WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Foundations in Cyber Investigations

COURSE NUMBER: SEC 240

I. MAJOR INSTRUCTIONAL OBJECTIVES:

Objective A: Explain the fundamentals of cyber investigations.
A-1: Explore cyber investigations and the scope of a cyber investigator throughout an investigation.
A-2: Describe the different categories that make up cyber-crimes.
A-3: Explain the difference between criminal investigations, civil cases, and intelligence operations.

Objective B: Collect & analyze digital evidence pertinent to a cyber investigation(s).
B-1: Describe basic internetworking fundamentals to include URLs, IP addressing, and Internet Service Providers (ISP).
B-2: Perform trace activities to locate owners, service providers, and domain registrants.
B-3: Investigate web browser and system artifacts to include log files, metadata, SMTP messages, and malware.

Objective C: Explain legal fundamentals of cyber investigations.
C-1: Create subpoenas and other legal documentation for cyber investigations
C-2: Identify the legal requirements to intercept communications.
C-3: Discuss key legislations and annotate special prosecution considerations in relation to cybercrimes.

Objective D: Explore the role of computer forensic laboratories throughout cyber investigations.
D-1: Describe the role of cyber forensics examiners and unique factors to keep in mind when collecting evidence at a scene.
D-2: Summarize the principles of online evidence collection.
D-3: Collect on-screen evidence and generate a hash of the relevant file(s) using numerous techniques and tools.

Objective E: Recognize different investigative methods and resources amongst different entities.
E-1: Discuss the motivations of cyber-crime.
E-2: Review different investigation methods and resources of military, civilian, corporate, and international entities.
E-3: Identify best practices pertaining to interviews and online covert operations during cyber investigations.

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the

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student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.