

## Social Engineering Roleplay Assignment

### Assignment Description:

You and a team of fellow students will write a social engineering situation to roleplay through with your own team (the hacking team) and the remaining students in the class (the bystanders). You will be required to use real electronic devices, real social engineering techniques, real software composed by your own team, but harmless consequences. No one's device should truly exhibit a malicious virus by the end of the class session, for example.

Your team will work together to compose Part I, and must receive approval initials from the instructor by the end of the class session:

PART I – on a physical paper for the instructor to initial:

1. (on physical paper) Describe a reasonable environment simulation, and a reasonable goal for a hacking team within that environment.
2. (on physical paper) Develop a secret social engineering strategy, known only to the members of your team and the instructor.
3. (describe your plan on physical paper, implement as real software throughout the week) Write hacking but harmless software to assist the team in reaching its goal. Also, compose the software or tools necessary to prevent or undo any hacking that may occur, if necessary. Under no circumstances will you be allowed to access truly sensitive data or execute truly harmful software.

Know that your team will execute the situation during an upcoming class session, on other students' electronic devices.

### HACKING SOFTWARE REQUIREMENTS:

When you are on a hacking team, the only thing your software is allowed to do to another student device is the following:

1. Save a file named "TEAM\_NAME.txt" on the Desktop of the bystander device. You may use your own custom, appropriate (G-rated) team name each week for this purpose.
2. Inside the file, write all hacking team member names.
3. Inside the file, write the date and time using a system timestamp.

You are individually required to complete Part II by writing about what you experience from other team's efforts. For each simulation you experience as a bystander (not a member of a hacking team), answer the following questions in complete sentences.

PART II – Word Doc or PDF:

1. What specific goal do you believe the hacking team exhibited?
2. What social engineering strategies did that team employ, in your estimation?
3. What kind of software or tools did the hacking team use?
4. How can you prevent yourself or others around you from being a victim of that type of attack in the future?

5. What kind of software can you write to help combat that type of attack in the future?

Deadline Schedule:

Part I – Due on Monday @midnight, with a scan of instructor approval initials received in-class.

Part II – Due on Friday @midnight.

What to Turn In:

For both Part I and Part II, every student will turn in his or her own Blackboard submission in Word or PDF format. The Part I assignment submissions will be duplicates among team members, and the Part II assignment submissions will be unique per individual in the entire classroom. You are not required to turn in a Part II response for your own hacking team's situation. Each week, the amount of hacking teams may vary, and you are required to turn in Part II responses for each situation for which you are a bystander. You should use the same turn in link on Blackboard to submit all your Part II responses in a given week.