

Report for

IS 635 – Technology and Startups

*Design and development of an intelligent quiz-based solution for analysis and evaluation of cyber literacy*

Ayush Vij

Madhur Ingle

Sadan Iqbal

For this project we have developed a game similar to who wants to be a millionaire to see if the user can find a correct answer where the questions are based upon phishing emails to avoid getting scammed . The way this game works is, when a user starts a game, they are presented with a set of questionnaires and the user must select a correct answer amongst the four given options to proceed further. The language of questions are similar to that of a potential phishing email where the users are sometimes unaware about the legitimacy of the email and more often than not, they get scammed for it. The is the new type of cybercrime, which is increasing a lot recently, and people are getting scammed due such types of email. As the game progresses, the users are given points out of 10 for each question and they are assessed based upon their final tally. Based on the different types of emails we have gathered over the span of more that 5 years, we have designed a questionnaire as close as we can to all varieties of potential threats in an entertaining way so that the user can enjoy the game at the same time. Upon completing the game, every user would be given a score, and depending upon their final score, they would be assessed. This would be done by the Artificial intelligence technology that we have implemented in this project, that would determine that how much of a threat the user has from a potential fraudulent email. The AI would then make a brief report on the performance of a user score and it would be sent back to the user describing their performance where they were strong and where they had room for improvement. Every individual’s score would be stored, so that if the user tries to play the game again the AI would know about the user’s previous score and it would then assess based upon the new score and compare the progress that has been made by the user. This would in turn help the user understand their strength and weakness, so that they can do better the next time. We have made this product using Angular Js and it is available across all platforms.