

# PhishProof



## Problem Statement

In the realm of cybersecurity, human error emerges as a pivotal weakness, often overshadowing technological vulnerabilities. Despite robust technical defenses, the susceptibility of individuals to phishing scams, password mismanagement, and social engineering attacks remains a critical challenge. This project acknowledges the gap in user awareness and the complexity of existing security measures, which inadvertently lead to risky behaviors.

## Motivation

Inspired by the innovative approach of the Phoney Phish system developed by Bowen et al (2011). My project aims to further explore the human side of cybersecurity. The core idea is simple: to understand why people fall for online scams and then use that knowledge to help prevent these mistakes. This project is driven by the belief that everyone has a role in cybersecurity. By learning from systems like the Phoney Phish, I aim to develop methods that are not only effective but also user -friendly. The goal is to create tools and strategies that make it easier for people to recognise and avoid online threats .

## Difficulties

The primary difficulty is crafting realistic yet simple phishing simulations that can effectively educate users without overwhelming them. Ensuring these simulations are easy to understand and interact with for people of all skill levels is crucial but not straightforward. Another challenge lies in the analysis and interpretation of user responses to these simulations; this needs to be both accurate and insightful to provide valuable learning outcomes. Limited resources and technical constraints also play a significant role, as they dictate the extent to which the project can be developed and refined.

## Approach

In building a basic version of a PhishProof system as a website, my approach combines the simplicity of HTML for structure, the styling capabilities of CSS for visual appeal, and the interactivity provided by JavaScript. The website will feature easy -to-understand phishing simulations, aimed at educating users on how to recognise phishing attempts. Each simulation will be followed by immediate, informative feedback to reinforce learning. The design will prioritise user -friendliness and accessibility, ensuring the site is approachable for all skill levels.

