

1.0 Envisioning The Story - Brief Scope & Sequence for Storyboard - Not Included With Content			NOTES (Client/SME Roles)
Course Title	Target Audience	Context/Setting	Please Write Below:
<ul style="list-style-type: none"> Phish Tales: Avoiding the Bait and Hooks of Email Scams <i>"Are you ready to dive into the murky waters of email scams and come out with a better understanding of how to spot the bait and avoid the hooks of phishing?"</i> 	<ul style="list-style-type: none"> All employees who have access to the company's computer network. 	<ul style="list-style-type: none"> Two coworkers journey on a fishing adventure after work and discuss their recent training on phishing attempts; the two coworkers will be in a canoe on the river catching fish throughout the time period. 	
Target Key Performance Indicator (KPI)	Learning Objectives; Performance Actions & Goals	Course Duration:	
<ul style="list-style-type: none"> Instances of successful phishing attacks will reduce by 50% throughout Quarter 1 and Quarter 2 as employees implement specified strategies and protocols in the event of a phishing hack within their workplace. 	<ul style="list-style-type: none"> Define email phishing and its various forms. Recall the risks associated with email phishing. Recognize red flags and phishing tactics in emails by assessing the legitimacy of emails. Implement a strategy in the event of an email phishing attack. 	<ul style="list-style-type: none"> 15 - 20 minutes 	

1.1 Title Page			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene.</p> <p>[2] OST (in shape): Phish Tales: Avoiding the Bait and Hooks of Phishing Scams</p> <p>[3] OST (in shape): Can you avoid the bait and hooks of phishing scams?</p> <p>[4] IMAGE: Button with OST: Cast Off With Confidence!</p> <p>*OST - On Screen Text</p>	<p>[1] Soft music playing in the background throughout the scene.</p>	<p>[1] OST (in shape) [2] and [3] appears on the background image scene.</p> <p>[2] IMAGE [4] Cast Off With Confidence! Navigation Button</p> <ul style="list-style-type: none">• User jumps from Scene 1.1 to Scene 1.2 when pressed.	

1.2 Reminder - Turn On Sound			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] OST (in shape): Sound on? Turn on your sound before you continue.</p> <p>[3] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>	<p>[1] Soft music playing in the background throughout the scene [1.1].</p>	<p>[1] IMAGE [2] appears on the background image scene.</p> <p>[2] IMAGE [3] Continue Navigation Button</p> <ul style="list-style-type: none"> User jumps from Scene 1.2 to Scene 1.3 when pressed. 	
1.3 Welcome/Introduction - Fishing Journey Concept			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Canoe floating in water.</p> <p>[3] IMAGE: Main Character #1 appears.</p> <p>[4] IMAGE: Main Character #2 appears.</p> <p>[5] OST (in shape): You and a coworker decide to go fishing after a</p>	<p>[1] Soft water noises/wood sounds throughout scene.</p>	<p>[1] IMAGE [2], [3], [4] appears on the background image scene.</p> <p>[2] OST (in shape) [5] appears on the background image scene.</p> <p>[3] OST (in shape) [6] appears on the background image scene.</p> <p>[4] IMAGE [7] Continue Navigation Button</p> <ul style="list-style-type: none"> User jumps from Scene 1.3 to Scene 1.4 when pressed. 	

<p>long day at work. When casting your lines and waiting for fish to bite, your coworker begins talking about the phishing training conducted earlier that day.</p> <p>[6] OST (in shape):Using your phishing expertise, you and your coworker will embark on a journey to catch as many fish as possible. So get ready to dive into the murky waters and see what phishing scams you can reel in!</p> <p>[7] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.4 Meet Mentor Character - Fisherman Anchovy			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waters/waves.</p> <p>[2] IMAGE: Fisherman Anchovy rowing in on a canoe boat.</p> <p>[3] OST (in word bubble): Hello, I'm Fisherman Anchovy. I have been navigating the murky waters of data security for many years now. With my</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p>	<p>[1] IMAGE [2] appears on the background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [4] Continue Navigation Button</p> <ul style="list-style-type: none">• User jumps from Scene 1.4 to Scene 1.5 when pressed.	

<p>vast experience and wealth of knowledge, I have learned how to spot phishing scams a mile away, and I have successfully protected my crew from falling for its trickery. I will sharpen your skills to avoid the dangers of the digital waters.</p> <p>[4] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.5 Mentor Character Navigation - “Tackle Box”			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Plain background of blue underwater scene/green coral on bottom.</p> <p>[2] IMAGE: Fisherman Anchovy [1.4] pointing at tackle box icon.</p> <p>[3] IMAGE: Tack box icon/tackle box in a circle button - top right corner.</p> <p>[4] OST (in word bubble): Select this mentor icon button to access a tackle-box full of tips and tricks to help you navigate the murky waters of data security in order to catch as many</p>	<p>[1] No audio present in this scene.</p>	<p>[1] IMAGE [2] appears on the background image scene.</p> <p>[2] IMAGE [3] appears on the background image scene.</p> <p>[3] OST (in shape) [4] appears on the background image scene.</p> <p>[4] IMAGE [2]</p> <ul style="list-style-type: none"> User jumps from Scene 1.5 to Scene 1.6 when pressed. 	

<p>fish as possible. Try pressing the mentor icon button now to continue.</p> <p>[5] IMAGE: Button with</p> <p>OST: Continue</p> <p>*OST - On Screen Text</p>			
1.6 Learning Objectives			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waves/water [1.4].</p> <p>[2] IMAGE: Fisherman Anchovy [1.3] excited.</p> <p>[3] OST (in word bubble): Click on each of the fish below to discover which fin-tastic learning objectives we will be covering on our journey today!</p> <p>[4] IMAGE: Four different color fish appear; clicking on each will appear a layer with the fish under water and accompanying learning objective</p> <ul style="list-style-type: none"> Orange Fish -Define email phishing and its various forms. Purple Fish - Recall the risks associated with email phishing. Blue Fish - Recognize red flags and phishing tactics in emails by assessing the legitimacy of emails. 	<p>[1] Bubble sounds are heard when a fish is clicked on.</p>	<p>[1] IMAGE [2] appears on the background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [4] appears on the background image scene.</p> <p>[4] IMAGE [4] Continue Navigation Button (Green Fish layer)</p> <ul style="list-style-type: none"> User jumps from Scene 1.6 to Scene 1.7 when pressed. 	

<ul style="list-style-type: none">Green Fish - Implement a strategy in the event of an email phishing attack. <p>[5] IMAGE: Button with</p> <p>OST: Continue</p> <p>*OST - On Screen Text</p>			
1.7 Introducing Catching Fish Incentive/Goal			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waves/water [1.4].</p> <p>[2] IMAGE: Fisherman Anchovy [1.4].</p> <p>[3] OST (in word bubble): Every fish you catch aligns with a specific learning objective. Catch as many fish as possible to avoid the dangers of the digital waters and become an expert at spotting the bait and avoiding the hooks of phishing scams.</p> <p>[4] IMAGE: Empty fish placeholders on top of screen.</p> <p>[5] IMAGE: Orange, Purple, Blue, Green [1.6] Fish jumping out of water into the placeholder to fill up.</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p>	<p>[1] IMAGE [2] appears on the background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [5] is dragged over to IMAGE [4]</p> <p>[4] IMAGE [6]</p> <ul style="list-style-type: none">User jumps from Scene 1.7 to Scene 1.8 when pressed.	

<p>[6] IMAGE: Button with</p> <p>OST: Let's Dive In</p> <p>*OST - On Screen Text</p>			
1.8 Q1 Transitioning Scenes Video			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Car driving away from city</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] talking in car.</p> <p>[3] IMAGE: Train going through woods/passing car.</p> <p>[4] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails.</p> <p>[5] IMAGE: Main Character #1 and Main Character #2 [1.3] in canoes in water/first Orange Fish appears [1.6].</p>	<p>[1] Soft music playing in the background throughout scene [1.1].</p>	<p>[1] User automatically jumps from Scene 1.8 to Scene 1.9 once the video plays through.</p>	
1.9 Question #1			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p>	<p>[1] No audio present in this scene.</p>	<p>[1] IMAGE [2] and [3] appears on the background image scene.</p>	

<p>[2] IMAGE: Main Character #1 looking confused.</p> <p>[3] IMAGE: Fisherman Anchovy in a tackle-box style mentor button in right-hand corner [1.4].</p> <p>[4] OST (in shape): When your coworker begins talking about the phishing training conducted earlier that day at work, he admitted he didn't pay close attention but states he's pretty sure phishing is marketing emails promoting products. How do you respond?</p> <p>Choice A (incorrect): Discuss how fishing requires the use of a hook and line to catch fish. What does he mean by promoting products?</p> <p>Choice B (incorrect): Agree with him. Phishing is a type of online marketing where emails are sent to promote products and services.</p> <p>Choice C (correct): Correct him. Phishing is a type of cybercrime where criminals use fake emails/texts to trick people into revealing sensitive information.</p> <p>*OST - On Screen Text</p>		<p>[2] OST (in word bubble) [4] appears on the background image scene.</p> <p>[3] If user selects IMAGE [2], they will automatically jump to Scene 1.10.</p> <p>[4] If user selects OST (in shape) [4] <u>Choice A</u>, they will automatically jump to Scene 1.11.</p> <p>[5] If user selects OST (in shape) [4] <u>Choice B</u>, they will automatically jump to Scene 1.12.</p> <p>[6] If user selects OST (in shape) [4] <u>Choice C</u>, they will automatically jump to Scene 1.13.</p>	
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1.10 Question #1 - Mentor Character Selection			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waters/waves [1.4].</p> <p>[2] IMAGE: Fisherman Anchovy rowing in on a canoe boat.</p> <p>[3] OST (in word bubble): Ahoy Matey! Happy to help you avoid the trickeries and dangers of the digital waters. Phishing is a type of cybercrime where criminals use fake emails and text messages to trick people into revealing sensitive information. Always make sure you legitimize the sender of any email you receive!</p> <p>[4] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p>	<p>[1] IMAGE [2] appears on the background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [4]</p> <ul style="list-style-type: none"> User jumps back from Scene 1.10 to Scene 1.9 when pressed. 	

1.11 Question #1 - Choice A Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in water and approach path blocked by logs; Orange Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p> <p>[7] IMAGE: OST (in word bubble): Because you failed to correct your coworker's meaning of phishing, he inadvertently became at risk for falling for a phishing scam - compromising</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email "ding!"</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.11 to Scene 1.9 when pressed. 	

his personal sensitive information such as login credentials and financial data.			
[8] IMAGE: Button with OST: Continue			
*OST - On Screen Text			
1.12 Question #1 - Choice B Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in water and approach path blocked by logs; Orange Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.12 to Scene 1.10 when pressed. 	

<p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p> <p>[7] IMAGE: OST (in word bubble): Because you failed to correct your coworker’s meaning of phishing, he inadvertently became at risk for falling for a phishing scam - compromising his personal sensitive information such as login credentials and financial data.</p> <p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.13 Question #1 - Choice C Consequence (Correct)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in rainbow pops up - Orange Fish [1.6] jumps over rainbow.</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home happy.</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Good luck noise/applause sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps to from Scene 1.14 	

[4] **IMAGE:** Car driving back to city [1.8].

[5] **IMAGE:** Main Character #2 [1.3] goes back into office; receives email and immediate red “x” goes through it because it’s a phishing attempt/doesn’t answer - he’s happy.

[6] **IMAGE:** Main Character #1[1.3] appears again with background of river/woods scene [1.1] happy. Orange Fish [1.6] appears and fills first placeholder out of four.

[7] **IMAGE: OST (in word bubble):**
Because you corrected your coworker’s meaning of phishing, you improved the security posture of your company and your coworker will be better equipped to avoid phishing scams - maintaining the company’s and his personal financial stability and reputation.

[8] **IMAGE:** Button with **OST:**
Continue

***OST - On Screen Text**

when pressed.

1.14 Extension Activity #1 - Terms & Definitions Interactive Chart			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Plain background of blue underwater scene/green coral on bottom [1.5].</p> <p>[2] IMAGE: Chart appears with phishing types: Clone Phishing, Smishing, Vishing, Whaling; users can click on each term to view definition</p> <p>[3] OST (with definitions): Clone Phishing: A type of cyber attack where an attacker creates a replica - or clone - of a legitimate website, email, message, and then sends it to unknown users to trick them into entering sensitive information.</p> <p>Smishing: A type of phishing attack that uses Short Messages Services (SMS) text messages to trick victims into revealing sensitive information. The attacker sends a text message that appears to be from a trusted source, such as a bank, and asks the recipient to click on the link or reply with confidential information.</p> <p>Vishing: A type of phishing attack that uses voice calls or voicemails to trick</p>	<p>1] No audio present in this scene.</p>	<p>[1] IMAGE [2] appears on the background scene.</p> <p>[2] OST (with definitions) [3] appears on the background scene.</p> <p>[3] IMAGE [4] Button with OST: Continue:</p> <ul style="list-style-type: none"> User jumps forward from Scene 1.14 to Scene 1.15 when pressed. 	

<p>victims into revealing personal information. The attacker pretends to be a representative of a trusted organization, or an unknown relative, and asks the recipient to reveal confidential information over the phone.</p> <p>Whaling: A type of cyber attack that targets high-level executives and other important individuals in the organization with the aim of stealing sensitive information or committing fraud. The attacker typically disguises themselves as a trustworthy entity and uses social engineering techniques to trick the target into revealing confidential information or taking actions that compromise their security.</p> <p>[4] IMAGE: Button with OST: Continue</p>			
1.15 Q2 Transitioning Scenes Video			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
[1] IMAGE: Main Character #1 and Main Character #2 [1.3] in canoes in water/ Purple Fish appears [1.6].	[1] Soft music playing in the background throughout scene [1.1].	[1] User automatically jumps from Scene 1.15 to Scene 1.16 once the video plays through.	

1.16 Question #2			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 [1.3] looking confused.</p> <p>[3] IMAGE: Fisherman Anchovy in a tackle-box style mentor button in right-hand corner [1.4].</p> <p>[5] OST (in shape): Your coworker thanks you for correcting his definition of phishing. He even admits he's been a victim of email phishing himself! He then becomes frustrated. He asks: Why do attackers hack unknown individuals in phishing schemes?</p> <p>Choice A (correct): Hackers want to gain access to your sensitive information and financial information to use themselves or to sell to a third party.</p> <p>Choice B (incorrect): Hackers want to improve their online reputation and gain more social media followers on their social media platforms.</p>	<p>[1] No audio present in this scene.</p>	<p>[1] If user selects IMAGE [2], they will automatically jump to Scene 1.17</p> <p>[2] If user selects OST (in shape) [5] <u>Choice A</u>, they will automatically jump to Scene 1.20.</p> <p>[3] If user selects OST (in shape) [5] <u>Choice B</u>, they will automatically jump to Scene 1.18.</p> <p>[4] If user selects OST (in shape) [5] <u>Choice C</u>, they will automatically jump to Scene 1.19.</p>	

<p>Choice C (incorrect): Hackers want to support a noble cause and help others in need.</p>			
1.17 Question #2 - Mentor Character Selection			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waters/waves [1.4].</p> <p>[2] IMAGE: Fisherman Anchovy rowing in on a canoe boat.</p> <p>[3] OST (in word bubble): Ahoy Matey! Happy to help you avoid the trickeries and dangers of the digital sea. Hackers engage in phishing schemes to deceive others into revealing sensitive information with the goal of stealing identity, money, or both. Unfortunately, these purposes are malicious.</p> <p>[4] IMAGE: Button with OST: Continue</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p>	<p>[1] IMAGE [2] appears into background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [4] Return To Question #1</p> <ul style="list-style-type: none"> User jumps back from Scene 1.17 to Scene 1.16 when pressed. 	

1.18 Question #2 - Choice B Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in water and approach path blocked by logs; Purple Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p> <p>[7] IMAGE: OST (in word bubble): Because you did not inform your coworker about why individuals conduct phishing schemes, a few days later, your coworker received an email</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.18 to Scene 1.16 when pressed. 	

<p>from an unknown sender. The sender asked for money to be donated to charity through clicking an attacked hyperlink. Your coworker obliged - providing unknown information in the process. His bank notified him of the fraudulent charges to his account.</p> <p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.19 Question #2 - Choice C Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in water and approach path blocked by logs; Purple Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.19 to Scene 1.16 when pressed. 	

[5] **IMAGE:** Main Character #2 [1.3]
goes back into office; receives email
and disappointed because he fell for a
phishing scam

[6] **IMAGE:** Main Character #1[1.3]
appears again with background of
river/woods scene [1.1].

[7] **IMAGE: OST (in word bubble):**
Because you did not inform your
coworker about why individuals
conduct phishing schemes, a few days
later, your coworker received a text
message from an unknown sender. The
sender claimed to be his distant
relative, knew some information about
your coworker, and requested an
urgent wire transfer because her car
broke down. Your coworker obliged,
and his bank notified him of the
fraudulent charges.

[8] **IMAGE:** Button with **OST:**
Continue

***OST - On Screen Text**

1.20 Question #2 - Choice A Consequence (Correct)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in rainbow pops up - Purple Fish [1.6] jumps over rainbow.</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home happy.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and immediate red “x” goes through it because it’s a phishing attempt/doesn’t answer - he’s happy.</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1] happy; Purple Fish [1.6] fills the second placeholder next to Orange Fish out of four at top of screen</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Good luck noise/applause sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> • User jumps to from Scene 1.21 when pressed. 	

<p>[7] IMAGE: OST (in word bubble): Because you informed your coworker about why individuals participate in phishing schemes, you improved the security posture of your company and your coworker will be better equipped to avoid phishing scams - maintaining the company's and his personal financial stability and reputation.</p> <p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.21 Extension Activity #2 - Risks Associated With Phishing - Flashcards			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Plain background of blue underwater scene/green coral on bottom [1.5].</p> <p>[2] IMAGE: Chart appears with risks associated with phishing; can flip flashcards over</p> <p>[3] OST (with definitions): Financial Harm: Phishers can trick individuals into sensitive information such as their login credentials or bank details, which can then be used for</p>	<p>1] No audio present in this scene.</p>	<p>[1] IMAGE [2] appears on the background scene.</p> <p>[2] OST (with definitions) [3] appears on the background scene.</p> <p>[3] IMAGE [4] Button with OST: Next Card:</p> <ul style="list-style-type: none"> User jumps forward from one flashcard to the next; Flashcard #4 jumps to Scene 1.22 	

fraudulent purposes such as unauthorized transfers, identity theft, and credit card fraud. The costs of these financial losses can be high and lead to long-lasting damage to one's credit, reputation, and financial stability.

Identity Theft: Phishers can trick individuals into revealing sensitive information - passwords, social security numbers, and bank details. This information is then used to steal their identity and carry out fraudulent activities such as opening unauthorized bank accounts and applying for loans. The process of restoring one's identity can be time-consuming, stressful, and expensive, leaving victims with a feeling of vulnerability and loss of control.

Loss Of Intellectual Property: Scammers trick individuals into revealing confidential information or login credentials, which can then be used to access sensitive information such as trade secrets, research data, and confidential business plans. The loss of this information can have significant impact on the

<p>competitiveness and success of a business and can result in the loss of market share and reduced profitability.</p> <p>Incurred Security Damages: The clean-up process following a success phishing attack can be time-consuming and expensive, requiring the deployment of additional security measures, purchasing new security software, and notifying affected customers.</p> <p>[4] IMAGE: Button with OST: Next Card</p>			
1.22 Q3 Transitioning Scenes Video			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
[1] IMAGE: Main Character #1 and Main Character #2 [1.3] in canoes in water/ Blue Fish appears [1.6].	[1] Soft music playing in the background throughout scene [1.1].	[1] User automatically jumps from Scene 1.22 to Scene 1.23 once the video plays through.	
1.23 Question #3			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
[1] IMAGE: Background of river/woods scene [1.1].	[1] No audio present	[1] If user selects IMAGE [2], they will automatically jump to Scene 1.24.	

[2] **IMAGE:** Main Character #1 [1.3]
looking confused.

[3] **IMAGE:** Fisherman Anchovy in a
tackle-box style mentor button in
right-hand corner [1.4].

[5] **OST (in shape):** As your coworker
continues to talk about the risks
associated with phishing scams, your
coworker wonders if there's any way
to prevent being a victim of email
phishing scams. He inquires: How can
you tell if an email or text is designed
to be a phishing attempt?

Choice A (incorrect): Rundown every
single one of your emails with the
company's tech department just to
double check if they are a phishing
attempt.

Choice B (correct): Most phishing
attempts come from unfamiliar senders
and asks you to share sensitive
information.

Choice C (incorrect): In this day and
age, it's hard to tell anymore. What's
the bother of even trying to decipher?

[2] If user selects **OST (in shape)** [5]
Choice A, they will automatically
jump to Scene 1.25

[3] If user selects **OST (in shape)** [5]
Choice B, they will automatically
jump to Scene 1.27

[4] If user selects **OST (in shape)** [5]
Choice C, they will automatically
jump to Scene 1.26

1.24 Question #3 - Mentor Character Selection			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waters/waves [1.4].</p> <p>[2] IMAGE: Fisherman Anchovy rowing in on a canoe boat.</p> <p>[3] OST (in word bubble): Ahoy Matey! Happy to help you avoid the trickeries and dangers of the digital sea. Most email phishing attempts come from senders with unfamiliar email addresses, include suspicious attachments, and ask in urgent tones for you to share your personal information or request you to update your information.</p> <p>[4] IMAGE: Button with OST: Continue</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p>	<p>[1] IMAGE [2] appears into background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [4] Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.24 to Scene 1.23 when pressed. 	
1.25 Question #3 - Choice A Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p>	

<p>water and approach path blocked by logs; Blue Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p> <p>[7] IMAGE: OST (in word bubble): Because you advised your coworker to rundown every single on of his emails with the tech department at your company, a few days later, he did. As a result, the tech department was overburdened with work and asked that your coworker refrain from reaching out. Your coworker could not recognize red flags on his own to identify email and texting phishing attempts.</p>	<p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none">• User jumps back from Scene 1.25 to Scene 1.23 when pressed.	
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<p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.26 Question #3 - Choice C Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in water and approach path blocked by logs; Blue Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.26 to Scene 1.23 when pressed. 	

<p>[7] IMAGE: OST (in word bubble): Because you advised your coworker to ignore recognizing the red flags to identify phishing attempts, a few days later, he received an email from a sender posing from his bank to update his personal information with the attached hyperlink. He updated the information through the link, and his personal information was stolen.</p> <p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.27 Question #3 - Choice B Consequence (Correct)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in rainbow pops up - Blue Fish [1.6] jumps over rainbow.</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home happy.</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p>	

<p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and immediate red “x” goes through it because it’s a phishing attempt/doesn’t answer - he’s happy.</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1] happy; Blue Fish [1.6] fills the third placeholder next to Orange Fish and Purple Fish out of four at top of screen</p> <p>[7] IMAGE: OST (in word bubble): You correctly educated your coworker that most phishing attempts come from senders with unfamiliar emails & phone numbers, include suspicious attachments, and ask in urgent tones to share your personal information or request you to update your information. A few days later, he was able to recognize an email from a phishing attempt in his inbox. He immediately deleted it.</p> <p>[8] IMAGE: Button with OST: Continue</p>	<p>[5] Good luck noise/applause sound when explanation appears.</p>	<ul style="list-style-type: none">• User jumps to from Scene 1.28 when pressed.	
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*OST - On Screen Text			
1.28 Extension Activity #3 - Interactive Bubbles, Red Flags To Watch For			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Plain background of blue underwater scene/green coral on bottom [1.5].</p> <p>[2] IMAGE: Scene appears with Orange, Purple, Blue, Green Fish [1.6] and bubbles; click on bubbles and red flags will appear</p> <p>[3] OST (with definitions): Suspicious Sender: The hacker may use an email address or a phone number posing as a familiar source, but it may be slightly different in the details - such as the top level domain or phone number sequence.</p> <p>Unsolicited Requests: The email or text may contain a request for sensitive information - even if you have not done business with the sender before. It may request specific passwords or bank account numbers.</p>	<p>1] Bubble sound [1.6] when fish are clicked on.</p>	<p>[1] IMAGE [2] appears on the background scene.</p> <p>[2] OST (with definitions) [3] appears on the background scene.</p> <p>[3] IMAGE [4] Button with OST: Continue:</p> <ul style="list-style-type: none"> • User jumps forward from Scene 1.14 to Scene 1.15 when pressed. 	

<p>Included Attachments: The email or text main contain attachments that you did not request or may seem out of place. It may request that the recipient download a file or click on a hyperlink.</p> <p>Non-Personalized Salutation: The email address may address you as “Dear customer” or “Dear valued member” instead of your personal name.</p> <p>[4] IMAGE: Button with OST: Continue</p>			
1.29 Q4 Transitioning Scenes Video			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
[1] IMAGE: Main Character #1 and Main Character #2 [1.3] in canoes in water/ Green Fish appears [1.6].	[1] Soft music playing in the background throughout scene [1.1].	[1] User automatically jumps from Scene 1.29 to Scene 1.30 once the video plays through.	
1.30 Question #4			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
[1] IMAGE: Background of river/woods scene [1.1].	[1] No audio present	[1] If user selects IMAGE [2], they will automatically jump to Scene 1.31.	

[2] **IMAGE:** Main Character #1 [1.3]
looking confused.

[3] **IMAGE:** Fisherman Anchovy in a
tackle-box style mentor button in
right-hand corner [1.4].

[5] **OST (in shape):** After you
successfully identify some red flags
for your coworker to spot phishing
scams, he thanks you. He confides in
you that, even though he now knows
how to recognize a suspicious email or
text, because he wasn't paying too
much attention to today's training, he
doesn't know what to do if he ever
were to come across one again.

Choice A (incorrect): Suggest to your
coworker that providing personal
information isn't that bad, and in some
cases, might lead him to make great
connections.

Choice B (incorrect): Inform your
coworker to ignore the email and leave
it in his inbox. If he doesn't touch it
and ignores it, no harm/no foul, right?

Choice C (correct): Elaborate to your
coworker to submit the email through

[2] If user selects **OST (in shape)** [5]
Choice A, they will automatically
jump to Scene 1.32

[3] If user selects **OST (in shape)** [5]
Choice B, they will automatically
jump to Scene 1.33

[4] If user selects **OST (in shape)** [5]
Choice C, they will automatically
jump to Scene 1.34

your company's designated phishing portal.			
1.31 Question #4 - Mentor Character Selection			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of waters/waves [1.4].</p> <p>[2] IMAGE: Fisherman Anchovy rowing in on a canoe boat.</p> <p>[3] OST (in word bubble): Ahoy Matey! Happy to help you avoid the trickeries and dangers of the digital sea. In the event of an email phishing attempt, always report the email to your company's tech department. Never open any attachments in the email and refrain from responding to the sender.</p> <p>[4] IMAGE: Button with OST: Continue</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p>	<p>[1] IMAGE [2] appears into background image scene.</p> <p>[2] OST (in word bubble) [3] appears on the background image scene.</p> <p>[3] IMAGE [4] Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.31 to Scene 1.30 when pressed. 	
1.32 Question #4 - Choice A Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p>	

<p>water and approach path blocked by logs; Green Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p> <p>[7] IMAGE: OST (in word bubble): Because you encouraged your coworker to show less caution with personal information, a few days later, your coworker received an email from an unknown sender. The sender asked for money to be donated to charity through clicking an attached hyperlink. Your coworker obliged - providing this unknown sender with his personal information in the process. His bank notified him of the fraudulent charges in his account.</p>	<p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> • User jumps back from Scene 1.32 to Scene 1.30 when pressed. 	
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<p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.33 Question #4 - Choice B Consequence (Incorrect)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in water and approach path blocked by logs; Green Fish appears [1.6].</p> <p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and disappointed because he fell for a phishing scam</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1].</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p> <p>[5] Bad luck sound when explanation appears.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST: Continue</p> <ul style="list-style-type: none"> User jumps back from Scene 1.33 to Scene 1.30 when pressed. 	

<p>[7] IMAGE: OST (in word bubble): Because you encouraged your coworker to ignore the phishing attempt and leave the email in his inbox, a few days later, he received a company-wide email. Since no one else reported the phishing attempt email to IT, some of the coworkers opened it and provided the attached hyperlink with personal information. Their personal information was stolen and fraudulent charges made to their accounts.</p> <p>[8] IMAGE: Button with OST: Continue</p> <p>*OST - On Screen Text</p>			
1.34 Question #4 - Choice C Consequence (Correct)			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Background of river/woods scene [1.1].</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] canoeing in rainbow pops up - Green Fish [1.6] jumps over rainbow.</p>	<p>[1] Soft water noises/wood sounds throughout scene [1.3].</p> <p>[2] Office noises/people talking in office scene.</p> <p>[3] Receiving email “ding!”</p> <p>[4] Suspenseful sound when opening email.</p>	<p>[1] IMAGE [2], [3], [4], [5] appears/plays out.</p> <p>[2] IMAGE [6] appears on background scene.</p> <p>[3] OST (in word bubble) [7] appears on background scene.</p> <p>[4] IMAGE [8] Button with OST:</p>	

<p>[3] IMAGE: Main Character #1 and Main Character #2 [1.3] navigating the woods/trails [1.8] back home happy.</p> <p>[4] IMAGE: Car driving back to city [1.8].</p> <p>[5] IMAGE: Main Character #2 [1.3] goes back into office; receives email and immediate red “x” goes through it because it’s a phishing attempt/doesn’t answer - he’s happy.</p> <p>[6] IMAGE: Main Character #1[1.3] appears again with background of river/woods scene [1.1] happy. Green Fish [1.6] appears and fills fourth placeholder out of four.</p> <p>[7] IMAGE: OST (in word bubble): Because you correctly advised your coworker to report the email phishing attempt through your company’s designated portal, a few days later, both of you receive a company-wide email. The company warned other coworkers of this email phishing attempt. Your coworkers were able to avoid sharing their personal information and company information with a sender with malicious intent.</p> <p>[8] IMAGE: Button with OST:</p>	<p>[5] Good luck noise/applause sound when explanation appears.</p>	<p>Continue</p> <ul style="list-style-type: none"> • User jumps to from Scene 1.35 when pressed. 	
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Continue			
*OST - On Screen Text			
1.35 Extension Activity #4 - Sorting Effective & Ineffective Responses To Phishing Attempts			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Plain background of blue underwater scene/green coral on bottom [1.5].</p> <p>[2] IMAGE: Post-It Notes appear with effective and ineffective strategies needed to be sorted; arrows have effective and ineffective on them</p> <p>[3] OST (with definitions): (Ineffective) Having easy and efficient passwords for your company's logins - such as using your name and #123</p> <p>(Ineffective) Avoiding and ignoring updates on your work computer's anti-virus software.</p> <p>(Effective) Changing your important passwords after opening an email from an unknown sender and downloading its attachments.</p> <p>(Effective) Report a suspicious text from a sender posing as a coworker of</p>	<p>1] No audio present in this scene.</p>	<p>[1] IMAGE [2] appears on the background scene.</p> <p>[2] OST (with definitions) [3] appears on the background scene.</p> <p>[3] IMAGE [4] Button with OST: Continue:</p> <ul style="list-style-type: none"> • User jumps forward from Scene 1.35 to Scene 1.36 when pressed. 	

<p>yours through the company’s phishing portal.</p> <p>(Ineffective) Click on an attached hyperlink in an email from an unknown sender just to ensure the resource is fake.</p> <p>[4] IMAGE: Button with OST: Continue</p>			
1.36 End Scene Transitioning Scenes Video			NOTES (Client/SME Roles)
Visual Prompt(s)	Audio Prompt(s)	Programming Prompt(s)	Please Write Below:
<p>[1] IMAGE: Woods scene/Orange, Purple, Blue, Green Fish [1.6] jump over rainbow</p> <p>[2] IMAGE: Main Character #1 and Main Character #2 [1.3] leaving woods scene at night time.</p> <p>[3] IMAGE: Train scene at nighttime</p> <p>[4] IMAGE: Car driving back to the city at night time and Main Character #1 [1.3] being dropped off at apartment.</p> <p>[5] IMAGE [New Scene]: Main Character #1 and Main Character #2</p>	<p>[1] Soft music playing in the background throughout scene [1.1].</p>	<p>[1] User automatically ends the course.</p>	

[1.3] meeting at work the next day -
Fisherman Anchovy is there, too.

[6] **IMAGE:** Main Character #1 [1.3]
is in his office now and a certificate
pops up on his computer screen.

[7] **IMAGE:** Main Character #1, Main
Character #2, Fisherman Anchovy,
Orange Fish, Purple Fish, Blue Fish,
and Green Fish all waving and
congratulating on completing the
course