Digital Corpora 2

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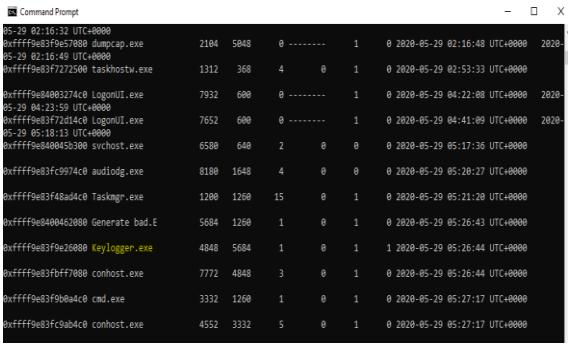

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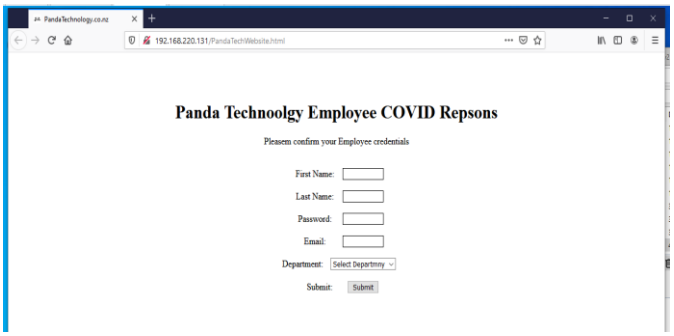

Phishing Website

INTRODUCTION

Welcome to the end product of Digital Corpora 2. The goal was to create learning materials suitable for the education of future WelTec students. Our corpora contains items such as disk images, memory dumps, network packet captures and scenarios which students will work through and hopefully learn a thing or two.

The topic we have based our learning materials off of is phishing. It is a topic that we believe interests many IT students as they should have encountered or at least of heard of the term before. The learning materials consist of developing a phishing attack, seeing how it works, and then obtaining the phished details in a text file. They will then analyse the attack and record their findings. We hope this will educate students about phishing as our aim is to help them get comfortable with industry-standard tools

DEVELOPMENT

The development cycle of this project was run through a Waterfall development approach. technical development was done using Vmware workstation pro to run and develop our VMs. This would also serve as the place the project scenarios would run. The environment is Windows 10 based with a Windows Server 2012 R2 acting as an email server for the phishing attack. Some notable tools incorporated include, Wireshark, Volatility Framework and Autopsy. Each tool serves a purpose in both scenarios one and two. Through the development process, we hit early issues around COVID-19 as all teams did. This meant our homes became our workplaces which we were forced to adapt to. Our first technical issue was configuring our local email connectivity but soon resolved that and Proceeded through the workload faster than anticipated this resulted in us creating a second scenario further developing on the skills taught in scenario 1. Our client expressed his interest in having the learning materials be suitable for Level 6 Information technology students, this meant we had to look at tools we knew they would have experience with and build upon that. As well as incorporating industry toolchains, we believe that experience with these toolchains is beneficial to a student's learning and can provide them with an edge when they enter the industry.

CONCLUSION

In the end our project achieved its goal of creating learning materials suitable for level 6 students, we believe that we achieved what the client had tasked us with at the beginning of the project. In the end we produced two scenarios, one about email phishing and the second but more importantly as a development team we have come out of this experience with a greater understanding of working within a cohesive team dynamic and being proud of the work that we were producing.