Project Design Phase -II

Team ID: PNT2022TMID36177 Project Name: Web Phishing Detection

Team Members: 4











The user who uses the website for purchasing the amount through e-banking



Entice

How does someone initially become aware of this process?



Enter

What do people experience as they begin the process?



Engage

In the core moments in the process, what happens?



Exit

What do people typically experience as the process finishes?



Extend

What happens after the experience is over?





Steps

What does the person (or group) typically experience?



Web Phishing Detection































Interactions

What interactions do they have at each step along the way?

- **People:** Who do they see or talk to?
- Places: Where are they?
- Things: What digital touchpoints or physical objects would they use?















The user looks for the site , often from a website





Goals & motivations

At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")





Positive moments

What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?



People love the site itself, we have a 98% satisfaction rating



Negative moments

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?



Areas of opportunity How might we make each step

better? What ideas do we have? What have others suggested?







learning algorithm