
CyberSense

Cyber Awareness Game - Emerging Trends (ACCB6019)



Meet the team



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Phishing Is Evolving. Awareness Must Too.

Phishing is more than suspicious emails. Attackers use impersonation, urgency and convincing messages to trick people into trusting them. [1]



Convincing messages

Fake emails can look like genuine messages from trusted organisations.



Human manipulation

Urgency, fear and curiosity pressure people into acting quickly.



One wrong click

A mistake can expose accounts, passwords or sensitive information.



A learning gap

Knowing phishing exists does not always mean knowing how to recognise it.

Meet CyberSense

Not just "Is it phishing?" - "Can you prove why?"

- Investigate: Click and examine suspicious parts of an email.
- Learn: Discover why clues are suspicious through immediate explanations.
- Experience: See simulated consequences and practise how to respond.
- Improve: Earn points, unlock levels and receive personalised feedback.



Our difference

CyberSense turns phishing awareness from a simple quiz into an interactive learning experience that develops real-world decision-making skills.

Other Ideas



Phishing Email Simulation

Using the user's email address to register for a service that periodically sends simulated phishing emails, allowing users to practise identifying potential threats.



Educational Phishing Game

Developing an educational game aimed at secondary school students to help them recognise phishing attempts and understand the risks associated with phishing emails and attacks.

Similar Designs

Phishing - Cyber Games UK

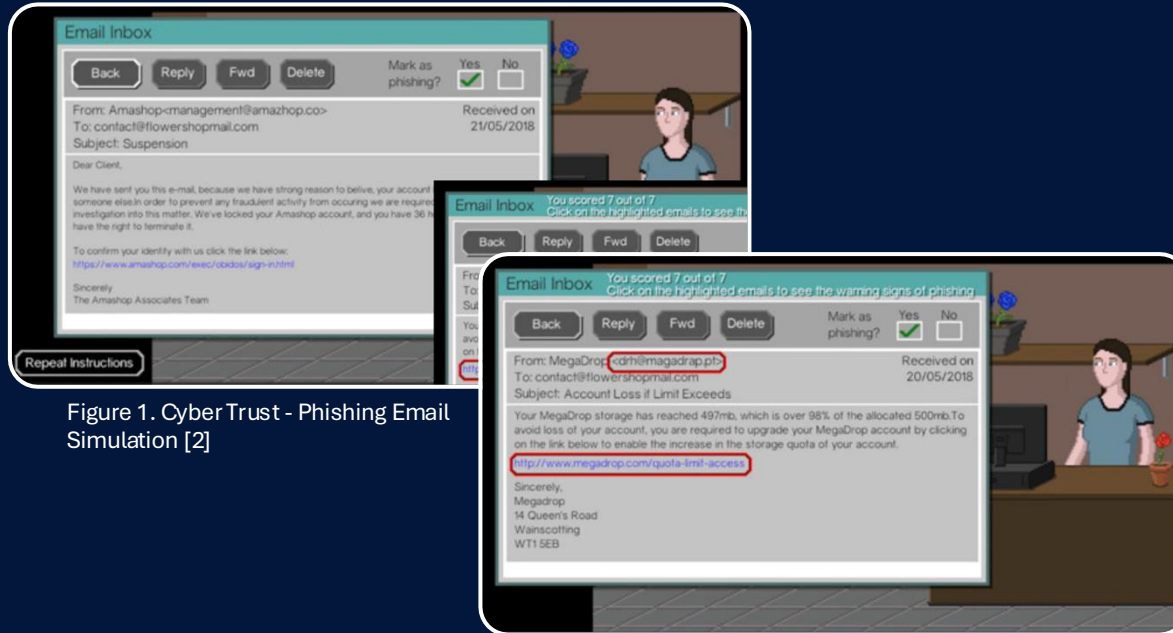


Figure 1. Cyber Trust - Phishing Email Simulation [2]

Figure 2. Cyber Trust - Phishing Warning Signs [2]



- Simulates a real-world environment.
- Provides examples of phishing emails.
- Highlights the warning signs of phishing emails.



- Limited pool of examples.
- Only available on PC screens.
- Layout issues on the webpage.

Phish Me If You Can

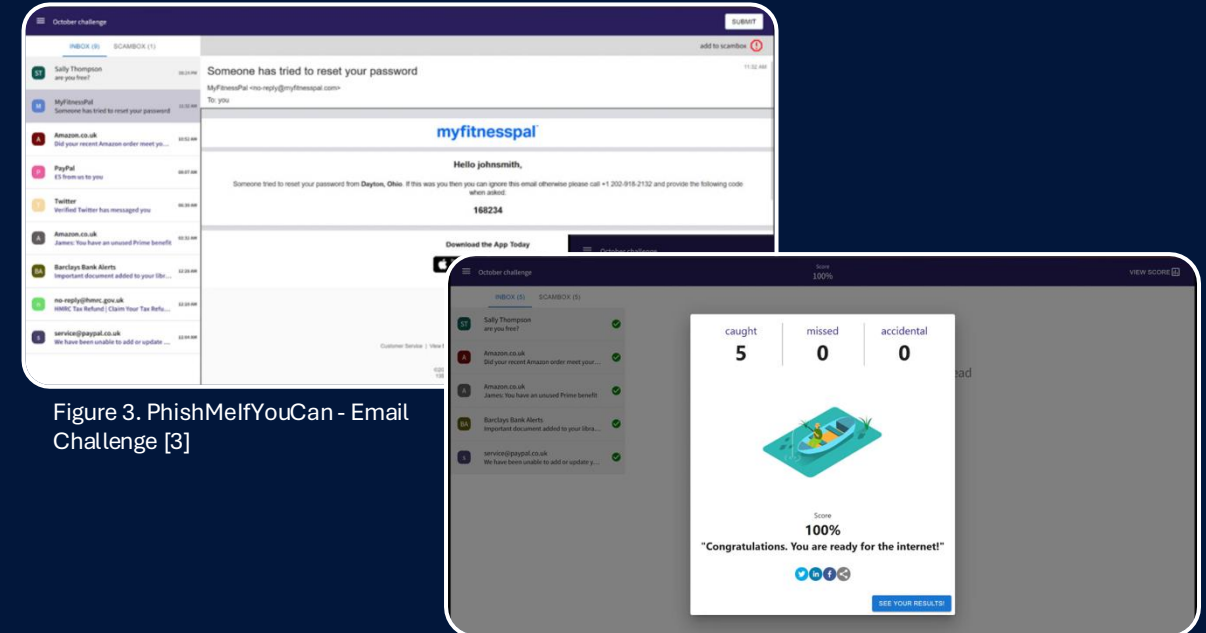


Figure 3. PhishMeIfYouCan - Email Challenge [3]

Figure 4. PhishMeIfYouCan - Game Results [3]



- Uses real-world brands in the examples
- Examples are high quality
- Updated monthly.

- Could highlight the areas of the email that identify it as a phishing email.



Game Mechanics Inspiration

Papers Please Game

- Approving and Denying Emails.
- Guide to help identify phishing emails.
- Consequences to player actions.
- Rules that change as the game progresses.

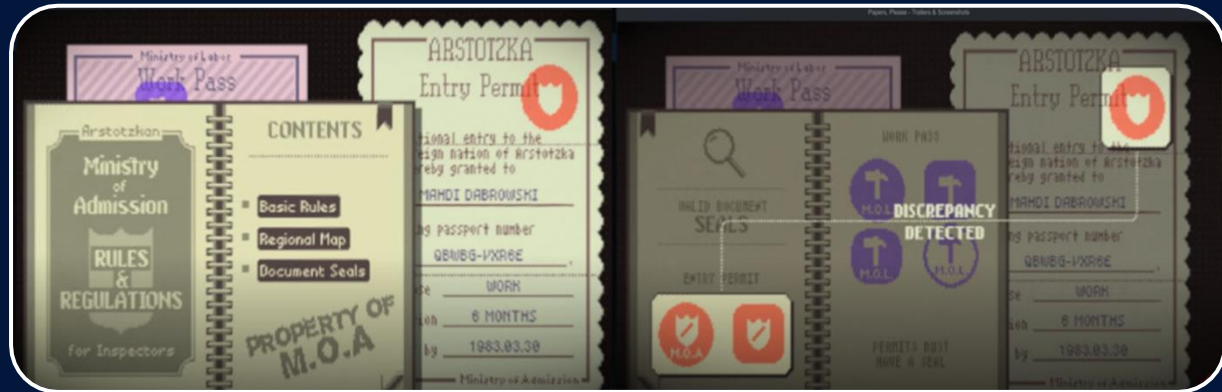


Figure 5. Papers, Please – Document Verification Game [4]



Figure 6. Papers, Please - Document Verification Game[4]



Next Steps

- 1 Review Presentation Feedback
- 2 Finalise requirement
- 3 Choose technologies
- 4 Create a Game Design Document (GDD)
- 5 Build a minimum viable product (MVP)
- 6 Iterate and expand

Any Questions?

References

- [1] National Cyber Security Centre, “Phishing scams: How to spot and report them.” Accessed: Oct. 12, 2026. [Online]. Available: <https://www.ncsc.gov.uk/collection/phishing-scams>
- [2] The Cyber Trust, “Phishing,” Cyber Games UK. Accessed: Oct. 12, 2026. [Online]. Available: <https://cybergamesuk.com/phishing>
- [3] “PhishMelfYouCan | The Game.” Accessed: Oct. 12, 2026. [Online]. Available: <https://play.phishmeifyoucan.com/>
- [4] L. Pope, “Papers, Please,” Steam, Aug. 8, 2013. Accessed: Oct. 12, 2026. [Online]. Available: https://store.steampowered.com/app/239030/Papers_Please/

Thank you!