

Cyber Security Training Game

The aim of our design challenge is to create a website/application that will train users on different areas of cyber security and how to not fall victim to various techniques.

Requirements

1. Must be aesthetically pleasing/interesting.
2. Consider the following areas*:
 - a. Cryptography;
 - b. OSINT;
 - c. Phishing;
 - d. Malware attacks.

*See the end of this document for brief overviews of each area.

Competition

Research into how you might train a user on how to protect their data and avoid anything in requirement 2 and use this research to create a prototype of a website/application to train users.

Either use a website like Proto.io (<https://proto.io/>) to draw each page on a rectangle labelling each section or mimicking the design like so:

Section 1	Section 2
Section 3	

If you have any questions or queries, please contact the team via email at cyberwomen@warwick.ac.uk.

Extension

Extend your design to include:

1. Allow for users to log in and out
2. Display errors, where appropriate, to users

Once you have designed your solution, you can try programming it in a language of your choice or in pseudocode!

Requirement 2 Explanations

If you are unsure of any of the topics discussed, or of any words mentioned, try having a look around on google to see what information you can gather and expand your knowledge!

Cryptography

Cryptography is the practice of securing data by placing it through an algorithm and is primarily used in encryption. There are two main forms of encryption: asymmetric encryption (where different keys are used to encrypt and decrypt the data) and symmetric encryption (where one key is used for both encrypting and decrypting data)

OSINT

OSINT stands for **Open-Source INTelligence** and it is the process of using information that is readily available on the internet to learn more about a target. This can be done passively (by observing the target) or actively (by interacting with the target).

Social media profiles and search engines (like Google, DuckDuckGo etc) are your best friend with OSINT!

Phishing

Phishing is the practice of sending messages pretending to be from reputable sources to induce individuals into revealing personal information. There are many different types of phishing depending on the target.

Malware Attacks

Malware Attacks are any type of software designed to cause harm or damage without the victim knowing. There are many different types of malware attacks you could include when designing your game!