

IMPROVED USER SECURITY

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THROUGH GRAPHICAL FEEDBACK

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PROBLEM

1. End users aren't aware of the risks associated with common computing activities
For example: email is easily intercepted
2. End users make security-sensitive choices with insufficient knowledge and improper mental models
For example: people send private information over email
3. Often the secure choice is an encumbrance to the end user's primary goal
For example: email encryption is difficult to use
4. Often end users perceive no consequence for non-secure decisions because of insufficient feedback
For example: leaked private information may or may not lead to identity theft

HYPOTHESIS

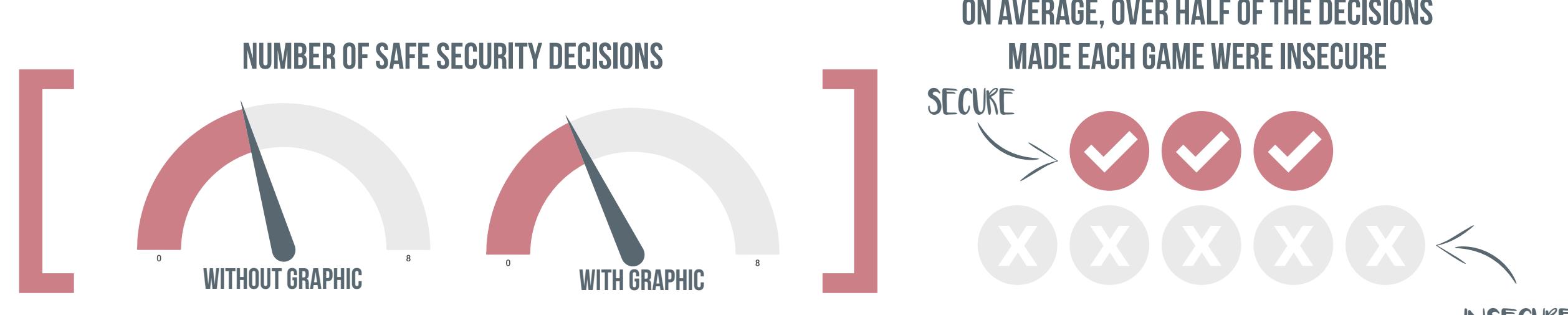
A graphical representation of security-related consequences can positively influence security-sensitive user decisions.

SECURITY HEALTH METERS



RESULTS

Our initial experiment did not prove our hypothesis. The graphical representation of security-related consequences did not positively influence security-sensitive user decisions. It appears to have had no impact.



FUTURE WORK

1. Increase number of participants
Distribute online or through a mobile application
2. Repeat in-game security-sensitive scenarios
3. Create a more naturally motivating graphical aid
4. Increase game duration to more closely simulate real life
5. Add more in-game security-sensitive scenarios

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SINCERELY,



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