

# Unit 8 - Usable security

Course outline
How to access the portal
Welcome to HCI class
Contextual Inquiry and Affinity Diagrams
IRB documents
Understanding user needs
Design and Prototyping
Design Patterns and Material Design
Usable security
• Usable security
○ Lab Session: Task Analysis - 2
○ Quiz : Assignment 7
Usable Security and Visual Design
Visual Design
Project Demos
DOWNLOAD VIDEOS

## Assignment 7

The due date for submitting this assignment has passed. **Due on 2019-10-16, 23:59 IST.**  
 As per our records you have not submitted this assignment.

- How are Usability and Security related with respect to an application? 1 point
  - Effective security comes at the expense of usability
  - Usability came at the expense of security
  - Both a and b
  - None of the above

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Both a and b*
- Which of the following can be used to make secure systems more usable? 1 point
  - Making use of invisible security, i.e. make it "just work"
  - Making security more intuitive
  - Making security less relatable
  - Both a and b
  - All of the above

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Both a and b*
- What does the following statement mean in the context of the lecture? 1 point  
*"Humans are the weakest link"*
  - Humans don't form strong social connections
  - Most security breaches are attributed to "human error"
  - Humans are mentally weak while tackling problems
  - Humans are emotionally weak

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Most security breaches are attributed to "human error"*
- An example of "Invisibly strengthening security" is 1 point
  - Strengthening the spam filters and various algorithms
  - Train the user to make them realize what an actual threat looks like
  - Making the user realize when he/she faces a threat.
  - Training the anti-virus software algorithms to make them work better

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Strengthening the spam filters and various algorithms*  
*Training the anti-virus software algorithms to make them work better*
- The system 'Grey' discussed in the lectures was used for which of the following purposes? 1 point
  - Messaging someone remotely
  - Data collection
  - Granting access to doors remotely
  - Tracking someone remotely

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Granting access to doors remotely*
- The techniques that can be used to train users against phishing attacks are? 1 point
  - Learning science principles
  - Teachable moments
  - Fun activities
  - All of the above

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*All of the above*
- Consider the following statement: 1 point  
*"Phishguru warns a user about phishing scams as soon as the user clicks on a malicious link"*  
 Which of the following embedded training principles is used by Phishguru in the above-mentioned scenario:
  - Story-based agent principle
  - Contiguity principle
  - Learning-by-doing principle
  - Personalization principle

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Learning-by-doing principle*
- "Duolingo is a very popular language-learning platform. It has an Owl as its mascot character which walks one through the lessons and uses a friendly and interactive approach to learn a popular language."* 1 point  
 Which of the following embedded training principles is used by Duolingo?
  - Story-based agent principle
  - Contiguity principle
  - Learning-by-doing principle
  - Personalization principle

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Story-based agent principle*
- What are the patterns that can be observed in order to prevent phishing? 1 point
  - Emails containing poor grammar, punctuation or an illogical flow of content
  - Any messages asking to enter or verify personal details or bank/credit card information
  - Alarming content full of warnings and potential consequences
  - All of the above

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*All of the above*
- Some of the advantages of a high-fidelity prototype are: 1 point
  - Interactive prototypes are made as close to the true graphical representation of the products as they can.
  - The availability of interactive prototypes can improve collaboration with developers.
  - Participants in usability testings may not feel comfortable making critiques or pointing out flaws in the designs.
  - The high-fidelity prototypes are more expensive to make.

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Interactive prototypes are made as close to the true graphical representation of the products as they can.*  
*The availability of interactive prototypes can improve collaboration with developers.*
- The questions we would ask in a task analysis on a high fidelity prototype are? 1 point
  - Which functionality did the user find particularly difficult
  - What does the user think about the colour scheme of the application
  - Questions about the layout and design of certain UI elements
  - Will the application be useful to the user in his day to day life

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*What does the user think about the colour scheme of the application*  
*Questions about the layout and design of certain UI elements*
- Some of the tools for performing high-fidelity prototype are: 1 point
  - Proto.io
  - Vision
  - Pixate
  - Pixar

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Proto.io*  
*Pixate*
- You would want to receive inputs regarding the intuitive nature of buttons and icons in your application in: 1 point
  - Task analysis on a Low-Fidelity prototype
  - Contextual Inquiry
  - User survey
  - Task analysis on a High-Fidelity prototype

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Task analysis on a High-Fidelity prototype*
- Consider the following statement with respect to Prototypes 1 point  
*"It is much cheaper to change a product early in the development process than to make a change after you develop the site."*
  - True
  - False

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*True*
- The set of inferences received from performing task analysis on low-fidelity and high-fidelity prototypes were: 1 point
  - Almost the same
  - Qualitatively different
  - Not feasible to be incorporated
  - All of the above

**No, the answer is incorrect.**  
 Score: 0  
 Accepted Answers:  
*Qualitatively different*