

# Low-Fidelity Wireframes

Leadership Cybersecurity Education Platform

# Group Game

Learner Perspective

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Join with ID

[Join](#)

### Open Games on this network

Game ID	Scenario	No. of participants	Options
1232	Going Phishing	4	<a href="#">Join</a>
1543	Stranger Danger	12	<a href="#">Join</a>

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## Going Phishing

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[Begin scenario](#)

Start scenario view (learning group)

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## Going Phishing

Inject A-1

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[Continue](#)

Informative Inject (learning group)

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## Going Phishing

Inject A-2

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Option 1

Option 2



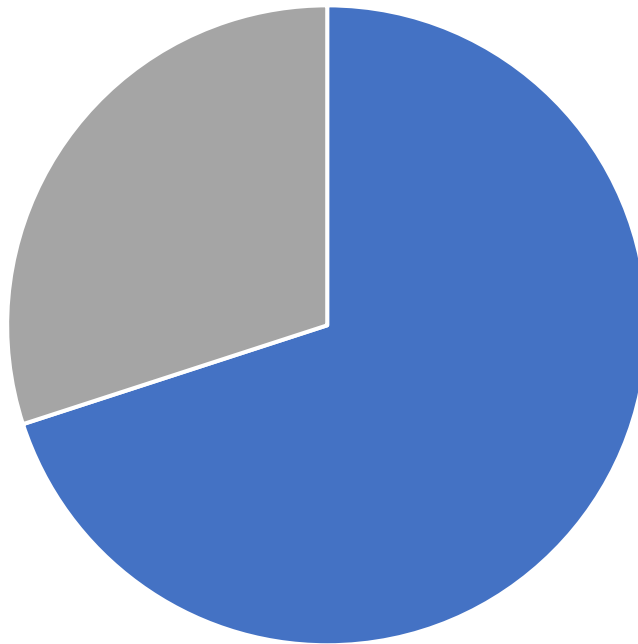
Choice Inject (learning group)

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## Going Phishing

## Inject A-2

Number of votes



■ Option 1 ■ Option 2

### Feedback

Nulla a magna tortor. Mauris scelerisque porttitor arcu vel scelerisque. Suspendisse potenti. Aliquam et ex suscipit nunc tristique tincidunt quis sit amet neque. Orci varius natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Fusce et leo molestie, finibus orci vel, luctus tortor. Integer consectetur, ipsum vitae interdum ultrices, lorem eros vehicula dolor, vel auctor metus felis nec.

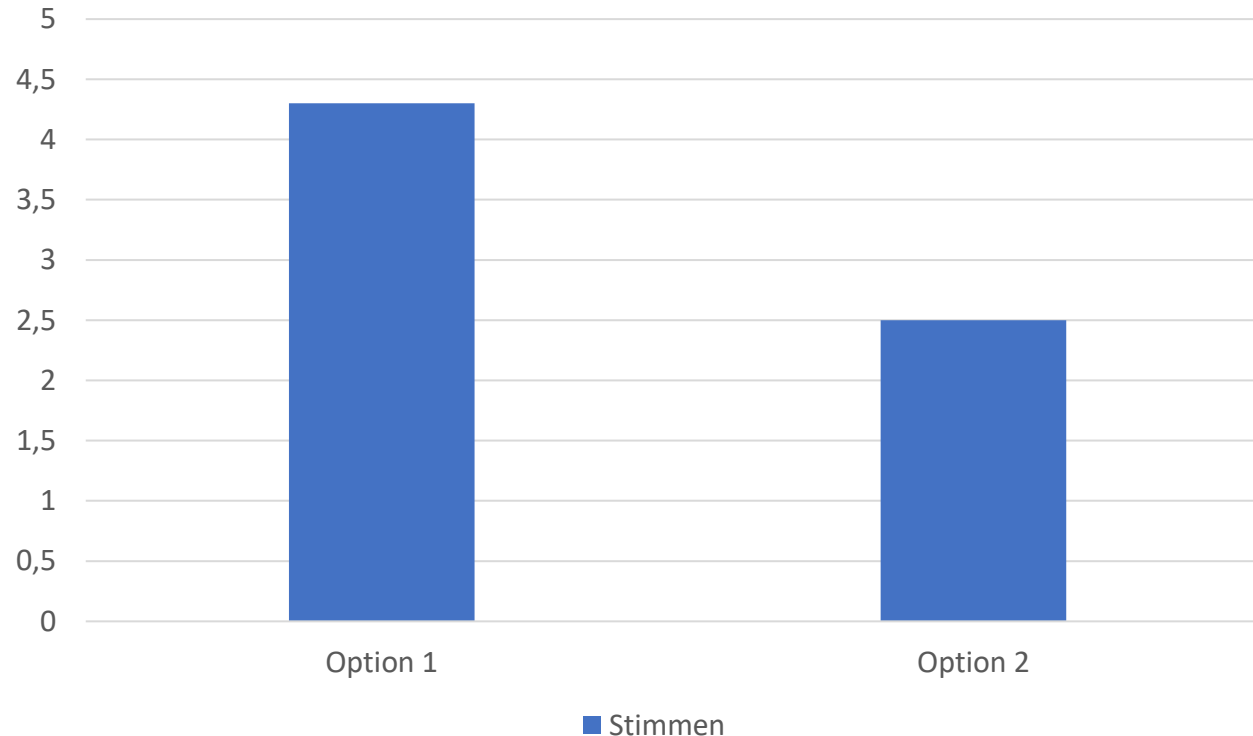
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## Going Phishing

## Inject A-2

Number of votes



### Feedback

Nulla a magna tortor. Mauris scelerisque porttitor arcu vel scelerisque. Suspendisse potenti. Aliquam et ex suscipit nunc tristique tincidunt quis sit amet neque. Orci varius natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Fusce et leo molestie, finibus orci vel, luctus tortor. Integer consectetur, ipsum vitae interdum ultrices, lorem eros vehicula dolor, vel auctor metus felis nec.

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## Going Phishing

Inject A-3

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Continue



Input Inject (learning group)

Browse scenarios

Play group scenario

Login

Going Phishing

Inject A-3

**Answers made by the group**

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

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## Going Phishing

Inject A-1

Nulla a magna tortor. Mauris scelerisque porttitor arcu vel scelerisque. Suspendisse potenti. Aliquam et ex suscipit nunc tristique tincidunt quis sit amet neque. Orci varius natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Fusce et leo molestie, finibus orci vel, luctus tortor. Integer consectetur, ipsum vitae interdum ultrices, lorem eros vehicula dolor, vel auctor metus felis nec nulla. Duis vel luctus ex.

[Continue](#)

Exit Point (learning group)

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Going Phishing

Inject A-3

**You're done!**  
**This is how you did:**

Time taken: 1h 12mins

Score: 324 / 500 pts

Financial Damage: 50.000 USD

Reputation loss: Medium

Legal repercussions: None

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Game results (learning group)

# Group Game

Trainer Perspective

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## Current Inject

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### (Tooltip)

Conditions:

Available budget: >2999

Effects:

Financial Damage: +3000

Reputation Damage: set to low

Option 1

Option 2

## Feedback View

Toggle View

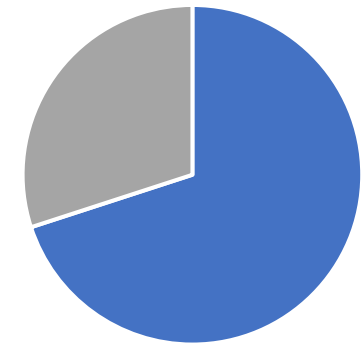
**Word Cloud**

**Bar Chart**

**Pie Chart**

**(Skip Feedback)**

Number of votes



■ Option 1 ■ Option 2

## Hidden information





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Group scenario (trainer) – note how inject transitions may change variable values

# Create Scenario

Scenario Designer Perspective

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Scenario Name	Target Group	Keywords	Options
Going Phishing	Industry: any prior experience: none	Phishing, Information Security, Soc...	 
Stranger Danger	Industry: Energy Prior experience: ... Management Level: Any	Awareness, Social Engineering, Physi...	 

Scenario Design Overview



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## Edit Scenario meta-information

Title 

Going Phishing

Description 

A scenario from the point of view of a cybercriminal, who attempts to gain access to confidential information of a large corporate.

Keywords 

Information Security

Spearfishing

Phishing

Social Engineering

Learning Objective(s) 

Understand how cybercriminals think

Understand the methodology behind phishing

Target Group 

Industry: Any

Position: Any

Management Level: Any

[< Back to scenario overview](#)

Edit scenario

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Edit Scenario meta-information

Keywords 

Information Security

Spearfishing

Phishing

Social Engineering

Variables 

Name	Type	Visible?
Budget	Numeric	Yes
Reputation	Textual	No
Financial Loss	Numeric	No
Add variable		

Target Group 

Industry: Any

Position: Any

Management Level: Any

Required knowledge 

Social Engineering Basics

Information Security Basics

Edit scenario stories >

< Back to scenario overview

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## Edit Scenario meta-information

Title ⓘ

Going Phishing

Description ⓘ

A scenario from the point of view of a cybercriminal, who attempts to gain access to confidential information of a large corporate.

Keywords ⓘ

Information Security

Phishing

Social Engineering

Scenarios can be tagged with **keywords** to make them easier to find and evaluate.

Learning Objective(s) ⓘ

Understand how criminals think

Understand the importance of security

The **learning objectives** are crucial for developing the scenario and will be displayed at the end of the scenario for reflection.

Target Group ⓘ

Industry: Any

Position: Any

Management

The **target group** denotes who this scenario is made for. This field allows any number of inputs, although the definition of a target group follows the schema <property><property value>.

[Edit scenario stories >](#)

[< Back to scenario overview](#)

Edit scenario

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## Edit Scenario meta-information

### Keywords

Information Security

Spearfishing

Phishing

Social Engineering

### Variables

Name	Type
Budget	N
Reputation	T
Financial Loss	N
Add variable	

Scenarios may have **variables** that can be changed by an inject transition. Variables may be either numeric or textual.

### Target Group

Industry: Any

Position: Any

Management Level: Any

### Required knowledge

Social Engineering Basics

Information Security

The **required knowledge** is collected from existing injects, but can also be manually inserted at scenario level. It helps determine whether a scenario is suitable for a given audience.

[Edit scenario stories >](#)[< Back to scenario overview](#)

Edit scenario (scrolled down)

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## Edit Scenario stories

[Introduction](#)[Scouting the target](#)[Preparing the attack](#)[<Story>](#)[End](#)[Character Introduction](#)[Introducing the target](#)[<Inject>](#)[<Inject>](#)[<Inject>](#)[Add Inject](#)[< Edit scenario meta-information](#)[< Back to scenario overview](#)

### Introducing the target



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[Option 1](#)[Option 2](#)[Add transition](#)

Required prior knowledge

[Social Engineering basics](#)

Edit stories and injects

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Edit Scenario

Option 1 

Target Inject 

A-1 Character Introduction



Action(s): 

Financial damage: +30.000

Reputation loss: medium

Alternative paths 

When

Budget: low

Go to inject

A-1.1 premature end

And perform action(s):

None

Add alternative path

< Edit scenario meta-information

< Back to scenario overview

Save scenario

Save transition

Edit inject transition

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Edit Scenario

Option 1 

Target Inject 

A-1 Character Introduction 

Action(s): 

Financial damage: +30.000



Reputation

An **action** changes a game-variable.

To edit an action, you select the variable you want to change and insert either the new value. To change the relative value of a variable, insert „+“ or „-“ before the target value.

Alternative paths 

When **Buy** **Now**

Go to   
And 

None

Add alternative path

An **alternative path** takes the learner to a different inject, if a certain condition is met (or not met).

< Edit scenario metadata

< Back to scenario overview

Save scenario

Save transition

Edit inject transition

# Single Player Game

Learner Perspective



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Going Phishing

Stranger Danger

Top Secret

Going Phishing

Stranger Danger

Top Secret

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(single player scenarios)

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## Going Phishing

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[Begin scenario](#)[Browse scenarios  
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## Going Phishing

Inject A-1

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## Going Phishing

Inject A-2

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Option 1

Option 2

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## Going Phishing

Inject A-3.2

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Finish

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# Scenario Statistics

Trainer Perspective

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View scenario statistics

# Scenario Statistics

Trainer Perspective



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