

BABEȘ-BOLYAI UNIVERSITY CLUJ-NAPOCA

FACULTY OF MATHEMATICS AND COMPUTER SCIENCE
SPECIALIZATION DISTRIBUTED SYSTEMS IN INTERNET

DISSERTATION THESIS

Thesis Title

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FACULTATEA DE MATEMATICĂ ȘI INFORMATICĂ
SPECIALIZAREA SISTEME DISTRIBUITE ÎN INTERNET

LUCRARE DE DISERTAȚIE

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Abstract

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Master's degree

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by BREBAN Sergiu

The Thesis Abstract is written here (and usually kept to just this page). The page is kept centered vertically so can expand into the blank space above the title too...

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Chapter 1

Introduction

1.1 Parental controls

1.1.1 Overview

Parental controls developed in the digital era as a means to allow parents to restrict the access of content to their children and may be included in digital television services, computer and video games and mobile devices. The content may not be appropriate for their age and is aimed more at adult audiences. The characteristics of inappropriate content depends for each parent, and is also correlated with the child's age and maturity level and includes information and images that can upset the child, inaccurate information or information that can cause dangerous behavior. Some of this content could be:

- pornographic material
- content containing swearing
- sites that encourage vandalism
- pictures, videos or games which shows images of violence
- gambling sites
- unmoderated chatrooms

It is very easy for the child to stumble upon unsuitable sites by accident on any internet enabled device, like mobile phone or tablet and it can be difficult to monitor and filter the content. (*Inappropriate Content*)

Parental control solutions fall into four categories:

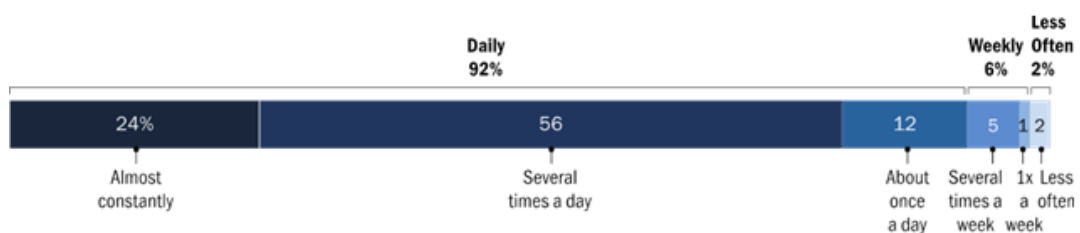
- content filters, which limit access to different types of inappropriate content
- usage control, which works by constraining the usage of certain devices by placing time-limits on usage or forbid some types of usage
- computer usage management tools, which enforces the use of certain software

- monitoring, which can track the activity when using the devices

The rising availability of the Internet increased the demand for methods of parental control that restrict content. Mobile phones offer the most convenient and constant method for content access, and teens ages 13 to 17 are going online frequently. A study by Pew Research Center found that 92% of teens report going online daily, 24% of which are using the internet almost constantly, 56% going online several times a day and 12% reporting once a day use. Only 6% go online weekly and 2% less often. (Lenhart et al., 2015)

Frequency of Internet Use by Teens

% of teens ages 13 to 17 who use the internet with the following frequencies



Source: Pew Research Center's Teens Relationships Survey, Sept. 25-Oct. 9, 2014 and Feb. 10-Mar. 16, 2015. (n=1,016 teens ages 13 to 17).

PEW RESEARCH CENTER

FIGURE 1.1: Frequency of Internet Use by Teens

The same study finds that nearly three-quarters have or have access to a smartphone and only 30% have a basic phone and 12% of teens 13 to 17 have no cell phone of any type.

1.1.2 Techniques

There are two types of control techniques, behavioral control, which consists of controlling the amount of time and how much the child can view, and psychological control, which involves parents trying to influence children by affecting their emotional side by manipulating or insensitivity. Adult control can be divided into three prototypes, each of which has influenced greatly the child-rearing practices (Baumrind, 1966):

- permissive: the parent attempts to behave in a nonpunitive, acceptant and affirmative manner and consult with the child about policy decisions and gives explanations for rules
- authoritarian: the parent attempts to shape, control and evaluate the behavior of the child in accordance with a set standard of conduct, by valuing obedience as a virtue and favoring punitive, forceful measures to curb self-will

- authoritative: the parent attempts to direct the child's activities in a rational manner, by sharing the reasoning behind the policy and soliciting the child's objections when he refuses to conform; disciplined conformity and autonomous self-will are valued by the authoritative parent

Several techniques exist for creating parental controls to block certain websites. Parental control software can monitor API to observe applications such as web browsers or chat applications and to intervene based on certain criteria, such as time based criteria or as a match in a database of banned words. Other techniques that involve a proxy server are also used, in which the proxy server serves as an intermediary which can intervene in the delivery of some content based on various criteria based on the content, but this method has a major disadvantage because it requires client configuration to use the service, which can be easily bypassed.

The difference between content filters and computer usage management methods is that the latter is focused on empowering the parents to balance the computing environment for children, by allowing parents to enforce the learning component into the computing time of children, where children can earn play time by working through educational content. This method is very powerful because it stimulates self-regulation in children, instead of relying solely on parental control, and we will use some ideas from this method to develop our control and regulation system.

Recently, some devices which are used for network based parental control have emerged. These devices use different methods to block inappropriate content, such as packet filtering, DNS Response Policy Zone (RPZ) and Deep packet inspection (DPI), and work as a firewall router. Some commercial and governmental communication networks use these methods also, but these type of devices were developed for home also, and are used to create a new home wireless network specifically designed for kids to connect to. We developed our system using the same approach, by creating a custom wireless network for different type of users, different age level children and parents, and by using the packet filtering and DNS techniques to manage content filters.

1.1.3 Content filters

The increased use of mobile devices has created a demand for parental controls for these devices. The first carrier which offered age-appropriate content filters was Verizon, in 2007. With the release of iPhone OS 3.0 in 2009, Apple introduced a mechanism to create age brackets for users, to block unwanted applications from being downloaded. Filtering options are also offered by most internet providers, to limit internet browsing options and block unsuitable content. The software used to restrict or control the content a user is capable to access is commonly referred to as internet filter or content filter.

The content access restrictions can be applied at different levels, from governments applying them nationwide, to ISP blocking its clients and by a parent to a child's computer. The implementation of this content filtering mechanism can be done at different levels also, by software on the client computer,

by using the network infrastructure such as proxy servers, DNS servers or firewall, but none of these solutions alone provides complete coverage, so a mix of technologies have to be used to achieve proper content control.

- Browser based filters are the most lightweight solution, and the filtering is done by using a third-party browser extension
- E-mail filters are commonly implemented using a statistical method, Bayesian filters, by acting on information contained in the mail body, headers or attachments
- Client side filters work by installing it as software on each target device
- Content-limited (or filtered) ISPs are service providers that offer access to only a set of Internet content, to implement government, regulatory or parental control over its subscribers
- Network-based filtering is done at the transport layer, by implementing a transparent proxy, redirecting user requests to it by a switch or a router, or at the application layer, by configuring the client to send requests directly to the proxy server. (*Content Gateway explicit and transparent proxy deployments*)
- DNS-based filtering is implemented at the DNS layer and works by preventing lookups for domains that do not fit within a set of rules, parental control or company rules
- Search-engine filters work by filtering out inappropriate search results, but if the client knows the URL for a specific content, he can access it without using a search engine; search providers offers child friendly versions of their engines, which filter content inappropriate for children from the search results

We implement a DNS-based filtering mechanism, to be able to easily filter out the content that is definitely harmful for a child and does not bring any value, while not being too restrictive and giving the children room to explore and find by themselves what values means and how the time is best spent on the device. The main reason for filtering is to protect the user from harmful content, but it is used also to block malware and other intrusive material, as adware, spam, computer viruses, spyware, which can be even more harmful to children. The first level of filtering that we try to do is to block ads by integrating with the open-source ad-blocking solution Pi-hole, which works as a DNS sinkhole to block advertisement and internet trackers.

Filtering mechanisms are not always efficient, and are also subject to some criticism. The filtering errors are of two kinds, overblocking, when the filter is too zealous and mislabels content that should be acceptable, such as labeling health related information as being porn-related, and under-blocking, when the filter is unable to update quickly to new information available on the Internet. Content filtering can be a powerful censorship tool and there is a lot of discussion around the morality and legality of this kind of methods

at a certain level, mostly state and country level. But it can be harmful if used incorrectly even at the family level, because using too strict policies can influence children behavior, and not always for good.

1.2 A self regulation approach

An in-depth study conducted on 75 Android apps that have the main purpose of promoting teens and children mobile online safety found that the majority of them (89%) are supported by features of parental control, and only 11% favour self-regulation. The study presented a framework for Teen Online Safety Strategies which describes the difference between parental control and teen-self regulation. The three main parental control strategies identified are:

- monitoring is the surveillance of online activities, such as text messages, call logs or web browser history; Some studies found that monitoring was associated with higher online risks for some, suggesting to use monitoring only after some kind of online problem occurred. (Duerager and Livingstone, 2012)
- restriction occurs by placing rules on online activities, as setting limits on screen time and content acceptable for viewing. This kind of methods have some positive impact, such as reducing cyberbullying, but can also have negative effects, by causing children to take more risk-seeking behaviors. (Shin and Ismail, 2014)
- active mediation involves discussions regarding online activities between parents and children, and it reduces online risks without reducing the benefits of online engagement. (Duerager and Livingstone, 2012)

Self-regulation is the ability to control the emotions and behaviors by monitoring and evaluating oneself against given social standards. The analogous teen self-regulation strategies are:

- self-monitoring is a key component of self-regulation, and children must be aware of their own motivations and actions through self-observation. (Bandura, 1991)
- impulse control is the ability to inhibit short term desires in favor of the long term consequences caused by ones' actions, and losing control of this is the main reasons why self-regulation fails (Baumeister and Heatherton, 1996)
- risk-coping is a self-regulatory process that occurs after a stressful situation, by attempting to address the problem and the negative emotions caused. Actively coping with risky online situations help teens to feel less bothered about a risky event that occurred. (d'Haenens, Vandoninck, and Donoso, 2013)

Usability was another issue in finding a good and efficient parental control mobile application. From the 89 application tested, 14 had configuration issues, some required users to have a Gmail account, other needed a VPN connection configured, some were showing annoying ads. Other apps were not meeting the goal of protecting the children from online risks, most of them were focusing on regulating web browsing and social media was one of the least prevalent activity monitored, but research suggest that most online risks, at least for adolescents, are encountered through the use of social media platforms. The features offered did not promote any values like trust, accountability, respect and transparency.

Most of the apps related to parental controls support mostly monitoring and restriction of mobile activities. Only some of the them support features like parental active mediation (<1%), teen risk-coping (4%), self monitoring (2%), or impulse control (<1%), but some of them added education as another safety strategy. We will try to have a different approach, by focusing more on the self-regulation approach while keeping the monitoring and restriction features to the minimum necessary, and try to add the education component also, to drive children to some learning resources and interactive quizzes before rewarding them with some device time.

We try to design our solution by following the practices suggested in the study from (Wisniewski et al., 2017) and to focus on usability, social media control and to implement features that match the self regulation techniques. Firstly, we create 4 age brackets, 0-5, 6-10, 11-13, 14+, to be able to have more granular control and to implement specific features for each age, and we try to design the application experience by taking into account the view of the clients, the children, not just the parent's perspective. The process of establishing the rules and starting the parental control system should be done also as a collaboration between parents and children. The current solutions are fairly simplistic: as new functionality becomes available, new apps are created to regulate and monitor the children activities. While these approach prevent the risks, it also has the potential of limiting some positive engagement. As we can see in the figure below, the new framework proposed for developing mobile online safety application is founded on core family values and emphasizes parental active mediation and self-regulation. The benefit of this framework is that it is not technically tied directly to children mobile activities and can focus on supporting more important needs of parents and children. We propose prototypes to promote collaborative practices between parents and children that support risk-coping and active parental mediation, by implementing a system for the children to learn about online risks and encouraging collaborative efforts when establishing policies. Another unique opportunity for design is in the area of supporting self-regulatory processes in the absence of parents. Instead of simply giving an SOS feature to get help from adults, some other ways to support the children can be found, so that they can come up with their solutions to online problems or to come to the aid of others who could benefit from their help.

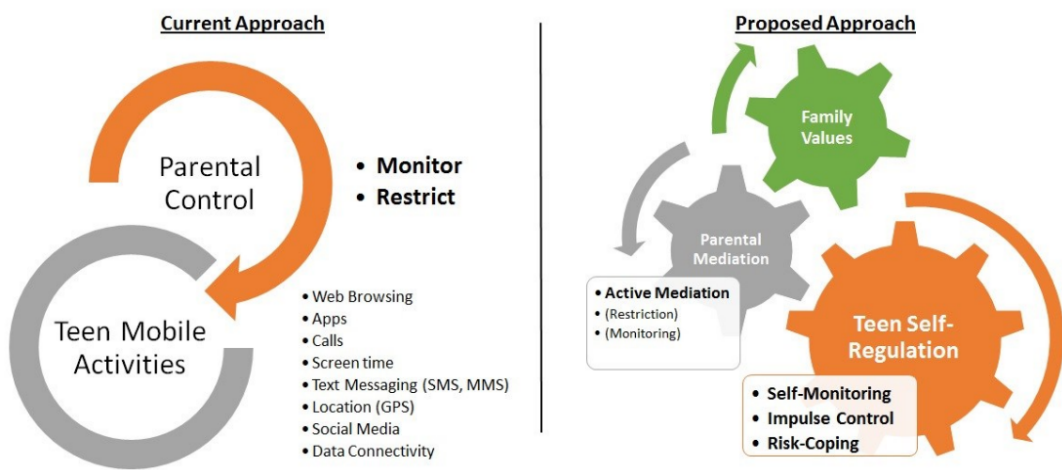


FIGURE 1.2: Current versus Proposed Approach for Online Safety Apps

Chapter 2

Content-control software and providers

Content control policies can be implemented at different levels. Some ISPs offer parental control options and even parental control software, other content control systems are integrated with the operating system, such as MacOS, which offers parental controls for some applications (Mail, Finder, iChat, Safari). The two major forms of content filtering technology are application gateway and packet inspection. The application gateway is called web-proxy for HTTP access and works by inspecting the request and the returned page using some rules and deciding if it should return the response. The packet inspection technique does not interfere with the connection, but inspect the data as it goes past and may decide at a later point to disconnect the client, by inject a TCP-Reset or similar faked packet. A combination of these two techniques is very popular because it allows more detailed filtering and can significantly reduce the cost of the system.

We will present next some parental control application and their features, on which we will try to build our system by taking a more self-regulatory approach.

2.1 Net Nanny

Net Nanny provides a content-control software as a way to monitor and control children's computer activity. The main features include blocking and filtering Internet content, place time limits on use and block PC games. Websites are blocked by content rather than URL, preventing children from accessing blocked websites through proxy websites. It is available on desktop platforms, Windows and Mac, and also on mobile platforms, Android and iOS, but the features and usability is not consistent on all platform, with some key features lacking on the mobile. It uses a dynamic filter that scans and analyses each web site to determine if it is appropriate for a child, based on a unique customization done by the parent. All the initial configuration is done online and it enforces the rules via a local client on each device it is installed. For each client, you can select from 4 profiles: Child, Pre-Teen, Teen and Adult, which can be further customized. (*Net Nanny Features*)

2.1.1 Content Filtering

Content filtering is the most used feature in all parental control systems and Net Nanny filters by analyzing the content for each web page in real time. Each site is matched against 17 objectionable categories, and each child profile have different level of blocking. Some categories are not completely blocked for some profiles, but the parents get a notification when the child visit sites in these categories. Parents can also create custom rules, to temporary allow access for some devices, and whitelists and blacklists for each child, to always allow or block certain websites. We follow the same approach by creating two classes of users for domain filtering and use a custom blocking mechanism to block certain domains for children, while allowing them for parent users. (*Net Nanny for Android Review*)

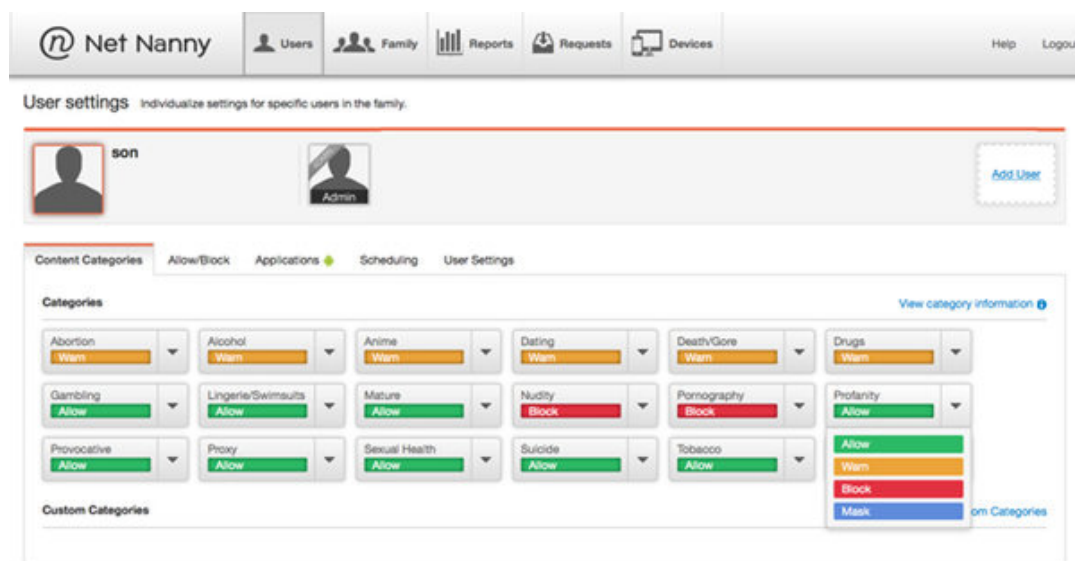


FIGURE 2.1: You can block content categories with Net Nanny's Web filtering tools.

2.1.2 Internet Time Scheduling

Children's internet use can be controlled in two ways using Net Nanny, by creating weekly schedules in half-hour increments, and you can also create weekly allowance duration in one-hour increments. This system does not depend on the system clock, so it cannot be bypassed. But it would be more useful to have more granularity when setting time limits, that's why we support 15-minute increments allowance periods for each day.

2.1.3 Email notifications

Net Nanny have two types of email notifications enabled. The first type of notification is sent when a child request a blocking exception for a specific

domain, and the other one is in the form of a weekly summary. You can configure to get notification for multiple types of events, when a child hits a blocked site, continues after a warning or request a change in the blocking status. It would be more useful to have multiple options of getting notified about certain events occurring in the system, that's why we introduced mobile notifications into our system.

2.1.4 Detailed Reporting

Net Nanny offers an online console where you can view all the activity reports. You can view the activity by day, week and month, but not older than 30 days. It shows the blocked content in a pie chart, with some more information on mouse over. The report goes as deep as to show the page title, the time stamp and the user for each URL visited on a specific device. we do not include any type of reporting, because we think that it would be a privacy issue for the child, since we try to implement a self-regulation system. All the discussion should be done in the family and the child should be warned about visiting certain domains, but not by checking every move he makes online. That's why we don't include any location related features, and Net Nanny does not support location either, but some other parental control systems do.

2.1.5 Mobile Support

The mobile support for Net Nanny is similar to the desktop experience, with some limitations. For the system to work, all the browsing should be done through the proprietary browser offered. On the iPhone the features are even more limited, because it does not interact with other apps and services at all. Since we started developing for mobile first and we try to keep the application features decoupled from the client device and system, we should not suffer of these limitations and we provide a seamless experience on both mobile platform, Android and iOS. (*Net Nanny*)

2.2 Qustodio

Qustodio is a parental control tool that runs on any device, from PC to Android and iOS and even on Kindle devices. It has a lot of features, from web content filtering, app blocking and detailed activity logs. The configuration and monitoring is handled either through an online dashboard or a mobile control application. For configuration, you need to install a local client on every device and assign a child's profile. The Windows desktop client has even an option to hide the Qustodio install, but we do not support this kind of approaches, and that's way we choose to not hide the parental control app in any way, because there's a fine line between spying and parenting and when trying to follow a self-regulatory approach, conversation and transparency

are more important. The process of registering the mobile app involves assigning an existing or a new child profile and a name for the device, and specifying whether it is a parent or a child device. We use the same registration process for a device and we also have 2 types of users, a parent and a child, each class having access to different features. (*Qustodio*)

2.2.1 In-Depth Reports

You can use the online dashboard to get up to date reports, or you can get an email with the daily activity summary for each child. The usage overview for search, web, social, app and device is shown in an interactive chart, with information specific to each category, such as interactions on Facebook and visited URLs. There is also support for creating rules, such as web browsing rules, application rules and time-usage limits.



FIGURE 2.2: Qustodio Reports

2.2.2 Web Filtering

The default configuration blocks all access for websites from ten undesirable categories, among them Drugs, Gambling, Pornography and Violence, and

other 19 categories are available for more fine tuning. You can also configure an automatic notification when blocking a site. The content filtering is not dependent on the browser used and uses real-time analysis to supplement category database. It can also block HTTPS content, so it cannot be bypassed using an anonymizing proxy, but it does not have a feature to request temporary access for some blocked sites.

2.2.3 Time Usage Limits

You can control the usage by defining a weekly schedule in one-hour increments per device or by setting a daily maximum for each day. The time tracking is done cross device, so you can make sure that a child does not exceed its daily limits. The system can also block the device, not just control its internet access. Access to any mobile application can be blocked, with some limitations on iOS. Time limits can be controlled at the application level, so you can limit the amount of time the child spends on certain social media apps during the school week.

2.2.4 Social Monitoring and Location Reporting

Social media monitoring on Qustodio is limited to Facebook. You can see the child's Facebook wall activity on the online dashboard, including posts, pictures and comments, as well as the identity of any friends involved in online chats, but it does not report the content of those chats, to maintain some degree of privacy. It also includes location-reporting features, which you can use to check the child's location as often as every five minutes.

2.2.5 Mobile Support

The mobile application on Android offers features similar to the online portal. You can view all the children associated with the account and also set up another user profile, but you can't remove a child or change what device is associated with what profile. It redirects to the web portal when trying to make these changes. On the Android device, it can monitor all calls and SMS messages and you can choose to record the content of each message, block calls or restrict specific contacts, but this does not apply to third-party messaging apps like WhatsApp. Another feature specific to Android is the Panic Button, which works by configuring up to four trusted contacts which get notified in case of emergency. The iOS version cannot block or monitor calls and texts, because iOS blocks most interactions between applications, but the other features are almost identical to the Android version, with some more limitations related to location. (Qustodio) We chose to not implement any call and SMS related features because we think that it goes beyond the scope of parental control, and that's why we do not implement any location related features.

2.3 Circle with Disney

Another system, which is more similar to ours, because it uses an external device connected to the local wireless network to implement parental control features is Circle with Disney. It is very easy to configure, because you only have to install it on the network and then use the simple mobile app to configure time limits and content filtering, among other features. The initial configuration is simple, you only have to plug the device in and connect to the device's hotspot, using the password supplied by the app to link the local Wi-Fi to Circle. The technology it uses is called ARP (Address Resolution Protocol) spoofing. The setup process is completed by configuring your own profile by choosing from five filter levels: Pre-K, Kid, Teen, Adult and None. Next you have to identify the devices connected to the home network and choose a profile for them. You can leave some devices as unmanaged, and the others you can associate with the corresponding family member. You can add photos for each child user and you can associate the devices owned to the user profile, but the system assumes that a device is used by only one child, so you cannot control properly shared devices. (*Circle With Disney*)

2.3.1 ARP Spoofing

The Address Resolution Protocol (ARP) is a communication protocol used for discovering the link layer address, such as a MAC address, associated with a given network layer address, typically an IPv4 address and provides a critical function in the Internet protocol suite. (Plummer, 1982) It is a request-response protocol which sends messages encapsulated by a link layer protocol and only communicates within the boundaries of a single network, never routing across inter-networking nodes. This property places ARP into the link layer of the Internet protocol suite. (Braden, 1989) ARP Spoofing, also called ARP cache poisoning, is a technique generally used by an attacker to send (spoofed) Address Resolution Protocol (ARP) messages onto a local network. The aim is to associate the attacker's MAC address with the IP address of another host, such as the default gateway, causing any traffic meant for that IP address to be sent to the attacker instead. It may allow the attacker to intercept data frames on the network, modify or stop all traffic, and is used to open other attacks, such as denial of service, man in the middle or session hijacking attacks. (Ramachandran and Nandi, 2005) This kind of attack can be used only on networks that use ARP and requires the attacker to have access to the local network segment. (Lockhart, 2004)

When sending an Internet Protocol Datagram from one host to another in a local network, the destination IP address must be resolved to a MAC address, so an ARP request packet is broadcasted, and the machine with the IP address from the request responds with an ARP reply that contains its MAC address. Since ARP is a stateless protocol, hosts will cache automatically the replies they receive and even ARP entries that have not expired yet will be overwritten when a new reply is received. The peer from which the packet originated has no method of authenticating with the host and this creates

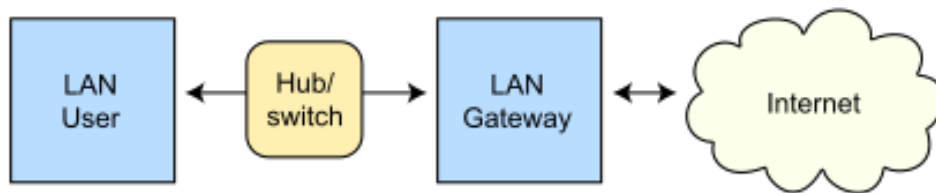
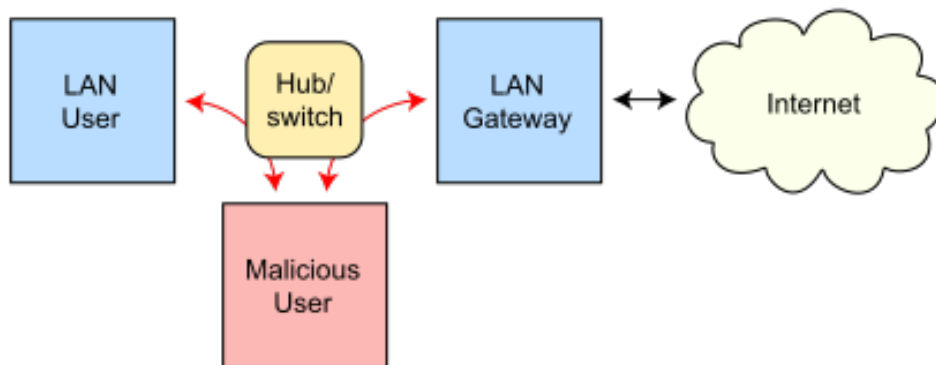
Routing under normal operationRouting subject to ARP cache poisoning

FIGURE 2.3: A successful ARP spoofing (poisoning) attack allows an attacker to alter routing on a network, effectively allowing for a man-in-the-middle attack

the vulnerability that allows spoofing to occur. The techniques used in ARP spoofing are also used to implement redundancy of network services. Only two companies are known to date to have commercialized products centered around this strategy, and one of them is the parental control system, Disney Circle

2.3.2 Blocking Platforms

Each filter level comes with preconfigured platforms which you choose to block or unblock. Platforms refer to a list of Internet-aware apps. No platform is blocked at the Adult level, but for Teen level, HBO, Meerkat, Periscope, Reddit, Snapchat and Tumblr are blocked, for example, as we can see in the figure below. (*Circle with Disney gives parents full reign over their kids' devices*)

2.3.3 Content Filtering

There are 30 content categories which can be allowed or blocked, depending on profile. Every profile have some categories blocked by default, even the Adult profile has Dating, Explicit Content, Gambling, Mature and VPN & Proxies blocked. The Teen level blocks some more categories, while Kid level

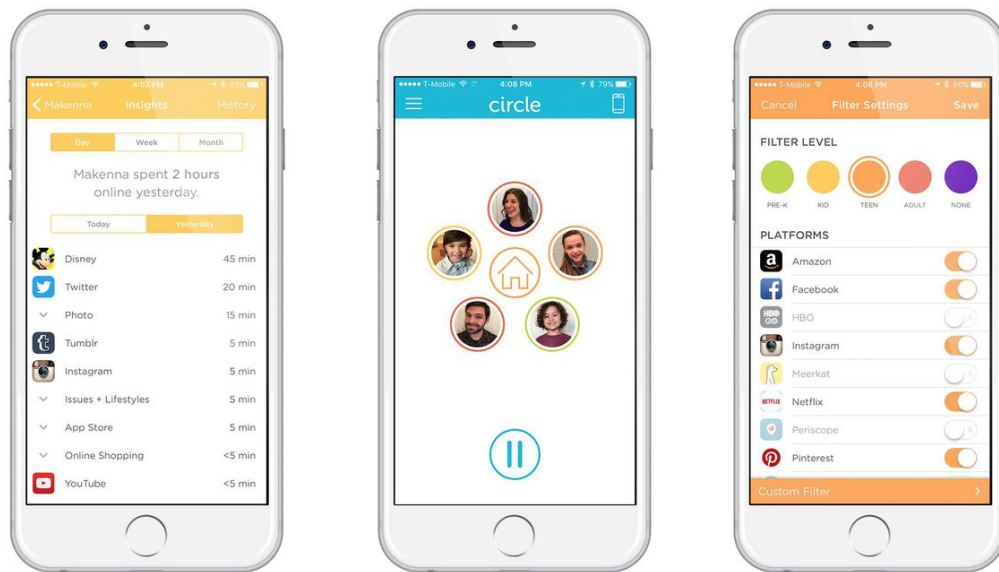


FIGURE 2.4: Circle With Disney Main Features

adds Social Media to the always-blocked list. For the Pre-K level, the only sites permitted are those from the Kids category. The changes to the filtering policies take effect immediately and since proxies are blocked by default, there is no way of getting around them. We chose to use the same approach and use an additional device on the network to implement the control policies, because it makes the experience device-independent.

2.3.4 Privacy and Safety

Circle offers also some privacy and safety settings, which are specific for each profile level. For example, Safe Search is forced in Google for Teen level, while the Kid level adds YouTube restrictions, and these restrictions are always on for Pre-K level. There is even an ad blocking feature, which works fine, without breaking the page layouts. Even though ad blocking hurts the revenue of websites relying on advertising, we think that kids should not be involved in the advertising business, so we decided to include the ad blocking feature, by relying on the Pi-Hole system to block ads for children profile level.

2.3.5 Time Limits, Bedtime and Pause

Circle does not support weekly hour-by-hour Internet schedule the way other parental control systems do, but you can set a daily maximum for Internet access, which applies for all devices of a user. You can also set these daily limits for each platform or content categories. Internet access can be cut off for devices at a specified time, bed time, and will resume at the specified wakeup time. You cannot block access to any specific app, you can only cut

the Internet access, since the device can control only the network. This can be a disadvantage, but is also more easy to configure such a system, because it may work without ever installing anything on the client device. Another feature that Circle offers is the pause function. You can choose to pause the internet access for all the managed devices, only for one child's devices or just for one specific device.

Chapter 3

A self regulation approach

We started working on our system as a solution for parents who wanted a reliable parental control system, which tries to use the newest discoveries related to parental control impact on child development and is also easy to install and use. Most of the existing parental control systems are subscription based and work by creating a custom configuration for a specific family and enforcing the rules by using a client application for each target device. We wanted to design our system such that the user is in full control of the system configuration and all the data is kept locally, because we saw no point in getting the data outside the house, since its only use is only inside the local network, at least for our system. The system that we developed does not require any kind of client configuration, all the configuration needed is done on the central node, which in our case is a Raspberry Pi, which is an access point and a system control node, and a mobile application which the parents use to configure the parental control policies. We also offer a client application design for children devices, but that is only to extend the basic functionality and to also help with some initial configuration. So we basically moved the configuration part from the clients to the central node of the system. We tried to make the configuration as simple as possible, such that even a non-technical person can configure and start the system. The only commercial level alternative control parental system that we found using the same approach is Circle With Disney, whose details we presented in [2](#). It uses an additional network device which you have to purchase and it works by connecting to the local wireless network and using a technique called ARP Spoofing, used mostly for network attacks, because it aims to associate an attacker's MAC address with the IP address of another host, such as the default gateway, causing any traffic meant for that IP address to be sent to the attacker instead. Because we are building our system around the access point, instead of using an additional device, we have much more flexibility in the techniques we use for filtering and blocking at potentially a higher cost for the device. Any type of network device with a wireless card can be used to establish this kind of setup, but we used a Raspberry Pi because it is a cheap device, having almost the same price as a good router, and is quite powerful and flexible. Another difference between our approach and the Circle device is that the core of the system is built around the Domain Name System, by using a local DNS server for filtering and blocking. For this test we are using the open source project Pi-hole, which uses the DNS forwarder and DHCP server Dnsmasq to create the blocking and filtering system, which serves the primary scope of blocking

all ads. Other tools that we used to develop our system are Flutter, an open-source mobile application development SDK created by Google, to make the mobile control application available on both Android and iOS and the Netfilter framework for more fine control on the network traffic on the access point. The tools and technologies used are as follows:

- Raspberry Pi 3 - as the access point and main controller
- Pi-hole - for blocking and filtering
- Dnsmasq - as DNS forwarder
- Netfilter - to control the traffic on the access point
- Go lang - to create a REST server for the mobile application
- Flutter - to implement the cross-platform mobile application

We will next present the principles behind each of these components of the system and detail how they all work together to make the parental control task easy for the parents and beneficial for children development.

3.1 Raspberry Pi

3.2 Pi-hole

3.3 Dnsmasq

3.4 Netfilter

3.5 Go lang

3.6 Fullter

3.7 All together

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