ACTIVITY PROPOSAL

I. **Title** : Performance-based Task for IT304/IT304L
Information Assurance and Security 1

II. **Proponent** : Radaza, R., Tagud, J., Sy, K.

III. **Schedule** : 2nd Semester, SY 2020-2021

IV. **Rationale** :

Client/server describes the relationship between two computer programs in which one program, the client, makes a service request from another program, the server, which fulfills the request. Although the client/server idea can be used by programs within a single computer, it is a more important idea in a network. In a network, the client/server model provides a convenient way to interconnect programs that are distributed efficiently across different locations. Computer transactions using the client/server model are very common. For example, to check your bank account from your computer, a client program in your computer forwards your request to a server program at the bank. That program may in turn forward the request to its client program that sends a request to a database server at another bank computer to retrieve your account balance. The balance is returned to the bank data client, which in turn serves it back to the client in your personal computer, which displays the information for you.

The authentication service is concerned with assuring that communication is authentic. In the case of a single message, such as a warning or alarm signal, the function of the authentication service is to assure the recipient that the message is from the source that it claims to be from. In the case of ongoing interaction, such as the connection of a terminal to a host, two aspects are involved. First, at the time of connection initiation, the service assures that the two entities are authentic, that is, that each is the entity that it claims to be. Second, the service must assure that the connection is not interfered with in such a way that a third party can masquerade as one of the two legitimate parties for unauthorized transmission or reception.

This activity allows the students to design a Client-Server program in Java/C#/Web-based for authentication verification.

In addition, it enables the students to perform authentication methods in different platforms and adopt the key factors involved in authentication and how they are used to verify identity and grant access to the systems.

V. **Objectives**

After completing this activity, the students should be able to:

Skills (Do)

CO2 Adopt the key factors involved in authentication and how they are used to verify identity and grant access to the systems

VI. **Methodology :**

The five (5) Information Assurance pillars are availability, integrity, **authentication**, confidentiality, and non-repudiation. These pillars and any measures taken to protect and defend information and IS, to include providing for the restoration of information systems constitute the essential underpinnings for ensuring trust and integrity in information systems."

For this performance-based task, the Bachelor of Science in Information Technology students of SLSU who are currently enrolled in the courses IT304 and IT304L are required to:

1. Design their program particularly the Authentication (Log-in form) only, they may use any programming language or web-based platform with database integration.

VII. **Rubrics**   :

Students' outputs will be rated using the Rubrics presented below:

Projects/Outputs ProLevel	Points	Indicators
Exemplary	6	Work/project is exceptional and impressive. A distinctive sophisticated application of knowledge and skills is evident.
Strong	5	Work/project exceeds the standard; thorough and effective application of knowledge and skills are evident
Proficient	4	Work/project meets the standard; acceptable and it displays the application of essential knowledge and skills
Developing	3	Work/project does not yet meet the standard; show a basic but inconsistent application of knowledge and skills; work needs further development
Emerging	2	Work/project shows a partial application of knowledge and skills; lacks depth or incomplete and needs considerable development errors and omissions are present
Learning	1	No work presented

*DepEd, 2007

Rating Scale:

6	1.0 – 1.5	3	2.6 – 3.0	
5	1.6 – 2.0	2	3.1 – 3.5	Conditional
4	2.1 – 2.5		3.6 & above	Failed

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