



## Social Engineering Awareness Training in Virtual Reality

### Open Bachelor/Master Thesis

#### Background

Social engineering (SE) exploits the human factor of information security and can significantly impact organizations. The lack of SE awareness favors the successful realization of SE attacks, as employees do not recognize them early enough, resulting in high costs for the affected company. Current training approaches and awareness courses are limited in their versatility and create little motivation for employees to deal with the topic. The high immersion of virtual reality (VR) can improve learning in this context. Besides, a highly extensible and flexible self-training tool may further facilitate teachers in SE awareness training.

#### Research Goal

The aim of this thesis is to evaluate the feasibility of an SE awareness training tool in VR. For this, a prototype built upon the existing The Social Engineer VR game (see images) should be designed and implemented. Finally, the defined hypothesis should be evaluated by conducting a study.

Based on bachelor/master level  
the scope is adapted.

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