

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	Join
1543	Stranger Danger	12	Join

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<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)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<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)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<Scenario Title>

<Inject Title>

<Inject ID>

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[Option 1](#)[Option 2](#)[In-Game statistics](#)

Choice Inject (learning group)

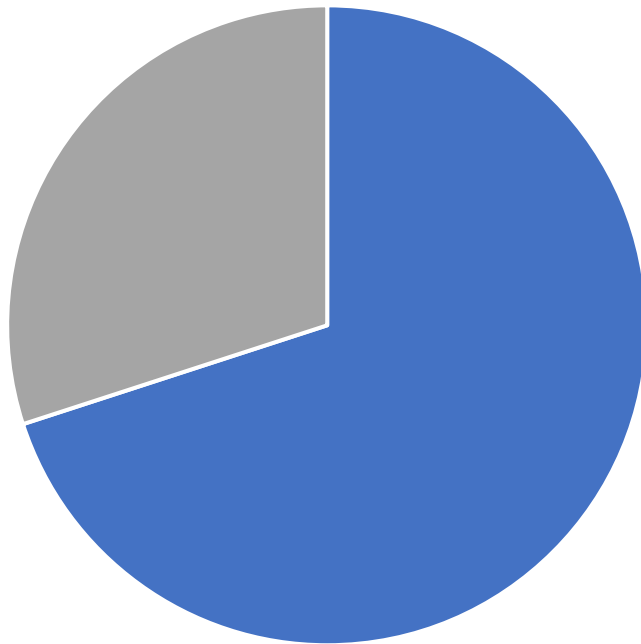
[Browse scenarios](#)[Play group scenario](#)[Login](#)

<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)

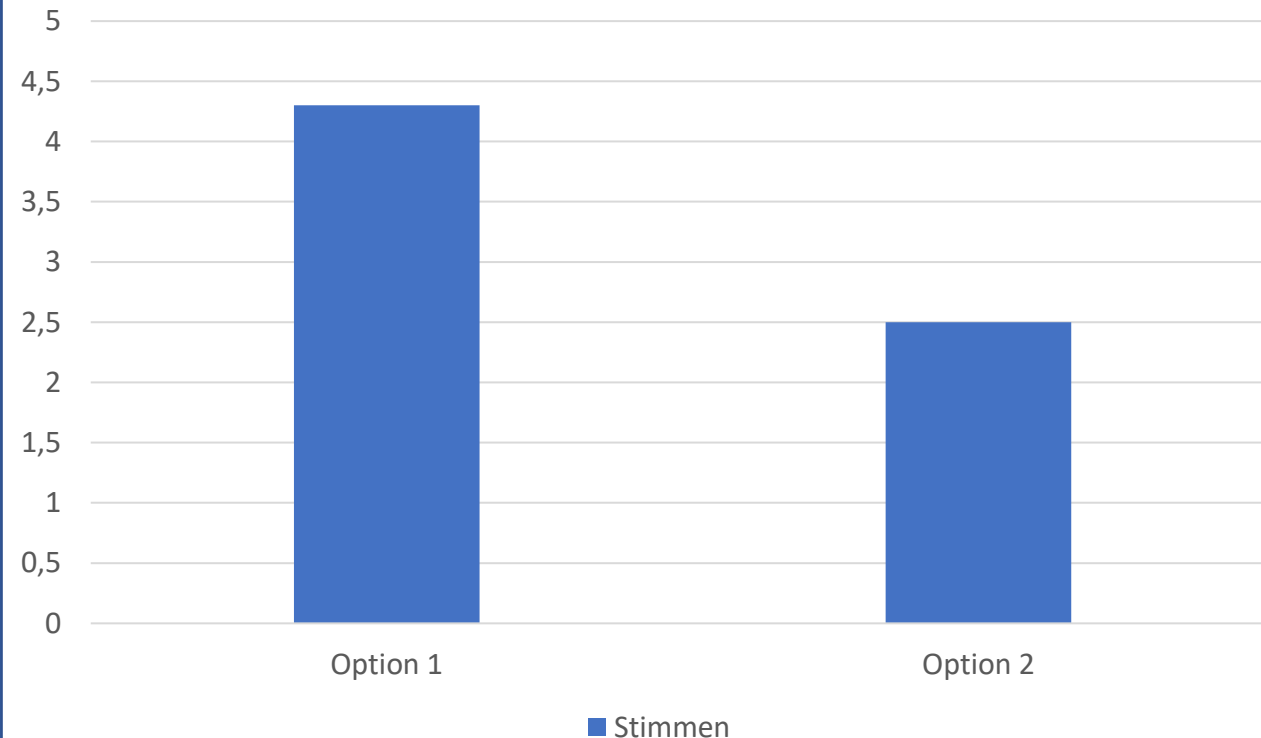
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<Scenario Title>

<Inject Title>

<Inject ID>

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.

[Continue](#)

Alternative Feedback view (learning group)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<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](#)

Input Inject (learning group)

Browse scenarios

Play group scenario

Login

<Scenario Title>

<Inject Title>

<Inject ID>

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

Browse scenarios

Play group scenario

Login

Going Phishing

Inject A-3

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

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

Continue

Input Inject Feedback (learning group)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<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)

Browse scenarios

Play group scenario

Login

<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)

Browse scenarios

Play group scenario

Login

<Scenario Title>

<Inject Title>

<Inject ID>

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

Browse scenarios

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Login

<Scenario Title>

<Inject Title>

<Inject ID>

Reflection

Have you experienced similar situations?

Yes

No

Input Inject (learning group)

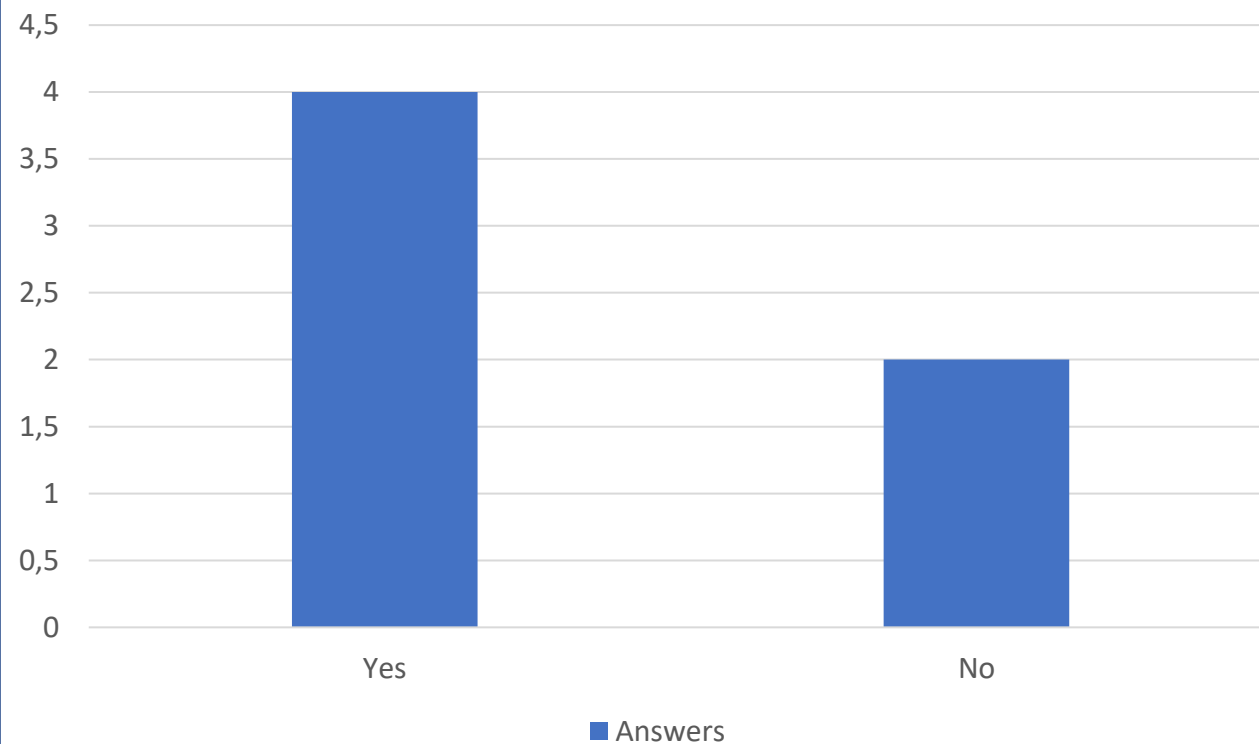
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<Scenario Title>

<Inject Title>

<Inject ID>

Number of votes

[Continue](#)

Alternative Feedback view (learning group)

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<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)

Browse scenarios

Play group scenario

Login

<Scenario Title>

<Inject Title>

<Inject ID>

Answers

Frequent answer

Single answer

Infrequent answer

Only answered once

Continue

Input Inject Feedback (learning group)

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<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

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Start Game

Scenario Name	Target Group	Keywords	Options
Going Phishing	Industry: any prior experience: none	Phishing, Information Security, Soc...	<input type="button" value="Start Game"/>
Stranger Danger	Industry: Energy Prior experience: ... Management Level: Any	Awareness, Social Engineering, Physical security	<input type="button" value="Start Game"/>

Game History

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

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<Scenario Title>

Game ID ⓘ

<Game ID>

Direct Link ⓘ

<Direct Link To Game>



Scenario Description

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Participant view

<Unauthenticated User ID>

<Unauthenticated User ID>

<Unauthenticated User ID>

<Unauthenticated User ID>

<Unauthenticated 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](#)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<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

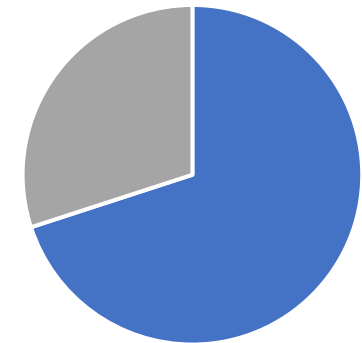
Word Cloud

Bar Chart

Pie Chart

(Skip Feedback)

Number of votes



■ Option 1 ■ Option 2

Current scenario variables

Financial Damage (EUR): 30.000

Reputation Damage: none

Available Budget (EUR): 100.000

View Game
Rules



Group scenario (trainer)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

<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 sit amet efficitur. Ligula sit amet efficitur ante ipsum primis in magna. Sed maximus lorem. Pellentesque finibus eget, tincidunt tincidunt laoreet.

(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



(Tooltip)

This includes all variables of the scenario – even hidden ones, which the learners cannot see.

Trainers may edit these variables during the actual game, to influence the course of the scenario.

Current scenario variables

Financial Damage (EUR): 30.000

Reputation Damage: none

Available Budget (EUR): 100.000

View Game
Rules







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, Physical security	 

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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 View

[Browse scenarios](#)[Play group scenario](#)[Login](#)

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

(Tooltip)

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

Learning Objective(s) ⓘ

Understand how criminals think

Under

(Tooltip)

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

Man

(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>.

[Edit scenario stories >](#)

[< Back to scenario overview](#)

Edit scenario

[Browse scenarios](#)[Play group scenario](#)[Login](#)

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)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

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
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
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)

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Scenario Stories

<Story 1>



Scouting the target



<Story 2>



<Story 3>

[Add Story](#)

Character Introduction



Introducing the target



<Inject>



<Inject>



<Inject>

[Add Inject](#)[< Edit scenario meta-information](#)[< Back to scenario overview](#)

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

[Browse scenarios](#)[Play group scenario](#)[Login](#)

Scenario Stories

(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.

<Story 3>



<Inject>



<Inject>



Add Story

Add Inject

< Edit scenario meta-information

< Back to scenario overview

Introducing the target

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nc tristique tincidunt quis sit amet neque. Orci varius
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cetur ridiculus mus.

Add additional hints for easier difficulty 

Option 1  

Option 2  

Add transition

Required prior knowledge 

Social Engineering basics

Edit stories and injects

Browse scenarios

Play group scenario

Login

Scenario Stories

<Story 1>



Character Introducti

(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.

Scouting the target



Introducing the tar

<Story 2>



<Inject>



nascetur ridiculus mus.

+ Add additional hints for easier difficulty



<Story 3>

(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.

Add Story



< Edit scenario meta-information

< Back to scenario overview

Required prior knowledge 

Social Engineering basics

Edit stories and injects

Browse scenarios

Play group scenario

Login

Scenario Stories i

Scenario Stories

<Story 1>



Scouting the target



<Story 2>



<Story 3>



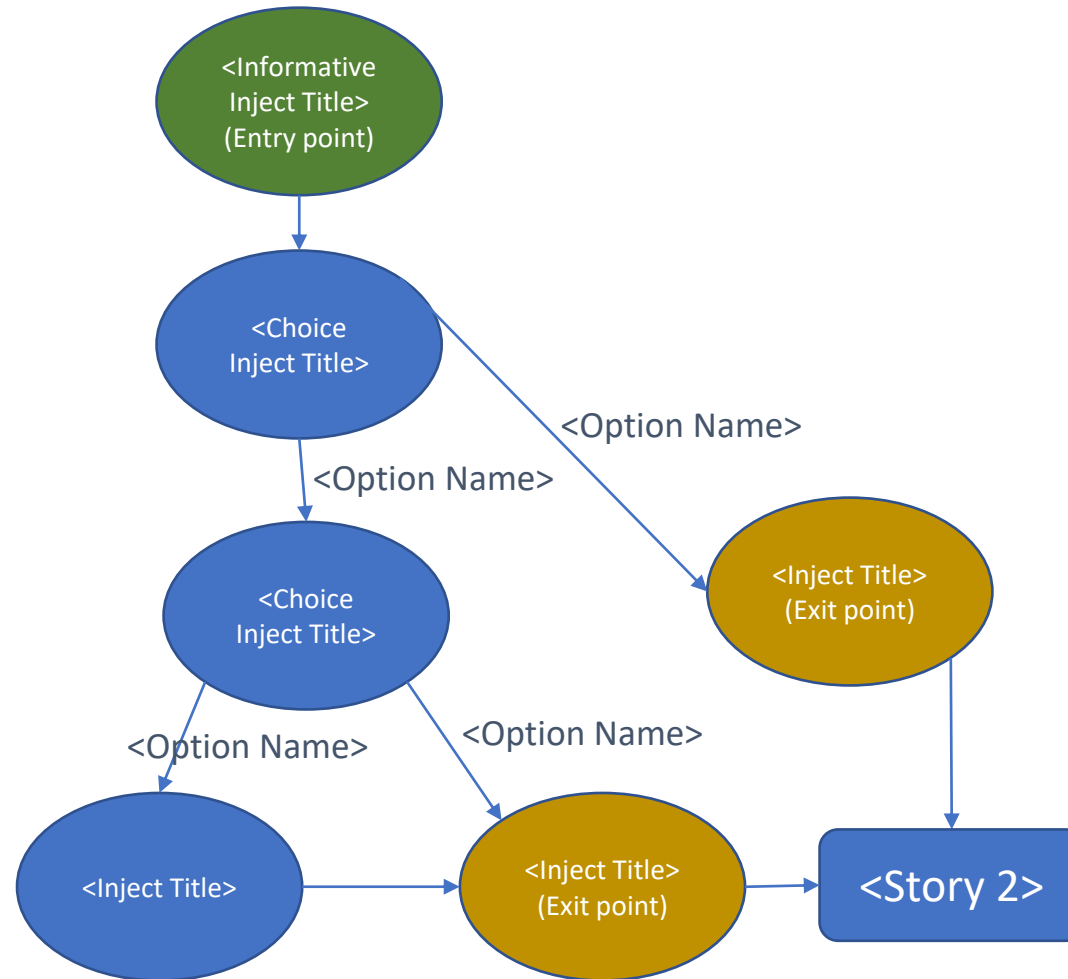
Add Story

Edit Selected

Add Inject

Add Transition

Add Story Reference



Edit story (alternative view)

Browse scenarios

Play group scenario

Login

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

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)

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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
\(single player scenarios\)](#)

[Browse scenarios](#)[Play group scenario](#)[Login](#)

Going Phishing

Inject A-1

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[Continue](#)[Browse scenarios
\(single player scenarios\)](#)

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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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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

Browse scenarios

Play group scenario

Login

Input needed from AIT

View scenario statistics