Final Requirement

Technology and Human Rights: Rise of Cybercrimes in the Philippines

An ADWEB Final Performance Task Presented to The Faculty of the School of Computing



In Partial Fulfillment of the Requirements for the Course Advanced Dynamic Web Applications (6ADWEB)

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BACKGROUND

The Internet has been a common ground for present-day criminals to utilize as a means to mobilize their malicious intentions, otherwise known as cybercrimes. Cybercrimes are illegal activities done using computers or the Internet. Their actors, known as cybercriminals, use different techniques to carry out their crimes, such as phishing, social engineering, and malware as part of their cyber attacks (Latto, 2022). One thing that people should know about such crimes is that they are not happening randomly at a time, cybercriminals are very intelligent, organized, and so professionalized which makes them more dangerous (Latto, 2022). As technology evolves, so do the cybercrimes that happen on the Internet. Cybercriminals have countless creative ways to attack their victims which is why Internet users have a duty and responsibility to stay informed and aware of such crimes to prevent their emergence. According to Carter (n.d.), the most common computer and internet cybercrimes in America include phishing, harassment, ransomware, prostitution, child pornography and solicitation, intellectual property theft, account hacking, drug trafficking, and credit card fraud. Seemingly, the situation on the said country does not fall far behind from the Philippines, and the situation remains alarming even when there is a law enacted to address and penalize cybercrimes (R.A. 10175 or the Cybercrime Prevention Act of 2012).

PROBLEMS/ISSUES

To reinstate, cybercrimes are still a lingering problem in the Philippines at present. Years have passed since the Cybercrime Prevention Act and the Anti-Bullying Act (which covers cyberbullying) were enacted but the problem stays just the same. According to Statista (2021), Region 3 or Central Luzon took the highest number of victims of fraudulent SMS or text scams in 2019, that amounts to approximately 3.4 million individuals. Other cybercrimes noted on the list involved hacking, phishing, and cyberbullying. A report from CNN in 2020 showed that 37% of the top cybercrimes in 2020 were related to online scams. Online libel and cyberbullying were also among the top cybercrimes in the year 2020 and out of 5 cybercrimes that happened, 3 of which are related to cyberbullying (Sonnie, 2022). Given the context, there



really is a need to address the issues on the continuing emergence of cybercrimes here in the country, and it is crucial for the citizens to be aware of such crimes to prevent further damages. Hence, the project addresses the cybercrimes covered by the Cybercrime Prevention Act of 2012, as well as cyberbullying, which are pertinent issues in the Philippine online setting.

OBJECTIVES

The project aims to address the issues on the emergence of the different cybercrimes and instill awareness to the users on how to be vigilant and prevent becoming a victim of such. It will contain necessary information about the root causes and adverse effects of such crimes and the ways on how people should act as a responsible netizen and how to take care of their online profile/identities. The project also focuses on the development of essential skills using Angular that future web developers like us should possess to advance in our chosen careers.

MEMBERS AND ROLES

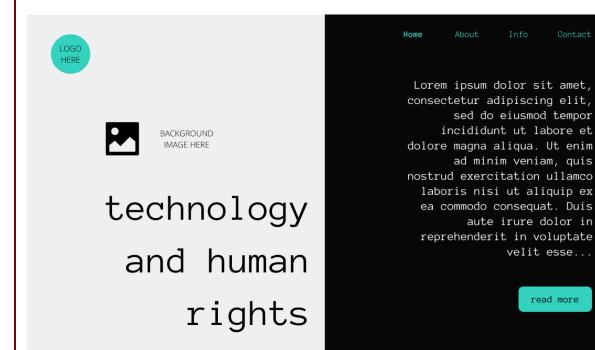
Member	Role
Myra Cuyagbo	Developer, Introduction
Jarell Carlo Galura	Developer, Problems/Issues
Hans Benedict Jardiel	Developer, Researcher, Objectives
Deidrey Simon Paul Mandani	Developer, Researcher, Objectives
Almond Rosos	Project Manager, Introduction, Problems/Issues



MOCKUP INTERFACE DESIGN

For this project, the group has decided to include four pages as the main navigation for the users, and they are the HOME page, ABOUT page, INFO page, and CONTACT page. Screenshots of the design of each page are provided below along with their descriptions. (*Note*: the names of the pages are subject to changes until the finalization of the design.)

Home page

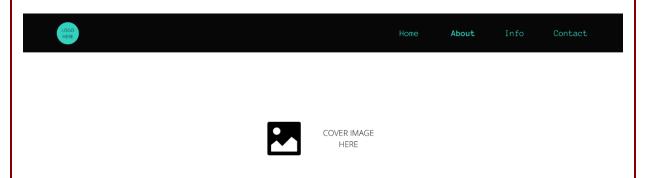


The home page of the project is straightforward in terms of design language. It consists of the site logo, a cover image, site title, the navigation bar, and a featured text which contains an overview of the site content. The group is yet to decide whether the home page would be a single page with no scrollable content or not. For the sake of the mockup design, we put a button below the featured text to signify that there will be more content for the viewers and users to see/read.



read more

• About page



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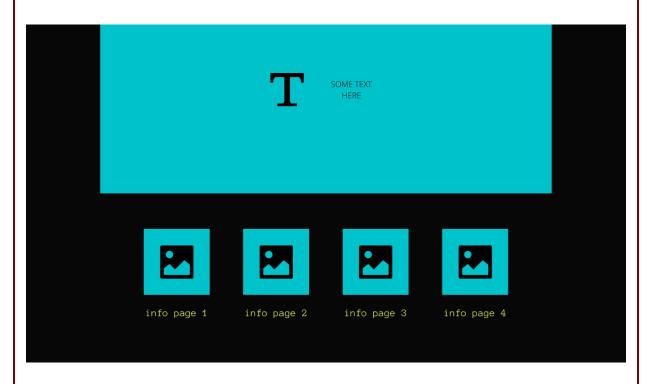
This page will contain the necessary information about the project, its goals, and the people behind the team. The initial design contains a header cover image and other contents such as the project's goal and the issues to be tackled. More content will be revealed in the final stage of the project design.



• Info page



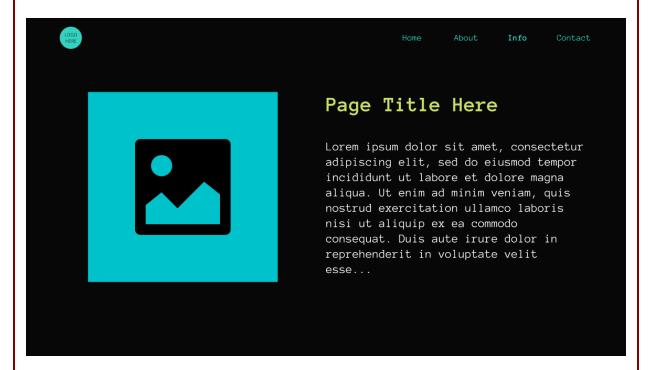
The information page also contains a header cover image, and text card containing the summary/overview of what our advocacy about technology and human rights would be all about.





Below the text card would be a collection of thumbnails that are linked to other external pages with necessary information about the different cybercrimes and laws in the Philippines. More content will be revealed on the final stage of the project design.

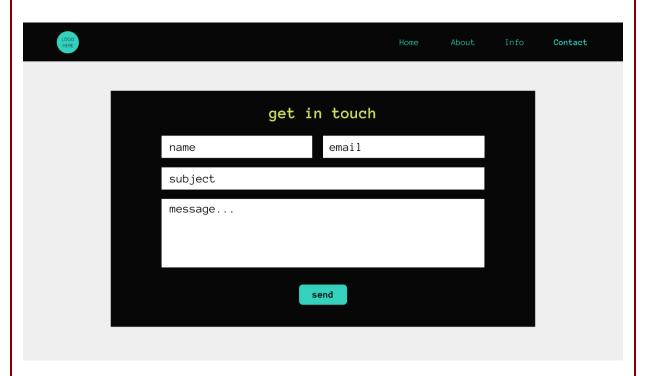
Sub page for the info page



This is how the external pages would look like once the users click the thumbnails seen on the information page. It is also simple and contains information about the page.



Contact page



The last main page for the project would be the contact page. It is also simple like the other pages, containing a contact form which users can fill in to reach out to the site owners and creators regarding their concerns. We also plan on providing a footer on each page that contains necessary contact information.

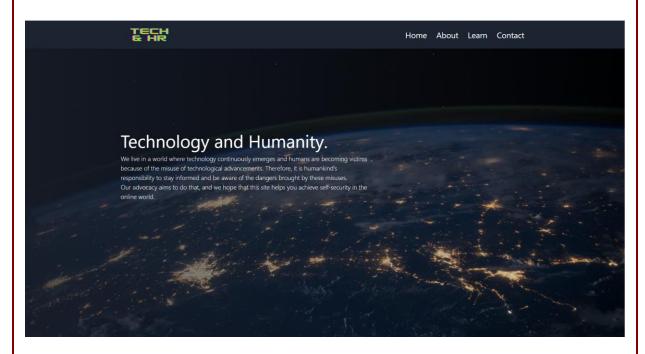
Lastly, we would also like to note that the colors and fonts used on this mockup design are subject to changes depending on what the final consensus would be within the group. To clarify, we chose colors and fonts that we thought would represent technology the most. As for the layout, we opted for a very minimalistic and simple yet intuitive design so that users would get the best information rather than focus on aesthetics and visuals. Of course, there will be other design changes depending on feedbacks and comments that will add more sophistication and appeal to the project's overall look.



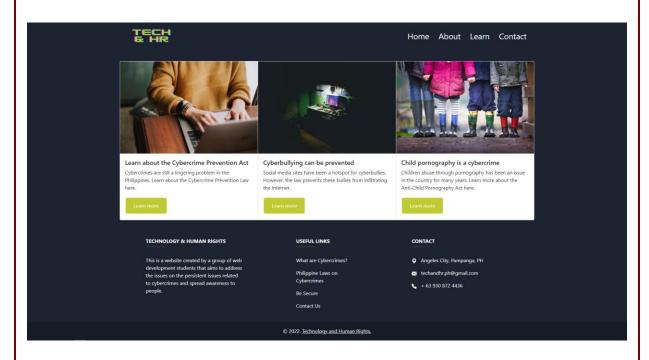
FINAL VERSION OF THE WEB APPLICATION

Here are the screenshots of the final version of our web application:

• Home page



Footer





• About page



TECH

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Home About Learn Contact

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MEET THE TEAM



Almond Rosos

Project Manager



Myra Cuyagbo

Developer, Researcher



Jarell Galura
Lead Programmer



Hans Jardiel

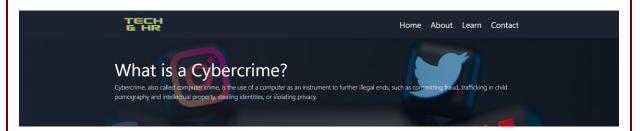
Researcher



Drey Mandani
Researcher



Learn subpage 1 (What are cybercrimes page)



DIFFERENT TYPES OF CYBERCRIME



Cybercriminals use phishing as a social engineering approach to mislead unsuspecting victims into installing harmful software or visiting mallicious websites. Phishing attacks are most conducted by email, however other methods such as Vishing (Voice Phishing) and Smishing can also be performed (SMS

Phishing's main purpose is to collect sensitive information in some way or another, by whatever means possible. Phishing is the most common sort of internet crime, according to 2019 FBI research, with over 114,000 victims in the United States, costing them a total of \$57.8 million. One of the main reasons why phishing is so popular is because it does not require any special tools or skills to launch a basic campaign.

How does phishing attack happen?



Home About Learn Contact



Identity Theft

Identity theft happens when criminals use the personal information of a victim to perform crimes. A thief assumes the victim's identity and engages in a variety of fraudulent acts in their name using the stolen information. Identity theft is committed by cyber criminals utilizing sophisticated cyber assault strategies such as social engineering, phishing, and malware. Criminals can take mail, crawl through dumpsters, and listen in on phone conversations in public locations, all of which can result in identity theft.

Many cyber-attacks aim to steal enough information about a victim to assume their identity and commit fraud on their behalf. Unfortunately, most people don't realize they've been a victim of identity theft until they try to establish a bank account, apply for a job, get a collection call, or seek a new credit card.

How does identity theft happen?

Identity thieves have gotten more sophisticated in their methods. The following includes some of the ways identity theft may happen:

- Steal wallets or purses in order to obtain identification, credit and bank cards
- Dig through mail and trash in search of bank and credit card statements, preapproved credit card offers, tax information and other documents that may contain personal details

 Fill out change-of-address forms to forward mail, which generally contains personal and financial information
- Buy personal information from an inside, third party source, such as a company employee who has access to applications for credit
- Obtain personnel records from a victim's place of employment
 "Skim" information from an ATM this is done through an electronic device, which is attached to the ATM, that can steal the information stored on a credit
- or debit card's magnetic strip

 Swipe personal information that has been shared on unsecured websites or public Wi-Fi

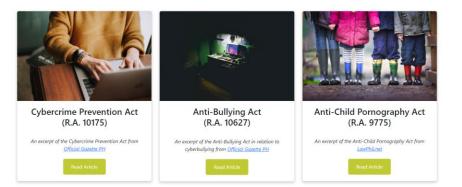
 Steel electronic records through a data breach



• Learn subpage 2 (Philippine cybercrime laws page)









o Cybercrime Prevention Act page

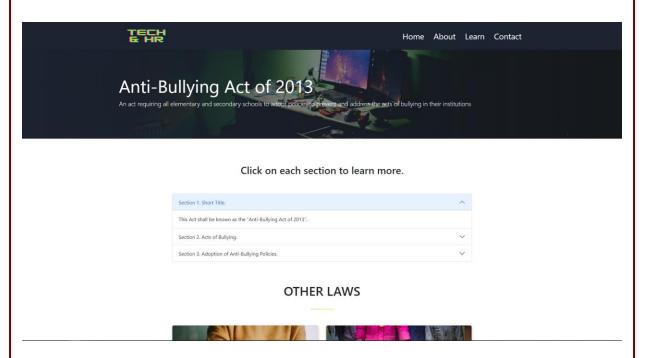


Click on each section to learn more.



OTHER LAWS

o Anti-Bullying Act page





Anti-Child Pornography page

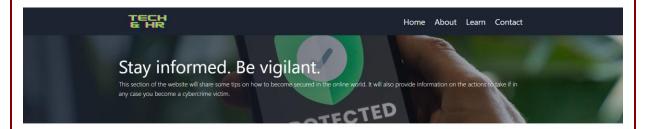


Click on each section to learn more.

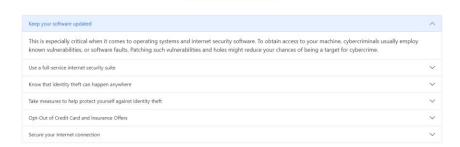


OTHER LAWS

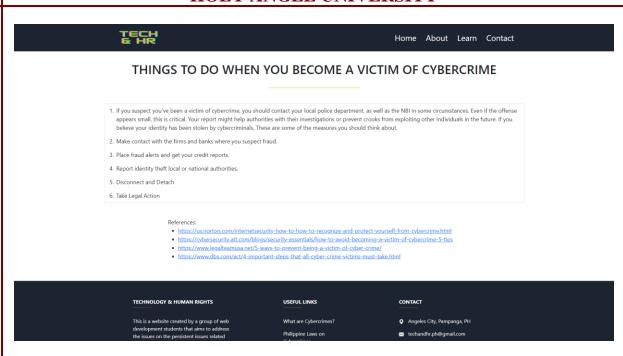
• Learn subpage 3 (Be secure page)



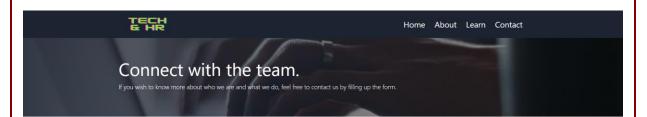
TIPS ON HOW TO PREVENT BEING A VICTIM OF CYBERCRIMES







Contact page







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GITHUB Repository Link: WD-302-Technology-and-Human-

Rights/TechnologyAndHumanRights (github.com)

ng%2C%20and%20cyberbullying.

Link to the web application: <u>Technology and Human Rights (techandhr.xyz)</u>

