AI SECURITY

Master of Artificial Intelligence

CyberQuiz: An Interactive Platform for Enhancing Cybersecurity Awareness

Made by :

Abouhane Zahra
Bazgour Yassine

Supervised by :

Dr. Mariya Ouaissa

Academic Year 2025/2026

Acknowledgements

I would like to express my sincere gratitude to my professor, Mariya ouaissa, for her invaluable guidance, support, and encouragement throughout the CyberQuiz project. Her expertise and feedback have been instrumental in shaping the direction of this work. I am truly grateful for her time and dedication, which greatly contributed to the successful completion of this project.

Abstract

CyberQuiz project focuses on the development of an interactive web-based platform designed to enhance cybersecurity awareness through gamified learning. The system presents users with diverse quiz questions covering essential cybersecurity topics such as phishing, malware, data privacy, and password security. Built using HTML, CSS, and JavaScript, CyberQuiz emphasizes simplicity, responsiveness, and user engagement through visually appealing topic-based color schemes and dynamic feedback mechanisms. The project employs a modular architecture that manages question generation, progress tracking, and user interaction in real time. By integrating education with interactivity, CyberQuiz transforms traditional cybersecurity training into an enjoyable and accessible experience. The platform aims to help individuals develop stronger digital habits and better recognize online threats, ultimately contributing to a more security-aware digital community.

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Chapter 1

Introduction

1.1 Project Context

In the modern digital era, cybersecurity has become a critical concern for individuals and organizations alike. With the growing dependence on technology, users are constantly exposed to threats such as phishing, malware, and data breaches. However, a major contributing factor to many security incidents remains the lack of user awareness. CyberQuiz aims to address this issue by providing an interactive and engaging platform that helps users test and improve their cybersecurity knowledge through gamified quizzes.

1.2 Problem Statement

Despite the availability of cybersecurity training materials, most users find them either too technical or monotonous, leading to low engagement and poor knowledge retention. There is a need for a more interactive and user-friendly solution that encourages learning through participation and entertainment. CyberQuiz seeks to bridge this gap by combining education and gamification to make cybersecurity learning more appealing and effective. Varonis Systems (2024)

1.3 Objectives

The main objective of CyberQuiz is to enhance cybersecurity awareness in an engaging manner. Specifically, the project aims to design a quiz-based system that covers essential cybersecurity topics, provides instant feedback on answers, and tracks user progress. It also intends to create a visually appealing interface that motivates users to continue learning while assessing their

understanding of security concepts.   Cybersecurity and Infrastructure Security Agency (CISA) (2024)

1.4   Scope and Limitations

The system is designed for general users rather than cybersecurity professionals. Its current version emphasizes education through quizzes without integrating advanced analytics or adaptive difficulty mechanisms. Future versions could extend the system with user authentication, leaderboard features, and personalized question recommendations.

Chapter 2

Methodology

2.1 Development Approach

The development of CyberQuiz followed an iterative and incremental approach, allowing continuous refinement of features and design. The project began with defining the core functionalities and user flow, followed by building and testing individual components such as the question system, progress tracking, and user interface. Feedback and testing were integrated at each step to ensure smooth functionality and an intuitive experience. Lopez et al. (2021)

2.2 Tools and Technologies

CyberQuiz was developed using a combination of modern web technologies. HTML, CSS, and JavaScript formed the foundation of the front-end, ensuring interactivity and responsive design. The interface design emphasized simplicity and visual clarity, using a consistent color scheme to represent different cybersecurity topics. Media assets such as icons and images were integrated to improve engagement and thematic relevance. The system structure was kept lightweight and efficient to allow easy deployment and scalability.

Figure 2.1: Tools Used in CyberQuiz

Chapter 3

System Design and Implementation

3.1 System Architecture

The architecture of CyberQuiz is designed around a client-side web application model, ensuring a smooth and responsive user experience. The system is composed of several main components: the introduction interface, quiz engine, progress tracking system, and results display. The quiz engine handles question rendering, user input, and feedback logic, while the progress tracker manages the user's advancement through questions and updates the progress bar and lives count. This modular structure enhances maintainability and scalability, allowing future integration of back-end services if needed.

3.2 User Interface Design

The user interface was developed with simplicity, clarity, and engagement in mind. Each quiz topic is represented with a distinct color theme and corresponding icon to create a strong visual identity and improve recognition. The layout includes a clear question area, multiple-choice options, progress indicator, and lives counter. Smooth transitions and interactive elements ensure that the user experience remains dynamic and engaging throughout the quiz. Responsive design principles were applied to ensure accessibility across different devices and screen sizes. The project is publicly accessible in Github (2025), and the interface could be reached smoothly as CyberQuiz (2025)

3.2.1 Home

The home interface of CyberQuiz serves as the user's entry point to the platform. It introduces the quiz concept, displays the topic categories, and allows the user to begin the challenge. The design focuses on clarity and engagement, featuring bright visuals and intuitive navigation elements that immediately capture the user's attention and set a playful yet educational tone for the experience.

Figure 3.1: CyberQuiz Home Page

3.2.2 CyberQuiz

When a user selects the correct answer. The correct option is highlighted with a distinct success color, reinforcing positive user behavior and helping learners recognize correct cybersecurity practices. The immediate feedback mechanism maintains motivation and encourages knowledge retention by confirming the right choices in real time.
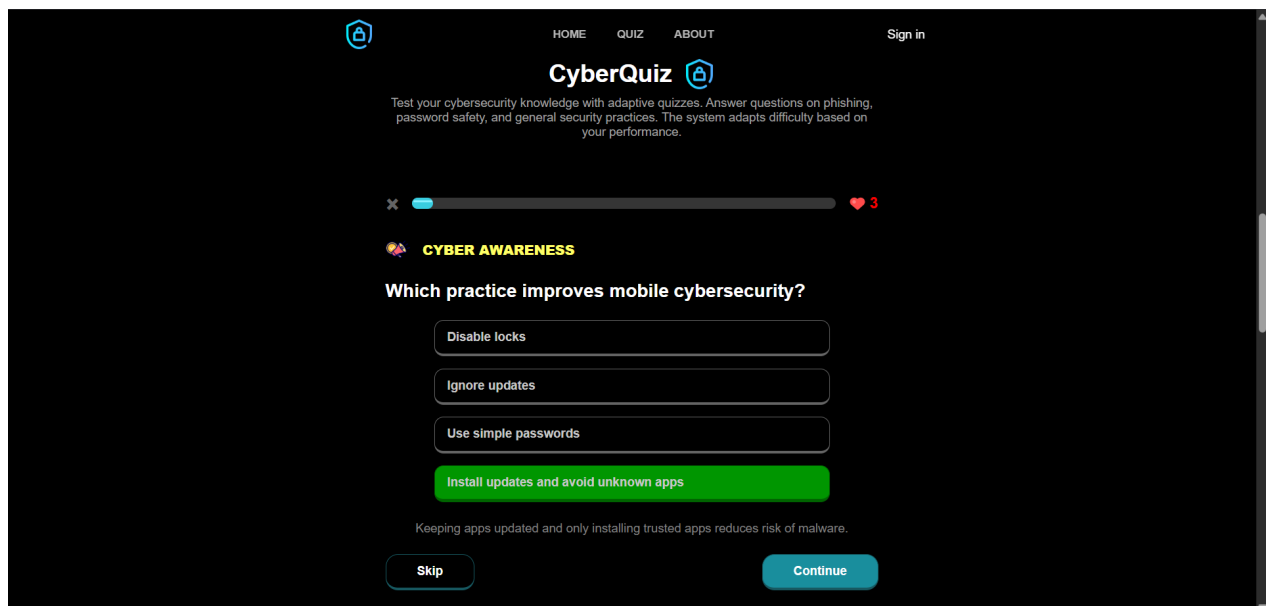
Figure 3.2: User Correct Answer Design in CyberQuiz

When an incorrect answer is chosen. The selected option is marked with an alert color to indicate error, while the correct answer is displayed to promote learning through instant correction. This design ensures that mistakes become learning opportunities, enhancing understanding of cybersecurity concepts through continuous feedback and reinforcement.
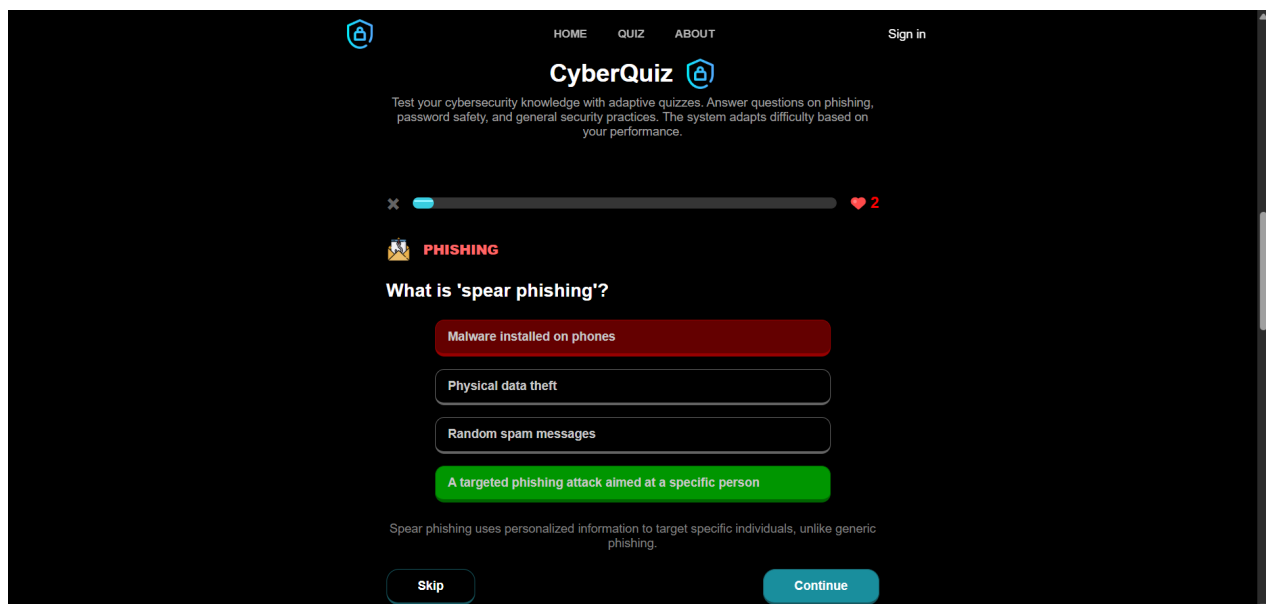

Figure 3.3: User Wrong Answer Design in CyberQuiz

3.3   Implementation Details

The implementation was entirely front-end based, utilizing JavaScript for logic handling and DOM manipulation. Questions were stored in structured datasets using JSON-like objects, each containing topic, question text, options, and associated media. Event listeners were used to manage user interactions such as answer selection and navigation between questions. CSS was employed to style the interface according to predefined topic colors and enhance the visual appeal.

Chapter 4

Results and Discussion

4.1 System Testing and Evaluation

CyberQuiz was tested through several phases to ensure stability, correctness, and usability. Functional testing confirmed that each feature, such as question loading, answer validation, progress tracking, and life deduction, worked as intended. Interface testing ensured that the layout adapted correctly across devices and screen sizes. User testing sessions revealed that participants found the platform easy to navigate and appreciated its interactive nature. Minor issues, such as inconsistent animations and timing between questions, were identified and corrected during these evaluations.

4.2 User Experience and Feedback

User feedback was collected informally from a small group of participants with varying levels of cybersecurity knowledge. Most users found the quiz enjoyable and engaging, noting that the topic colors and icons made it visually appealing. The instant feedback on answers was highlighted as particularly effective in reinforcing learning. Some users suggested adding a scoring system or leaderboard to increase competitiveness. Overall, the interface and interaction flow were positively received, showing the effectiveness of the design choices.

Chapter 5

Conclusion

5.1 Challenges Faced

During development, several challenges were encountered. Designing balanced quiz content that is both informative and accessible to non-experts required careful question formulation. Maintaining code modularity while implementing dynamic updates for progress tracking and user interactions also required multiple iterations. Another challenge involved creating a consistent visual identity for each topic while ensuring that colors and icons remained coherent and non-distracting. These challenges ultimately helped refine the design and improve the overall user experience. Council (2024)

5.2 Future Enhancements

Future versions of CyberQuiz could include additional functionalities such as user authentication, personalized question difficulty, scoreboards, and detailed performance analytics. Explanations or educational tips after each question could further enhance the learning experience. Integrating a database would also enable data persistence and tracking user progress over time. These extensions would make CyberQuiz not only a quiz platform but a comprehensive tool for continuous cybersecurity education.

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