THROUGH GRAPHICAL FEEDBACK IMPROVED USER SECURITY

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PROBLEM

1. End users aren’t aware of the risks associated with common computing activities
   For example: email is easily intercepted

2. End users make security-sensitive choices with insufficient knowledge and improper mental models
   For example: people send private information over email

3. Often the secure choice is an encumbrance to the end user’s primary goal
   For example: email encryption is difficult to use

4. Often end users perceive no consequence for non-secure decisions because of insufficient feedback
   For example: leaked private information may or may not lead to identity theft

HYPOTHESIS

A graphical representation of security-related consequences can positively influence security-sensitive user decisions.

RESULTS

Our initial experiment did not prove our hypothesis. The graphical representation of security-related consequences did not positively influence security-sensitive user decisions. It appears to have had no impact.

FUTURE WORK

1. Increase number of participants
2. Repeat in-game security-sensitive scenarios
3. Create a more naturally motivating graphical aid
4. Increase game duration to more closely simulate real life
5. Add more in-game security-sensitive scenarios

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SINCERELY,

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