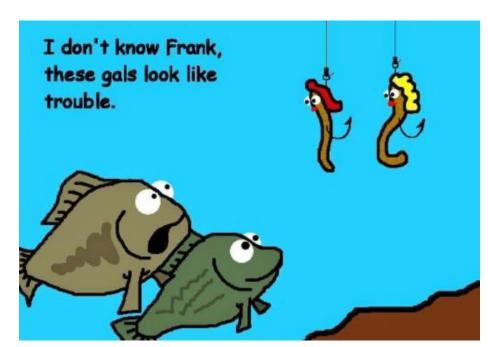
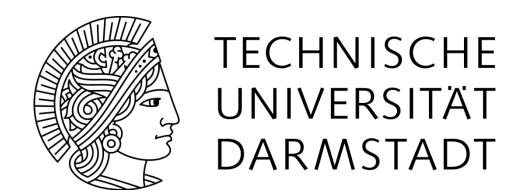
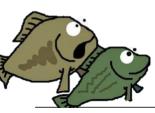
Still Plenty of Phish in the Sea - A Taxonomy of User-Oriented Phishing Interventions and Avenues for Future Research

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Frank's friend is right!









Research goal: Systematization of knowledge

RQ1: How does current research on user-oriented phishing interventions tackle the aim of guiding users towards secure online behavior?

RQ2: Which avenues for future research emerge from the existing phishing intervention literature?



Methodology: Systematic literature review

- ACM Digital Library
- IEEE Explore
- Web of Science
- A* and A CORE-ranked security conferences and journals

Peer-reviewed studies in English available as of June 2020

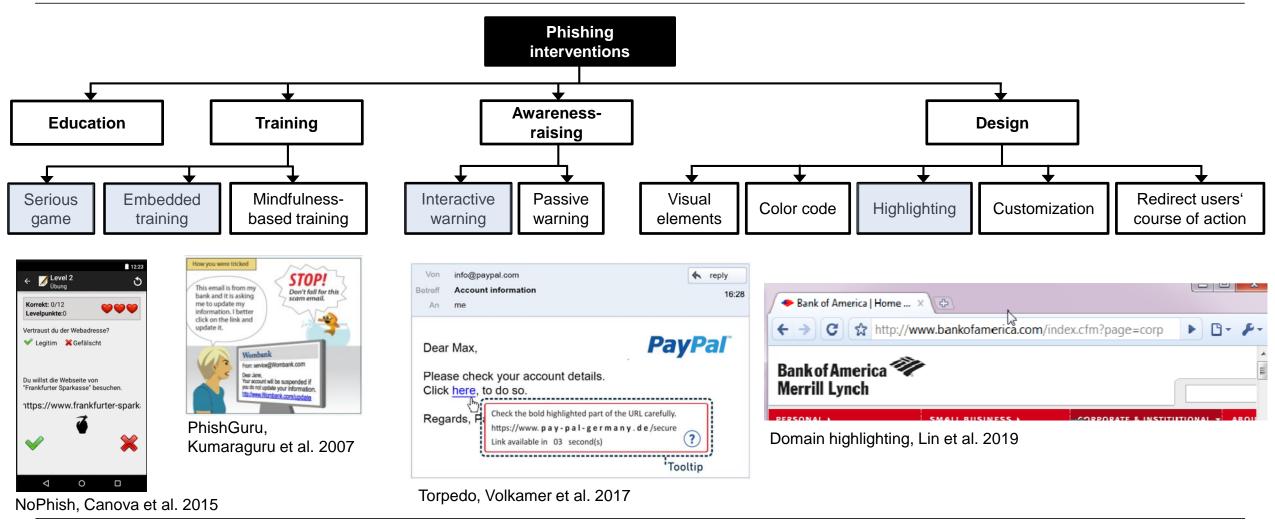
phish* AND (interven* OR prevent* OR educat* OR detect* OR train* OR nudg* OR appeal)

2,124 articles

Final literature sample: **64 articles**



How can phishing interventions be taxonomized?

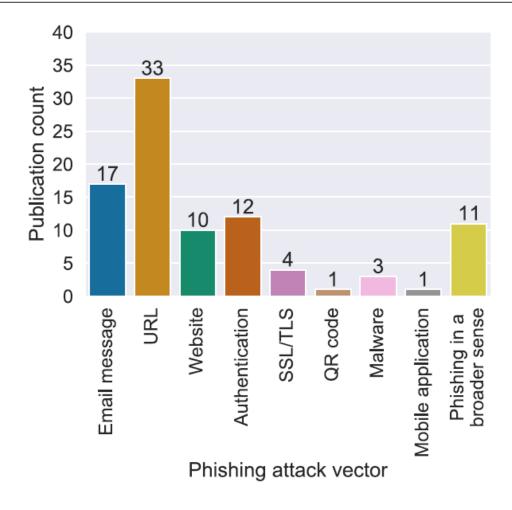


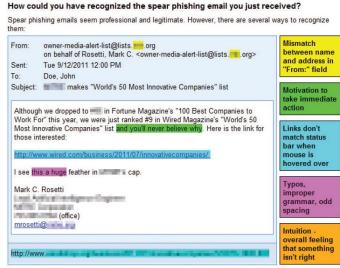
How can phishing interventions be taxonomized?

Category	Definition	Phishing interventions	Articles
Education	Educational interventions aim at developing knowledge and understanding of phishing and how to protect oneself against it.		
Education		Text-based, video-based, or in-class education	[8,39,48,63,70,85,95]
Training	Training interventions refer to interactive elements or exercises, which provide users with hands-on practice. They often take place by presenting a realistic phishing attempt within a secure environment.		
Serious game	Serious games refer to gamified contexts in which users can train how to recognize and analyze phishing attacks.	Online game (e.g., "NoPhish"), mobile app, board game, escape room game	[5–7,12,17,21,28,31, 32,47,60,71–73,86,88]
Embedded training	Embedded training refers to training schemes that combine testing users' behavior in their normal environment with instant corrective performance feedback.	Phishing simulation in combination with a "teachable moment" (e.g., "PhishGuru")	[4,10,11,13,15,30, 44–46,52,75,85,94]
Mindfulness- based training	Mindfulness-based approaches refer to trainings that increase users' awareness of context.	Approaches that teach users to dynamically allocate attention during message evaluation	[40]
Awareness- raising	Awareness-raising interventions refer to warnings that are placed in situ and raise users' awareness of potential phishing attempts during their primary course of action.		
Interactive warning	Interactive warnings refer to awareness-raising interventions that do require user interaction, i.e., interrupt the users' course of action.	Forced-attention warning, security questions, interactive fear appeal	[2,25,29,39,61,62, 68,70,75,83,89,93, 95,96,98]
Passive warning	Passive warnings refer to awareness-raising interventions that do not require user interaction.	Security toolbar, display of information on the legitimacy of a website	[8,25,92]
Design	Design interventions refer to design choices that aim at supporting or guiding users' behavior with respect to their secure handling of online activities.		
Visual elements	Visual elements refer to interventions that use the visual appearance of, e.g., a login form or website, to support users' security behavior.	UI dressing, dynamic security skins, trust logo, image	[24,34–36,43,49,51, 68,81,97]
Color code	Color codes refer to simple visual cues for users to distinguish between secure and risky environments.	Traffic light colors	[43,89,92]
Highlighting	Highlighting refers interventions that draw users' attention towards critical elements.	Domain highlighting, sender highlighting, highlighting differences in out-of-focus tabs	[22, 50, 56, 83]
Customization	Customization refers to interventions that let users customize the visual appearance of, e.g., a login form.	Custom icon, custom image, custom UI dressing	[24,34–36,51,68,81, 97]
Redirect users' course of action	This category refers to interventions that redirect users' course of action, for example by offering more secure alternatives.	Browser sidebar for entering credentials, suggesting alternative websites, creating habit of using bookmarks, delayed password disclosure	[35, 38, 54, 66, 93]



Which phishing attack vector is addressed?





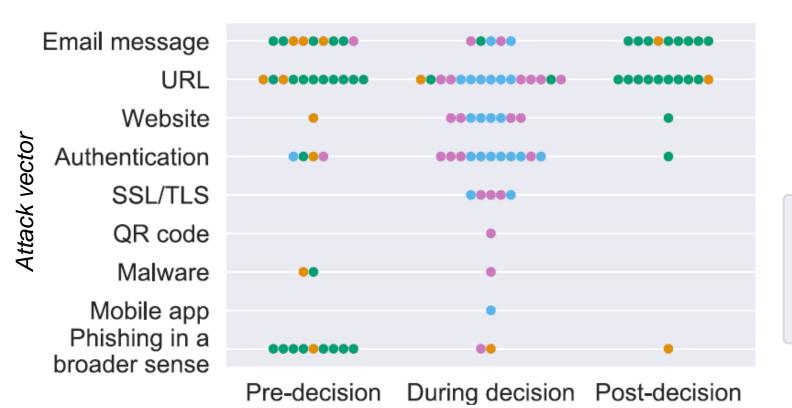
Caputo et al. 2014



Torpedo, Volkamer et al. 2017



When does which intervention take place?



- Education (7 publications)
- Training (30 publications)
- Awareness-raising (17 publications)
- Design (20 publications)

Time of intervention



Avenues for future research



Minimize user effort and intrusiveness



Explore the potential of (enriched) digital nudging, e.g., facilitate / reinforce / fear



Help users shift their cognitive frame



Protect users from malware attacks



Thank you!

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