Low-Fidelity Wireframes

Leadership Cybersecurity Education Platform

Group Game

Learner Perspective

Join with ID

Insert Game ID…

Join

Open Games on this network

Game ID	Scenario	No. of participants	Options
1232	Going Phishing	4	Join
1543	Stranger Danger	12	Join

Landing page group learning

<Scenario Title>   Scenario Briefing

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut vitae feugiat urna. Praesent sit amet rutrum augue. Mauris congue urna in odio ullamcorper eleifend. Curabitur finibus ex at magna hendrerit, vitae elementum orci scelerisque. Fusce fermentum nec ligula sit amet efficitur. Interdum et malesuada fames ac ante ipsum primis in faucibus. Suspendisse ultrices maximus lorem. Phasellus sem dui, lacinia egestas finibus eget, tincidunt a tortor. Nullam semper risus non tincidunt laoreet.

Begin scenario

In-Game statistics

Start scenario view (learning group)

<Scenario Title> | <Inject Title> | <Inject ID>

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

In-Game statistics

Informative Inject (learning group)

<Scenario Title>   <Inject Title>   <Inject ID>

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut vitae feugiat urna. Praesent sit amet rutrum augue. Mauris congue urna in odio ullamcorper eleifend. Curabitur finibus ex at magna hendrerit, vitae elementum orci scelerisque. Fusce fermentum nec ligula sit amet efficitur. Interdum et malesuada fames ac ante ipsum primis in faucibus. Suspendisse ultrices maximus lorem. Phasellus sem dui, lacinia egestas finibus eget, tincidunt a tortor. Nullam semper risus non tincidunt laoreet. ex.

Option 1

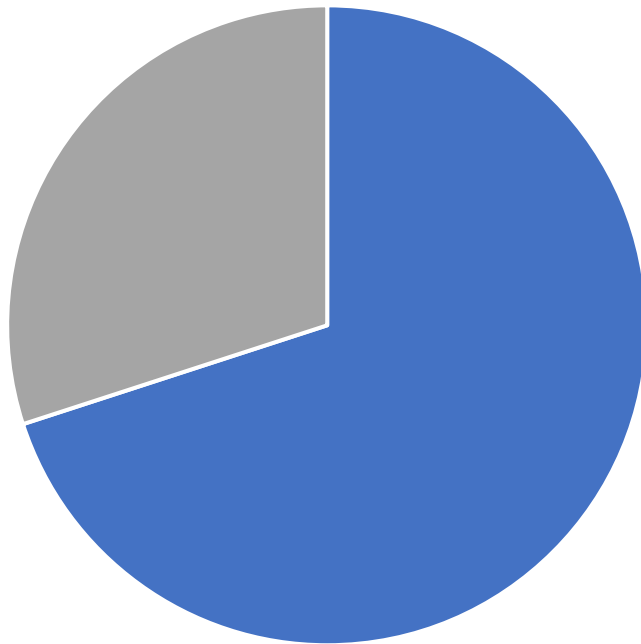Option 2

In-Game statistics

Choice Inject (learning group)

<Scenario Title> <Inject Title> <Inject ID>

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.
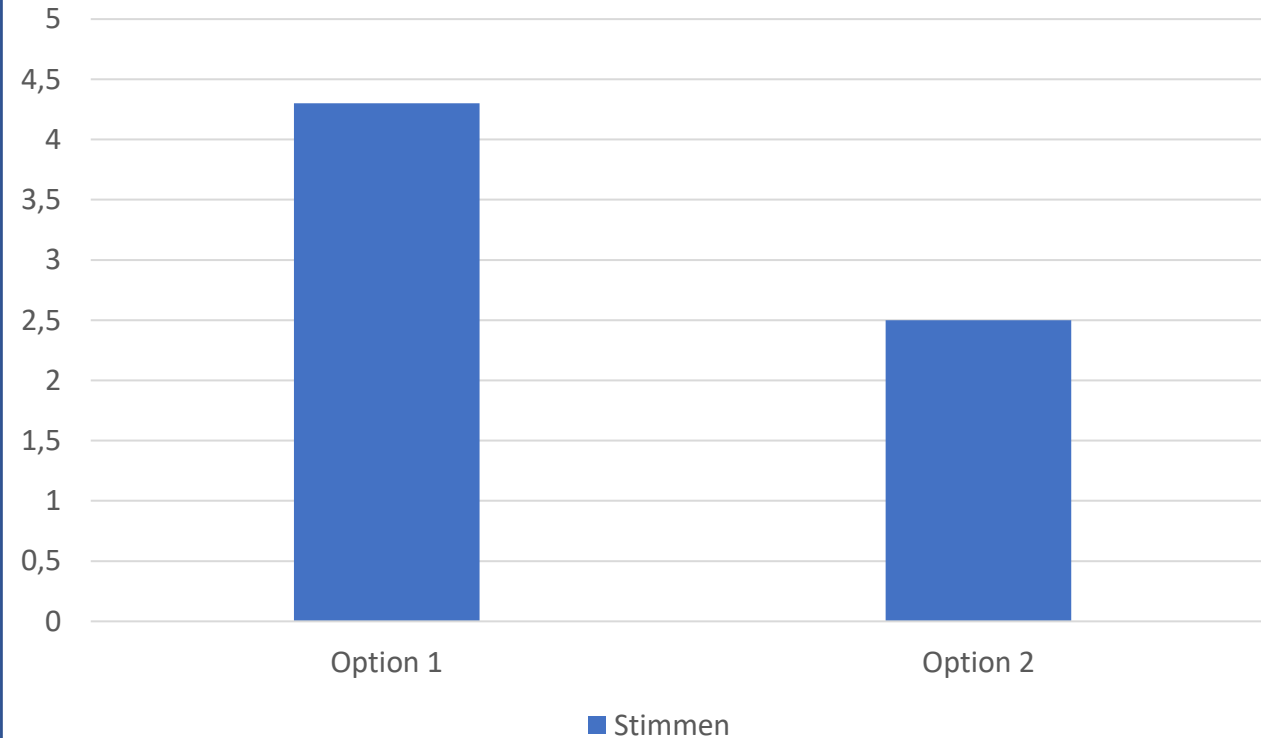
Continue

Feedback view (learning group)

<Scenario Title> | <Inject Title> | <Inject ID>

Number of votes

5

4,5

4

3,5

3

2,5

2

1,5

1

0,5

0

Option 1 | Option 2

■ Stimmen

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.

Continue

Alternative Feedback view (learning group)

<Scenario Title>   <Inject Title>   <Inject ID>

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Write answer here…

Continue

In-Game statistics

Input Inject (learning group)

<Scenario Title>   <Inject Title>   <Inject ID>

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

Going Phishing

Inject A-3

Answers

Frequent answer

Continue

Single answer

In later iterations, this may be a fully fledged word cloud, but in the beginning it will be a list of words adjusted, with size representing how many people have written this word

Infrequent answer

Only answered once

Input Inject Feedback (learning group)

<Scenario Title>   <Inject Title>   <Inject ID>

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

In-Game statistics

Exit Point (learning group)

<Scenario Title> | <Inject Title> | <Inject ID>

Reflection

What have you learned?

Write answer here…

Write answer here…

Write answer here…

Continue

Input Inject (learning group)

<Scenario Title>   <Inject Title>   <Inject ID>

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

<Scenario Title>

<Inject Title>

<Inject ID>

Reflection

Have you experienced similar situations?

Yes

No

Input Inject (learning group)

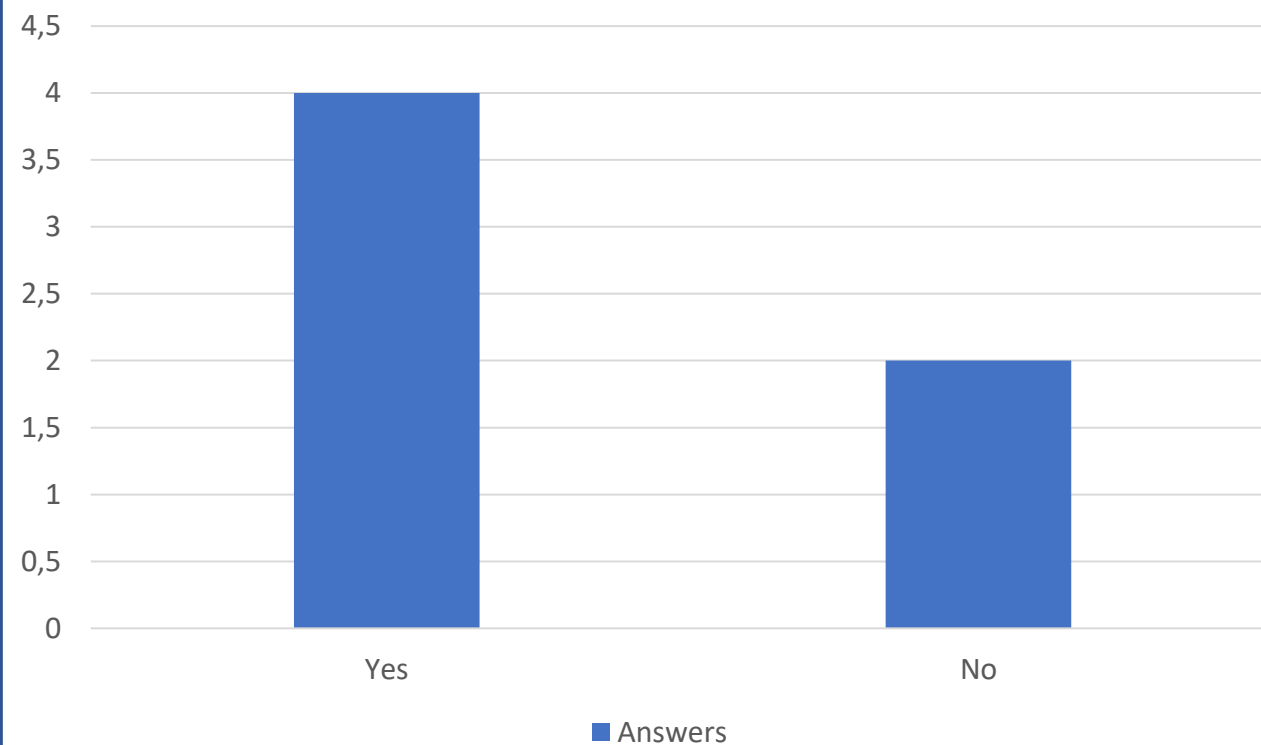<Scenario Title>   <Inject Title>   <Inject ID>

Number of votes

4,5	
4	
3,5	
3	
2,5	
2	
1,5	
1	
0,5	
0	

Yes   No

■ Answers

Continue

Alternative Feedback view (learning group)

<Scenario Title> <Inject Title> <Inject ID>

Reflection

How can you apply your new knowledge to your organization?

Write answer here…

Write answer here…

Write answer here…

Continue

Input Inject (learning group)

<Scenario Title> <Inject Title> <Inject ID>

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

<Scenario Title> | Results

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

Send results per mail

Download results

Back to homepage

Game results (learning group)

Group Game

Trainer Perspective

Start Game

| Search for scenario... | Search |

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

Game History

| Search for previous Game... |

Scenario Name	Date Played	Comments	Options
<Scenario Name>	2021-02-12	Training for a large consulting firm	✎

Start Game Page

<Scenario Title>

Game ID ℹ️   <Game ID>

Direct Link ℹ️   <Direct Link To Game> 📋

Scenario Description

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Participant view

<Unauthenitcated User ID>
<Unauthenitcated User ID>
<Unauthenitcated User ID>
<Unauthenitcated User ID>
<Unauthenitcated User ID>

(Tooltip)
These are all the rules of the scenario.

Game Rules

- **Bankruptcy**
  IF *budget < (-10.000)* GO TO *Inject D-1 (Game Over)*
- **<Rule 2>**
  IF *<Variable> <Condition> <Value> <ACTION>*

Start Game View

<Current Inject Title>

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut vitae feugiat urna. Praesent sit amet rutrum augue. Mauris congue urna in odio ullamcorper eleifend. Curabitur finibus ex at magna hendrerit, vitae elementum orci scelerisque. Fusce fermentum nec ligula sit amet efficitur. Interdum et malesuada fames ac ante ipsum primis in faucibus. Suspendisse ultrices maximus lorem. Phasellus sem dui, lacinia egestas finibus eget, tincidunt a tortor. Nullam semper risus non tincidunt laoreet. ex.
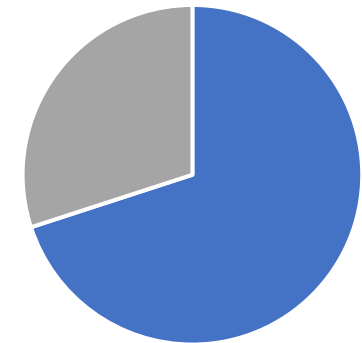
Option 1

Option 2

Feedback View

Toggle View

Word Cloud

Bar Chart

Pie Chart

(Skip Feedback)

Number of votes

■ Option 1   ■ Option 2

Current scenario variables ℹ ✎

Financial Damage (EUR): 30.000
Reputation Damage: none
Available Budget (EUR): 100.000

View Game Rules

Group scenario (trainer)

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

Create Scenario

Scenario Designer Perspective

Create scenario

Start Scenario Tutorial

Search for scenario... | Search

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, Physical security	✎ 🗑

Scenario Design Overview

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 View

Edit Scenario meta-information

Title ⓘ

Going Phishing

Learning Objective(s) ⓘ

Understand h~~ow~~ ~~c~~riminals think

Under~~stand~~

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

Description ⓘ

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

Target Gro~~up~~ ⓘ

Industry: An~~y~~   Position: Any

Man~~a~~

(Tooltip)
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>.

Keywords ⓘ

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

Information Securit~~y~~

Phishing   Social Engineering

Edit scenario stories >

< Back to scenario overview

Edit scenario

Edit Scenario meta-information

Variables ⓘ

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

Scenario Rules ⓘ

Name	Condition	Effect?
Bankruptcy	Budget < (-10.000)	Game Over (Inject D-1)
Add rule		

Required knowledge ⓘ

Social Engineering Basics **Information Security Basics**

< Back to scenario overview

Edit scenario stories >

Edit scenario (scrolled down)

Edit Scenario meta-information

Variables ⓘ

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

Name		
Budget		
Reputation		
Financial Loss	Numeric	No
Add variable		

Scenario Rules ⓘ

(Tooltip)
Rules can be defined that trigger special event, when a certain condition is met. This ensures that scenarios **remain consistent even when variables change**.

Name		
Bankruptcy		Over 0-1)
Add rule		

Required knowledge ⓘ

(Tooltip)
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.

Social Engineering Basics

< Back to scenario overview

Edit scenario stories >

Edit scenario (scrolled down)

Scenario Stories ⓘ

<Story 1> 🗑

Scouting the target 🗑

<Story 2> 🗑

<Story 3> 🗑

Add Story

< **Edit scenario meta-information**

< **Back to scenario overview**

Character Introduction 🗑

Introducing the target 🗑

<Inject> 🗑

<Inject> 🗑

<Inject> 🗑

Add Inject

🗑

Introducing the target ✎

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.

+ Add additional hints for easier difficulty ⓘ

<Option Name> ✎ 🗑

<Option Name> ✎ 🗑

Add transition

Required prior knowledge ⓘ

Social Engineering basics

Edit stories and injects

Scenario Stories ⓘ

Introducing the target 🖊 🗑

...la a magna tortor. Mauris scelerisque porttitor arcu vel ...elerisque. Suspendisse potenti. Aliquam et ex suscipit ...nc tristique tincidunt quis sit amet neque. Orci varius ...oque penatibus et magnis dis parturient montes, ...cetur ridiculus mus.

(Tooltip)
Stories can be used to group multiple injects together. Think of them as chapters in a book.

Stories have one entry point and have one or more exit points. When starting a new story (for example by referencing it from the exit point of another story), the entry point is automatically selected.

Add additional hints for easier difficulty ⓘ

<Inject> 🗑

<Story 3> 🗑

Option 1 🖊 🗑

<Inject> 🗑

Option 2 🖊 🗑

Add Story

Add transition

Add Inject

Required prior knowledge ⓘ

Social Engineering basics

< Edit scenario meta-information

< Back to scenario overview

Edit stories and injects

Scenario Stories ⓘ

<Story 1> 🗑

Scouting the target 🗑

<Story 2> 🗑

<Story 3>

Add Story

Character Introducti

Introducing the tar

<Inject> 🗑

nascetur ridiculus mus.

+ Add additional hints for easier difficulty ⓘ

🖉 🗑

🖉 🗑

Required prior knowledge ⓘ

Social Engineering basics

(Tooltip)
Hints can make injects easier for learners with different skill and experience levels. When adding a hint, you specify what type of learner is shown this hint.
Players with high knowledge will not be shown any hints, whereas players that are still lacking knowledge will be shown corresponding hints.

(Tooltip)
Some injects may require the participants to apply prior knowledge. This required knowledge can be tagged here.
A summary of all required knowledge will be shown in the scenario overview, to adequately judge whether a scenario is suitable for a target group.

< Edit scenario meta-information

< Back to scenario overview

Edit stories and injects

Scenario Stories ⓘ

Scenario Stories

<Story 1>	✎ 🗑
Scouting the target	✎ 🗑
<Story 2>	✎ 🗑
<Story 3>	✎ 🗑

Add Story

Edit Selected

Add Inject

Add Transition

Add Story Reference
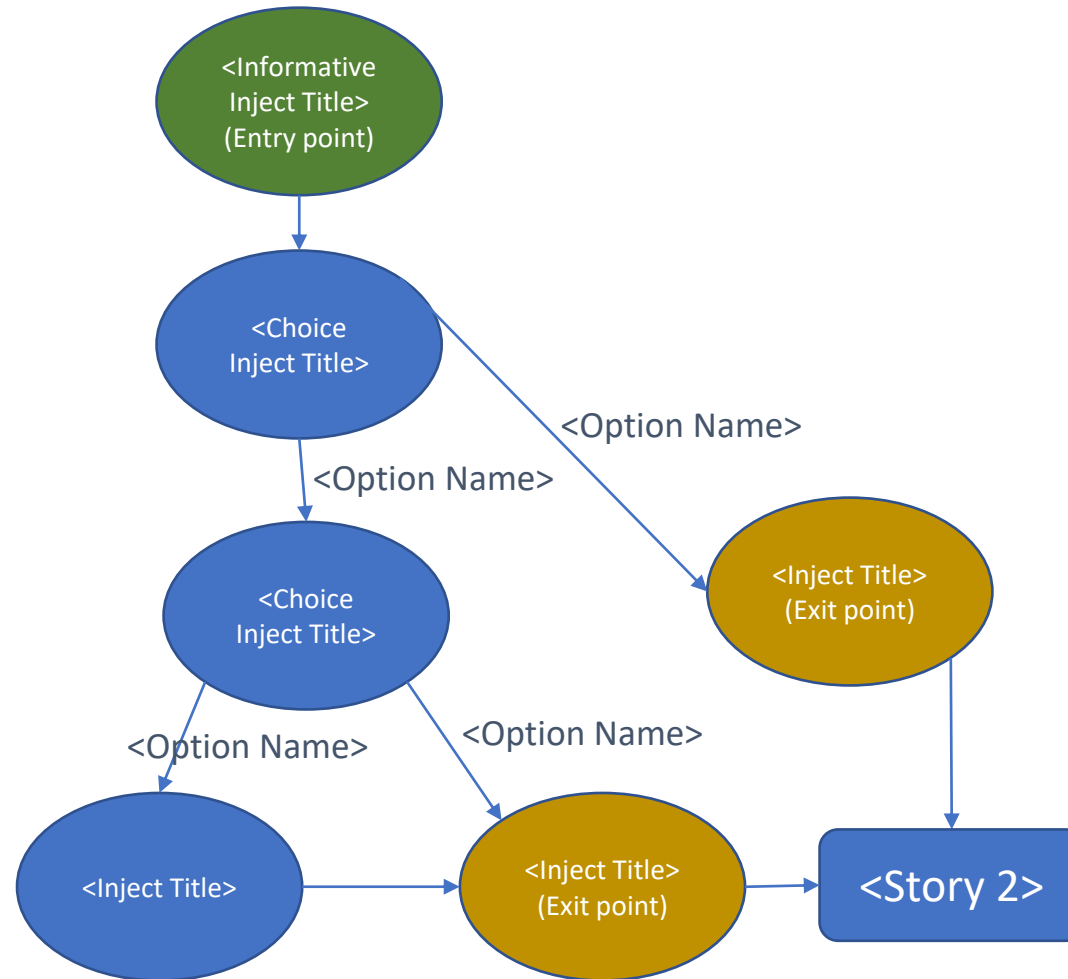
Edit story (alternative view)

Edit Sce...

Introdu...

Scoutin...

Prepar...

<Story>

End

Option 1 ✏️

Target Inject ℹ️

A-1 Character Introduction 🔗

Action(s): ℹ️

Financial damage: +30.000

Reputation loss: medium

Alternative paths ℹ️

When — Budget: low

Go to inject

A-1.1 premature end

And perform action(s):

None

Add alternative path

arcu vel
uscipit
varius
es,
bus orci
interdum
tus felis

< Edit scenario meta-information

Save scenario

< Back to scenario overview

Save transition

Edit inject transition

Single Player Game

Learner Perspective

Browse scenarios	Play group scenario		Login

Going Phishing	Stranger Danger	Top Secret
Going Phishing	Stranger Danger	Top Secret

Browse scenarios
(single player scenarios)

Going Phishing

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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.

Begin scenario

Browse scenarios
(single player scenarios)

Going Phishing   Inject A-1

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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

Browse scenarios
(single player scenarios)

Going Phishing

Inject A-2

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Option 1

Option 2

Browse scenarios
(single player scenarios)

Login

Going Phishing

Inject A-3.2

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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.

Finish

Browse scenarios
(single player scenarios)

Scenario Statistics

Trainer Perspective

Input needed from AIT

View scenario statistics