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What is a reliable way to identify users, without their direct input

Pollstar

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| **Version** | **Changes;** | **Author** | **Date** |
| 0.1 | Setup, Creation first Questions and listing methods | T. Visser | 11/25/2021 |
| 0.2 | Added Brainstorming part, in *Expert Interview* research Method | T. Visser | 11/26/2021 |

# Main Research Question;

What is a suitable way to identify users in this project scope, without their direct input?

## Sub questions;

* What data can you get from website visitors, by just loading the site on their preferred browser?

I won’t be query users for information, so I have try to get as most from the browser supplies me with, like; IP address, I could save something like a cookie, etc…

* What about privacy concerns and cookie notifications and performance?

As mentioned above, I plan to collect data, but I’ll have to look into how much I can legally collect without asking verification from the user or slowing the application.

# Research Method;

## Expert Interview

As mentioned in the other methods, this problem has several solutions, varying from saving and retrieving small pieces and guessing, our entire algorithms that creates and compares the online fingerprint of the users. It is very hard to know where to start searching and where to stop, so I’ll be asking some questions to the one who grades and judges my final implementation. The things that I want to know is; how and where to start? What are your thought and experiences? And where to end, what would suffice? Using these answers, the research and implementation following that would be a lot less rocky.

## Community Research

After doing a little google search I found out that this problem is almost impossible to tackle perfectly, every solution has it’s pros and cons.

## Available product analysis

This project idea isn’t an original one, and it has been done on several ways, all with difference in usability and functions. They all share the same core with the same idea, so that means my specific problem here should have been tackled already, or at least a version of this.

The plan here is to try these similar services and see how they handled it, from a user’s perspective, at the same time I will be trying to break their solution and find a way around it.

This method won’t only give me a good idea of how the end project could work, but also provides me with a steady baseline of the competition, how far should I go with this implementation until it costs more then the payoff is worth?

## Expert Interview;

### Brainstorming;

|  |  |
| --- | --- |
| Email verification | |
| Pros:   * Reliable * Fool proof | Cons:   * Can be automated with bots * Doesn’t comply with the Quick & Easy user Story |
| Cookie (saving uid on client side) | |
| Pros:   * Complies with the Quick & Easy User Story * Easy to implement and to use * When voter upgrades to signed up User, their previously voted on polls convert with them | Cons   * Little technical skills needed to work around and break * Users will accidentally find work arounds without extra input |
| IP address saving | |
| Pros:   * Complies with the Quick & Easy User Story * Makes sure users can vote only once, even with different devices (on the same ip, of course) | Cons:   * Several users on 1 IP will give problems * Can be worked around by using vpn |
| RCN Fingerprint | |
| Pros:   * Complies with the Quick & Easy User Story * Very hard to Crack & Hack * Will definitely makes sure I graduate | Cons:   * Incredibly hard * No working demo’s for my Use Case, so hard to know if it works beforehand |

Conclusion

A more grandiose method would ofcourse be amazing, but due too time constraints, limited resource and way to much other stuff to do, I won’t be looking into methods of this magnitude.

For the Pollstar project, the implementation of this research question with it’s accompanying user story should be kept at a beginner level, it should work with a specific set of front end tests at the end of creating the demo, but it doesn’t have to do more then prove the point of how it would work in an ideal situation.

# Sources;

<To be Formatted>

Research Methods;

<https://ictresearchmethods.nl/Methods>

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