TABLE I: Critical success factors in PETA [Symbols E, T and A refer to critical success factors related to education, training, and awareness respectively]

Critical success factors	Key points (included papers) Design	#
CSF1. Design of engaging and up-to-date training content	• Incorporating situated learning to improve user engagement [P5,P10,P19,P28,P34,P36,P37,P61,P62] → Ch2.0 • Including up-to-date content in the phishing training [P57,P59] → Ch2.0	11
CSF2. Design of comprehensible anti- phishing technology	<ul> <li>Detailed report on anti-phishing efforts to persuade users to adhere to the warning and to support non-expert users [P33,P45] → Ch4.①</li> <li>Explicit anti-phishing protection tools to increase users trust on automated anti-phishing tools [P11,P39] → Ch5.②</li> <li>Integrate both visual and text example with explainability in the anti-phishing webpages [P42]</li> <li>Designing user friendly URL bar to remove users domain name confusion [P8] → Ch11.①,Ch.11②</li> <li>Providing users with reliable automated anti-phishing tools [P7,P8,P14,P33] → Ch5.②</li> </ul>	8
CSF3. Diversity in training content to educate users on evolving phishing attack	<ul> <li>Use of variety of training content, mix of tools for phishing training [P58] → Ch2.</li> <li>Attack vector variation in the phishing training content [P19,P61,P65] → Ch2.</li> </ul>	4
CSF4. Consistency in the design	<ul> <li>Creating a standard unified template for anti-phishing webpages [P42]</li> <li>Organizations should practice using the same structure and features for legitimate emails [P41]</li> </ul>	3
CSF5. Design of tailored phishing intervention  E T A	<ul> <li>Legitimate domain should avoid using common domain squatting techniques [P46]</li> <li>Customised phishing training design for employees with power and authority in organization [P40]</li> <li>Prioritising topics for training relevant to the organization [P16,P58]</li> <li>Taking account the target demographic into training design and execution [P48]</li> <li>Personalized training content [P26,P52,P53,P57,P59,P62,P66,P67] → Ch7.0</li> <li>Considering casual and serious gamers need in the game design [P36]</li> <li>Dynamic and self-adaptive phishing training [P63,P64,P66]</li> <li>Personalized communication style and medium for phishing training [P61,P62]</li> <li>Text training materials instead of comic materials in corporate settings [P7]</li> <li>Developing anti-phishing tools for children [P21,P35] → Ch16.0</li> <li>Web application dressing according to user preferences [P49]</li> </ul>	21
CSF6. Improving the UI design	<ul> <li>Disabling misleading UI elements for unverified emails [P16] → Ch1.②</li> <li>Design of consistent phishing indicators for different interfaces [P16] → Ch1.①</li> <li>Use of various colours [P5,P7]</li> <li>Avoid using the same personalized indicators across different interfaces [P31]</li> <li>Adding a support button in the email client to support user investigations [P51]</li> <li>Adding an icon in email client indicating suspicious email [P7] → Ch1.⑥</li> <li>Limiting the number of warnings user encounters to reduce warning fatigue [P4] → Ch3.②</li> </ul>	6
CSF7. Design of informative and concise warning	• Present abstract information using concrete examples [P1,P5,P13,P18,P41] → Ch4. • Incorporate progressive disclosure in the design [P4,P5,P25] → Ch2. • Warning should provide clear choice to the user [P1,P2,P5,P14]	9
CSF8. Incorporating users' psychological and behavioral aspect in the design	• Considering human vulnerabilities and decision making process in the design [P9,P11,P18,P24] → Ch8.0,Ch8.0,Ch8.0 Ch8.0 (Perform usability testing to improve warning design [P22,P57,P61,P66,P67] → Ch5.0	9
CSF9. Integrating phishing simulation with embedded training to facilitate education on lemand	• Supplementing the phishing simulation with learning content [P5,P7,P12,P27,P53,P57,P58,P59,P67,P68,P69]	11
CSF10. Focus on active warning designs	Visual aids for safe browsing to draw user attention [P8]     Link focused warning in the email client to grab user attention [P25]     Warnings need to be actively interrupting users' primary tasks [P1,P2,P20,P22]     Ch3.     Design of phishing warnings should be different than trivial warnings [P1,P14]     Ch3.     Phishing indicators should distort the visual appearance of the website to help users distrust the phishing website [P1]     Warnings should stay long enough to grab users' attention [P1]     Action based inhibitor in the warning to reduce users cognitive burden and potential hazard of clicking malicious links [P22,P25]     Use of forcing and negative training functions [P43,P44]  Implementation	9
CSF11. Bringing key stakeholders on board to educate and encourage employees  T A	Important role should be played by the C-suite to secure the organization against phishing [P38,P40,P56,P57,P59,P61,P67,P68,P69]     Universities and practitioners should come forward to educate people [P21]     Leverage external service providers to support on phishing knowledge assessment and awareness material development [P54,P60]  Continued on next page	12