



## **Abschlussvortrag Masterarbeit Ahmed Tareq Ali Ghaleb**

„A Serious Game to Enhance Phishing Awareness“

Phishing is a major threat facing everyone, especially due to the entry of technology into our lives in almost all areas, and the methods of deception and methods of stealing important information have developed. This thesis presents the development of a serious game that aims to raise the player's awareness of avoiding phishing threats, and focuses on three main types of phishing: cloned websites, SMS phishing, and spear phishing. It is a 3D game developed using Unreal Engine. The game content is generated by Large Language Model (LLM) to create dynamic and realistic content and conversations, so the player can learn about some phishing methods in an interactive and risk-free environment. The game contains common game elements such as a reward system that includes experience points, badges, and a leaderboard to motivate users and enhance educational engagement. Through this approach, the project demonstrates the potential of serious games as an effective tool in cybersecurity education, especially in the field of phishing awareness.

Betreuer der Arbeit: Prof. Dr. Mohammad Ghafari, PD Dr. Christoph Knieke

Datum: Montag, 30. September 2024, 08:00 Uhr

Ort: Online-Meeting über BBB

Link: <https://webconf.tu-clausthal.de/rooms/vex-o68-jic-ffe/join>