[1] "Modernizing Voting System Guidelines and Testing ," *Center for Civic Design*, September 13, 2017. [Web]. <https://civicdesign.org/modernizing-voting-system-guidelines-and-testing/>. [August 29, 2018].

This article comes from the Center for Civic Design. This article talks about the Voting Systems Guidelines decided upon by the EAC, but chooses to summarize the long report into a set of functional requirements that all voting systems must have. It also discusses the importance of stressing a more flexible and accessible form of voting for the consumer to use. This is important to our project because we need to be able to balance both usability and security in our project.

[2] "Voting System Standards, Testing, and Certification," *NCSL*, August 8, 2018. [Web]. <http://www.ncsl.org/research/elections-and-campaigns/voting-system-standards-testing-and-certification.aspx>. [August 29, 2018].

This article comes from the National Conference of State Legislature. This source discusses a basic overview of a voting machine, why they play an integral role in the US, and the standards that voting machines and voting software must be held to in order to insure it remains both accessible yet secure. This article is important for us because it not only gives us basic information on the current voting systems that are being utilized, but also gives us information on the standards and functional requirements that our system will need to fulfill.

[3] "Committee Approves Next Generation of Voting System Guidelines," *U.S. Election Committee*, September 12, 2017. [Web]. <https://www.eac.gov/news/2017/09/12/committee-approves-next-generation-of-voting-system-guidelines/> . [August 29, 2018].

This article comes from the Election Assistance Commission. This information is similar to the information from the NCSL, but is more detailed in its description of voting systems guidelines for testing, usage, and security necessities. It is also a more recent source of information on the standards guidelines for voting system software, as it is less than a year old. This is important to us because we need to fully comprehend the standards that are already in place and expected for a voting systems product before we can begin to design one.

[4] "Remote Ballot Marking System," *Center for Civic Design*, February 10, 2016. [Web]. <https://civicdesign.org/projects/remote-ballot-marking/> [August 29, 2018].

This article comes from the Center for Civic Design. This particular article describes the setup for a project to create a remote ballot marking system, in the attempt to make voting more accessible and secure for voters. The system’s design allows voters to receive blank ballots electronically, mark them and print them out, then cast them by bringing them to an elections office. This source is useful to our team because it describes the format of a unified process to design and build a product, which we can study and understand in order to format our own iterations. It also includes a list of useful vocabulary and terminology related to voting and the voting process.

[5] "Some Vote-Counting Computers Came With a Critical Flaw That Could Have let Hackers Access Them ," *Business Insider*, July 17, 2018. [Web]. <https://www.businessinsider.com/election-systems-and-software-admits-shipping-vote-systems-with-key-flaw-2018-7>. [August 29, 2018].

This article comes from Business Insider at businessinsider.com. The article focuses on the topic of remote-access software called Symantec’s pcAnywhere being added to Elections Systems and Software’s voting machines that were sold between 2000 to 2006. The remote-access software was intended to be used to assist customers in setting up and troubleshooting any problems they had with the voting software, but it was later discovered that Symantec’s pcAnywhere had significant security flaws that hackers could potentially exploit. This source is useful because it contributes information on the importance of security and the type of software designs we should avoid when considering our own voting software.

[6] “nVotes” *nVotes*, [Web]. <https://nvotes.com/>. [August 29, 2018]

This is an existing piece of voting software that emphasizes ensuring an election’s legitimacy. It also allows users to vote from any type of device (PC/mobile/etc) using a web ballot. It uses encryption and anonymization in to ensure that the ballots are both secure and private. This will be useful while constructing requirements to ensure that security requirements are focused and met

[7] “eBallot” *eBallot*, [Web]. <https://www.eballot.com/>. [August 29, 2018]

eBallot seeks to streamline and enhance the voting process by making the sequence from making a ballot to tallying the results quick and easy, while still remaining secure. They allow you to customize ballots with company branding, and easily create and notify voters of a new ballot. It also provides detailed analytics after the voting process. This will be the voting software to compare to for purposes of ease of use and user experience.

[8] “Simply Voting” *Simply Voting*, [Web]. <https://www.simplyvoting.com/> . [August 29, 2018]

One of the main draws of this software is the ability to have third party Audits of your voting process, which will allow for greater security. It also allows voter-verified results. The emphasis on security will be useful, and the ability to make use of third party audits should be something that could be considered.

[9] “Election Runner” *Election Runner*, [Web]. <https://electionrunner.com/> . [August 29, 2018]

Election runner advertises for secure cloud based elecitons. It makes use of 256-bit encryption and also giving each user an ID and key to ensure they only vote once. The emphasis on preventing over-voting will be a very important requirement, and also this software gives an idea of what kind of encryption we should have.

[10] “Election Buddy” *Election Buddy*, [Web]. <https://electionbuddy.com/> . [August 29, 2018]

Election Buddy allows for notifying users of ballots through email, mail, or text and allows for one-time anonymous voting. It also makes use of 256-bit encryption and supports large numbers of voting types. Results are quickly calculated, but still allows for manual recounting if desired.