboard will show an email that is not safe, but not state that, the user will click a frowny face or a happy face (PHISHING)
   6. The slide after will show an email that is safe and is from a legitimate source and contains no phishing, and again, the instructor will explain why this is safe. Again, host will not say at the start and the user will click a sad face or happy face (NOT PHISHING)
   7. The third example will be an email that will be harder to tell then the others. It will not just be easy; it will contain a link and an attachment. However, this will be a safe email. (NOT PHISHING)
   8. The final example will be a similar email will have a link and an attachment. However, there will be a couple minor spelling mistakes that hopefully the user picks up on. (PHISHING)
   9. The next slide will be the end of the game, and the host will explain the next part of the VR process. Explain that we are moving to the lab, to setup MFA
   10. The next page is completely dedicated to the user downloading the MFA hopefully via QR code
   11. The next slide will show an example of the page setup of duo mobile, and gives a brief description of the app
   12. The second last slide is the complete version of the MFA app, with the host explaining how this prevents phishing.
   13. The final slide will be an example of the user approving a login request and showing that the app works. This also leads to a congratulations message.
   14. **Key challenges: QR code, mobile device being big enough, the game being able to run smoothly.**
3. Interactive Elements:
   1. Interaction 1: QR code, will lead to the mobile app. End goal
   2. Activity 1: On the whiteboard the first whiteboard will show an email that will be phishing, and the user will be invited to click a frowny face or a sad face.
   3. Interaction 2: Again, on the whiteboard except this time it will be a safe email, and the user will have the option between a sad face or a frowny face, from that a result will be given.
   4. Activity 2: QR code, will not really require any action from the user.
4. VR Environment Design:
   1. Layout: The layout will firstly be an office environment, it will include tables, chairs, and a pc with a monitor next to it. Another layout will be in an IT desk where the user sets up the MFA. Will also include a reception/ front like entry for the beginning.
   2. Visuals: Key visual elements will include a whiteboard, phone, and a background computer. Mobile device, computer, board, QR code,
   3. Audio: N/A.
5. Feedback and Assessment:
   1. Feedback: Feedback will be provided in multiple sections, firstly in the early sections of the whiteboard, and in showing what a phishing email looks like.
   2. Quizzes/Assessments: The frowny face and happy face when slected will print either correct or incorrect
   3. An end of VR session module recap and provide some future advice and wish the user the best.
6. Additional Notes:
   1. Need to add highlighted text, also text with \*\* has too much text to write in the small bubble available.
   2. Need to establish people assets (will look in assets store)
7. UPDATED TO ADD MORE SOPHISCATED AND COMPLICATED GAMES, FUNCTIONS AND STRCUTURE:

**Ideas: -** Adding more time constraint on the selection

* Showcase the consequences (somehow)
* Offer a certificate of completion (DONE)
* Add a timer for the mini game
* Show phishing on phone and computer
* Add more complex emails, not just two (DONE)
* An example of MFA being used, an approve request coming through!

This has been completed and goes with the storyboard