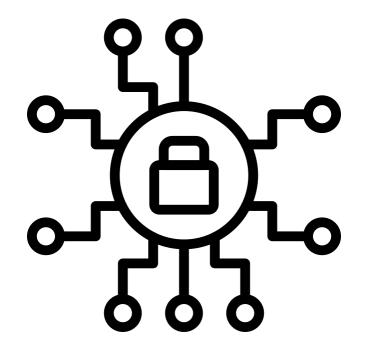
INDIVIDUAL PROJECT PRESENTATION

A CYBERSECURITY RESOURCE HUB FOR MOBILE USERS IN DEVELOPING COUNTRIES



Presented by

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Introduction

Motivation

- Rapid mobile device usage growth around the world
- Mobile users face heightened risks
- Insecure, low-cost devices and limited updates exacerbate vulnerabilities
- Critical need to bridge the cybersecurity awareness gap for these users

Aims & Objective

- Educate users on mobile cybersecurity
- Curate a list of free antivirus and security tools
- Implement multilingual support
- Integrate interactive learning (quizzes) to reinforce cybersecurity practices.



Background

Challenges in Developing Countries

- Low cost mobile devices that are often not equipped with latest update
- Access to updating is limited
- Human factors (low-security awareness) lead to risky online behaviors
- Financial constraints hinder the adoption of robust security solutions



10:30 ₩ 12:30 = DIY fashion backstage

18:00 ■ 19:00 = Open Debate techno poli 19:00 ■ 21:00 = DARK CITY (100')

18:00 # 19:00 = Fashion rush hour

Analysis & Requirements

MoSCoW

- Must-Haves: Essential functionalities for the MVP
- Should-Haves: Enhancements to improve the learning experience
- Could-Haves: Additional features
- Won't-Haves: Excluded features

Functional Requirements

- Must: Display guides, articles, security tools, ensure multilingual support and mobile accessibility
- Should: Implement interactive quizzes with instant feedback
- Could: Allow progress tracking, account creation, search functions, and offline downloads
- Won't: Exclude advanced gamification or reward systems

Non-functional Requirements

- Must: Ensure responsiveness across devices; smooth language switching
- Should: Fast load times, cross-browser compatibility, maintainable code
- Could: Option to develop a mobile app
- Won't: Incorporate gamification elements at this stage



Design

Technologies

- Frontend: HTML, CSS, JavaScript for structure, styling, and interactivity
- Backend: Flask (with Jinja2 and Flask-Babel) chosen for simplicity and familiarity

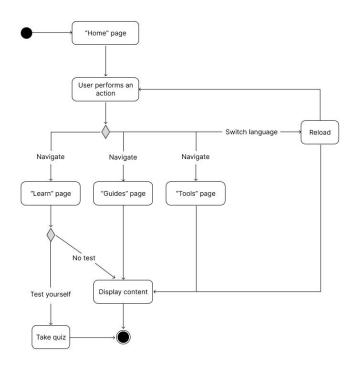
System Architecture

Client-Server Model:

- Client: Renders static content and manages interactions (navigation, quizzes)
- Server: Serves pre-rendered pages and handles language translation

Diagrams

- Use cases -> show main interactions
- Activity diagrams map decision points and user flow through the system





Implementation

Software Development

- Stand up meetings
- Version Control
- Issue Tracking

Project Implementation

- Sourcing for content
- Responsive to various device sizes
- Multilingual support
- Interactive quizzes for each concept

Deployment

- Deployed on Railway to ensure continuous access
- Addressed free-tier hosting limitations

Video Demo

Video demo link:

https://drive.google.com/file/d/1BgtPi63u4gqZ_LsnzfOWnFchxsAkmZoS/view?usp=drive_link

Chapter Summary



Evaluation

Testing

Unit Testing

Verified core functions:

- 1. Routing
- 2. Language switching
 - 3. Page accessibility

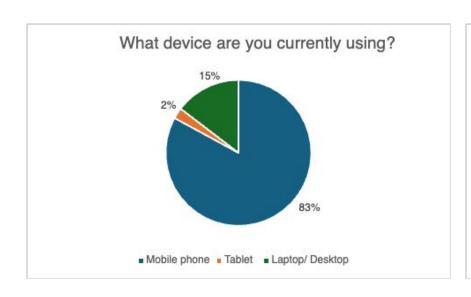
Manual Testing

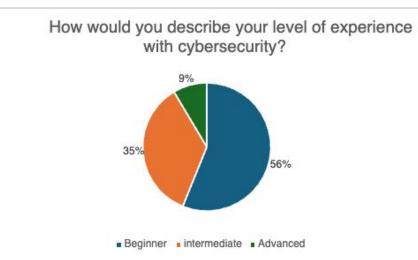
- 1. Conducted cross-device testing
 - 2. Resolved UI & responsiveness issues

Mini Pilot Evaluation

- Early user testing to gather qualitative feedback
- Refinements based on user observations (e.g., navigation improvements)

User Profiles





Task Evaluation Results

Task 1: Navigating the Website

Visit the homepage and explore the menu. Locate the Guides section and read one of the concepts (e.g., Secure Mobile Devices, Encryption, etc)

- Ease of finding "Guides" section − 63% found it easy
- Clarity of content in concept they read well rated at 88%
- Ease of navigating back to "Home" − 78% found it easy

Task Evaluation Results

Task 2: Changing the website language

Use the language switcher to change the website to another available language.

- Ease of changing language 81% found it easy
- Accuracy of translated content (if fluent) -79% rated as accurate
- 47% prefers to have more language options
 - Chinese
 - Spanish

Task Evaluation Results

Task 3: Taking a Quiz

Navigate to one of the quizzes on the website and complete the quiz.

- Ease of completing quiz 75% found it easy
- Usefulness of quiz summary page **80%** found it useful

System Usability Score

Users were required to rate 10 statements based on their experiences using the website

Rating from 1 (Strongly Disagree) to 5 (Strongly Agree)

53 responses were used for the System Usability Scale (SUS)

[sum of (odd-number question - 1) + sum of (even-number question - 5)]*2.5

System Usability Score

SUS score: 64.047





Future Work

Future Work

Database Layer

Potential integration for dynamic content management

Mobile App
Development
Allow offline and unint

Allow offline and uninterrupted experience

User Accounts and Personalised

Future enhancements for personalised experience to encourage engagement

More Language
Support

Expand the range of supported language to broaden audience