



Fundamentals of Secure Computing

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What are we going to learn in the class?



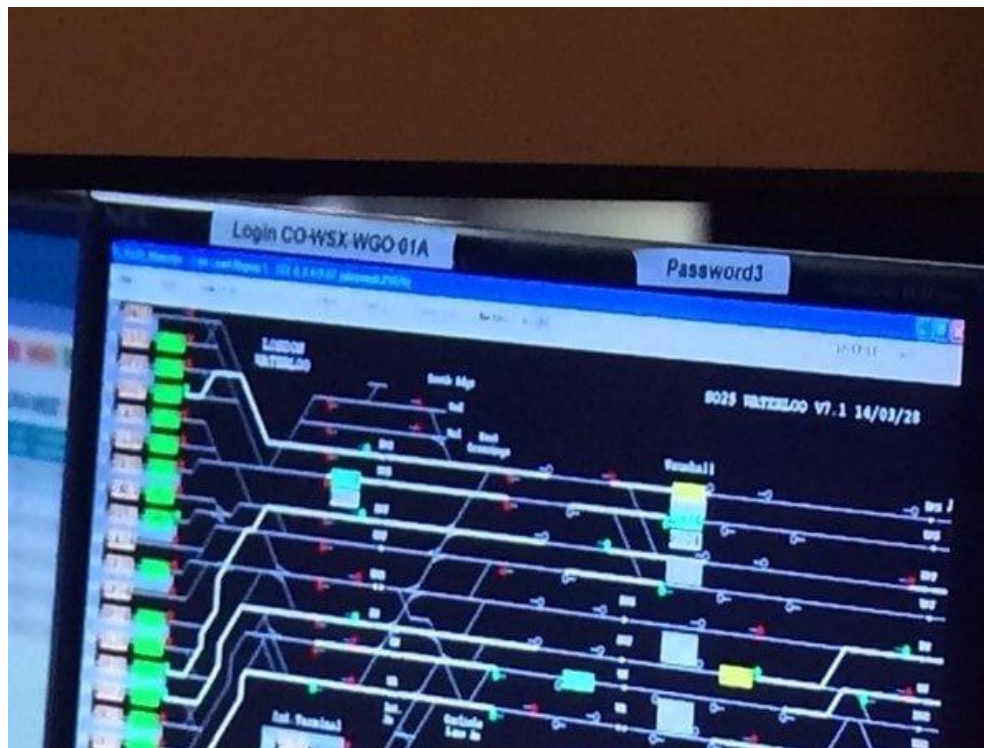
Usable Security?



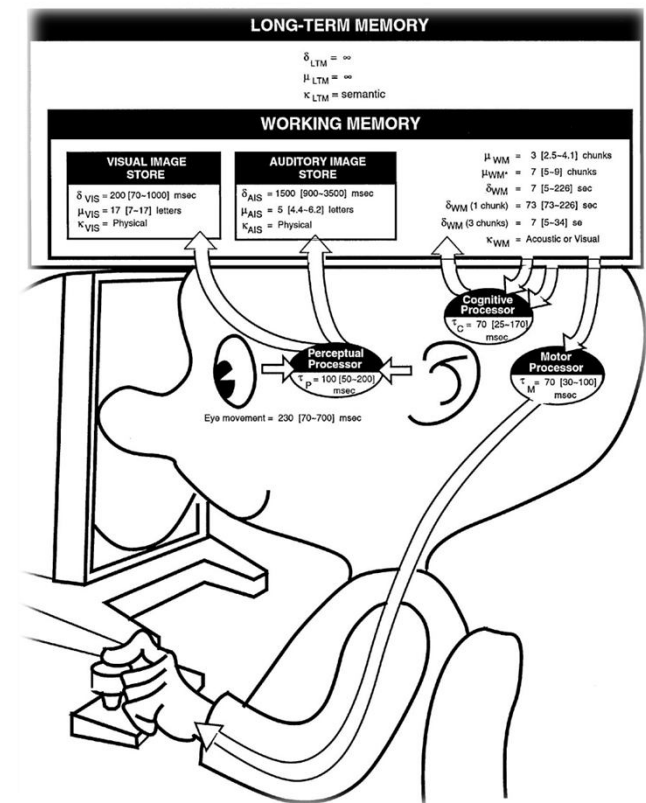
Why did it happen?



another example, ...



Human Computer Interaction or HCI



Unfortunately, HCI is ignored in “Security Design”, most of the time ...



and the result is, ...



How to get a SECURE system +



What about “Privacy”?



So, we are going to study the “HCI” and its applications in “Cyber Security”

HCI Basics

- What’s HCI?
- Usability
- Mental Models

Design

- Design Methodologies
- Case Study: SSL Warnings

Evaluation

- Qualitative Evaluation & Controlled Experiments
- Usability Studies
- Case Study: Phishing Emails

Guidelines for Usable Security

- Authority Guidelines
- Authorization & Communication Guidelines
- Interface Guidelines for Usable Security
- Case Study: Phishing Warnings

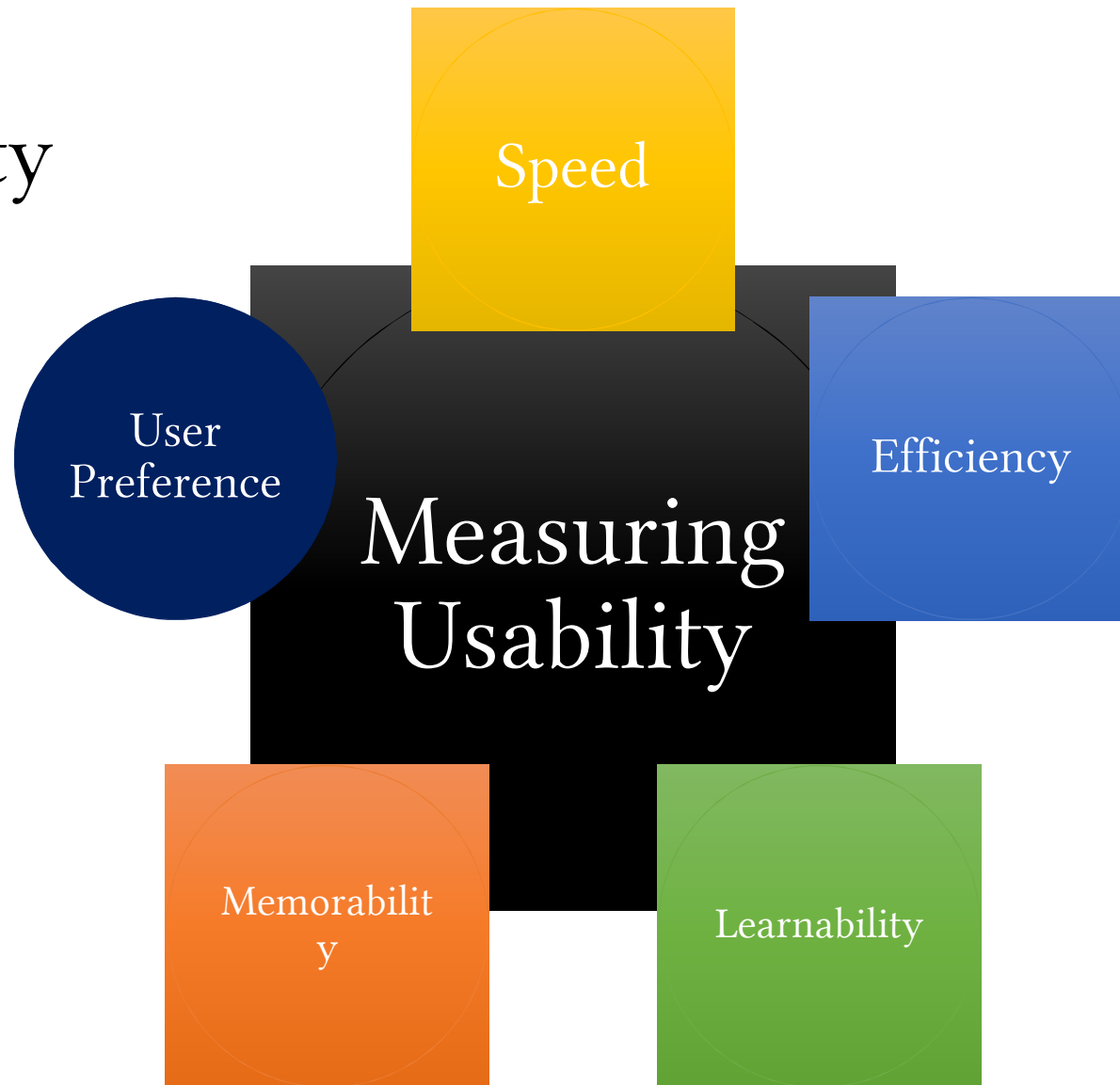
Usable Authentication

- Passwords & 2-factor Authentication
- Biometric Authentication
- Gesture-based Authentication
- Case Study: Smudgy Attacks

Usable Privacy

- Privacy Policies & User Understanding
- Informed Consent for Privacy
- Inferring personal Data & Policy

Usability



Usability Measures: Speed

- how quickly can the task be accomplished
 - ignoring users' mistakes, i.e. the users act optimally



Usability Measures: Efficiency

- how many mistakes are made in accomplishing the task



Usability Measures: Learnability

- how easy is it to learn to use the system



Usability Measures: Memorability

- once learned, how easy is it to remember how to use the system

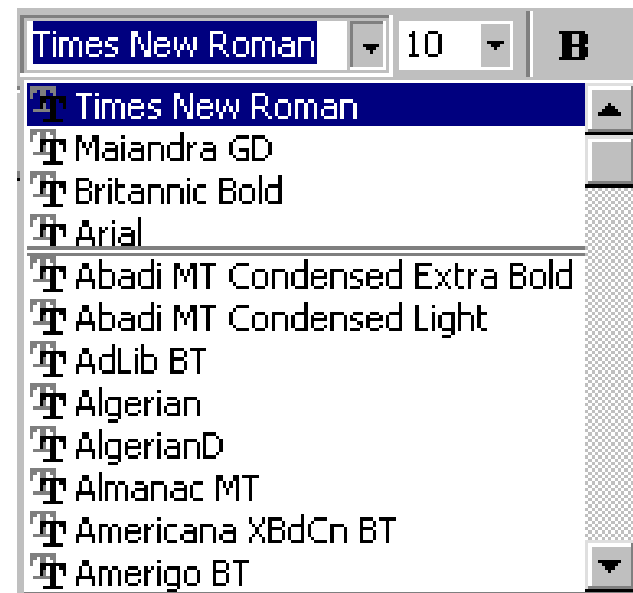


Memorability Measure

font list with preview



font list without preview



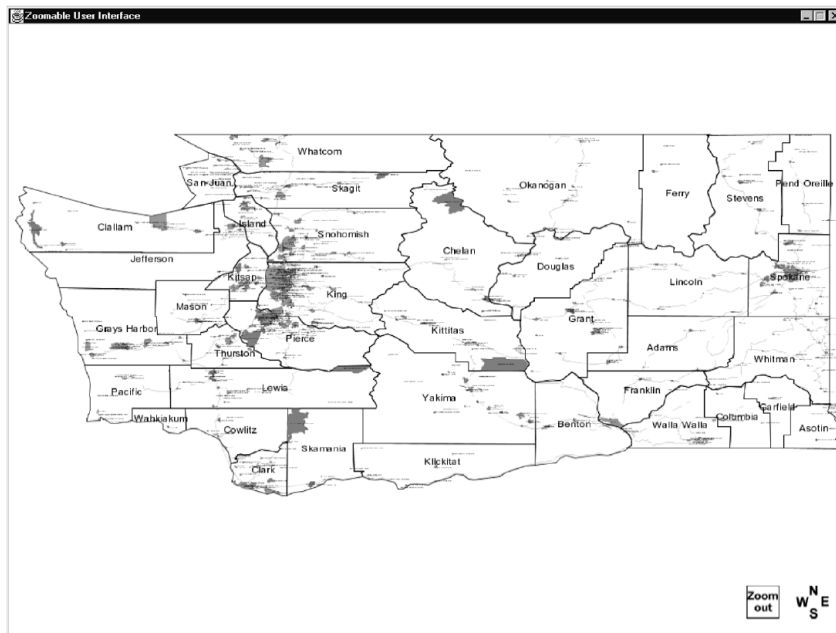
Usability Measures: User Preference

- what do users like most?



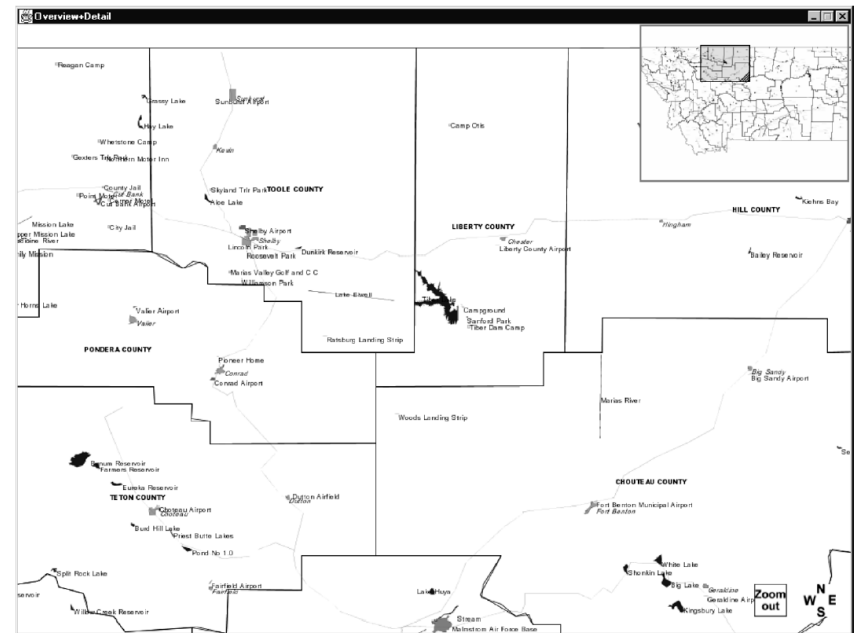
Usability Measures & User Preference

zooming + no overview interface



User Preference ✓

zooming + overview interface



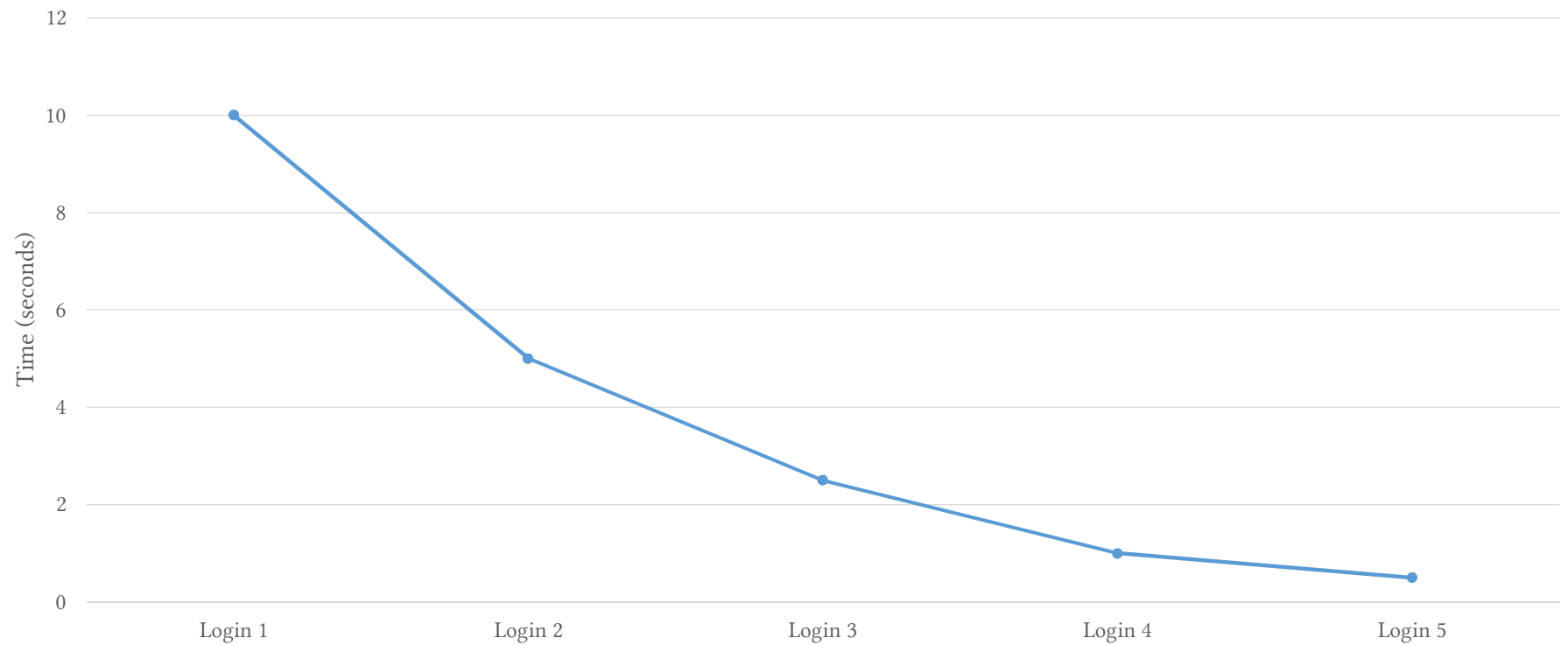
Speed ✓ Efficiency ✓

[HBPO2] Kasper Hornbæk, Benjamin B. Bederson, and Catherine Plaisant. 2002. Navigation patterns and usability of zoomable user interfaces with and without an overview. *ACM Trans. Comput.-Hum. Interact.* 9, 4 (December 2002), 362-389.

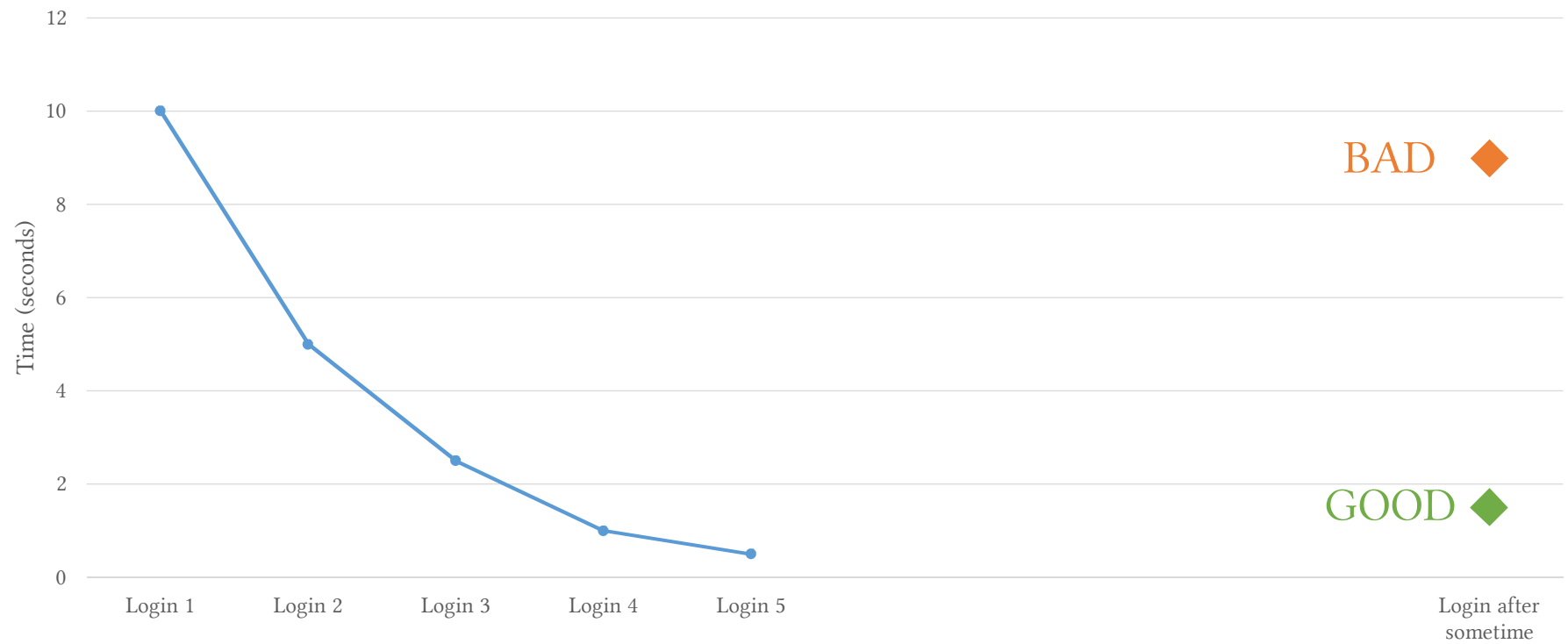
How do we measure these factors?

- speed
 - timing
- efficiency
 - counting errors
- learnability
 - ?
- memorability
 - ?
- user preferences
 - ?

Measuring Learnability



Measuring Memorability



Measuring User Preference

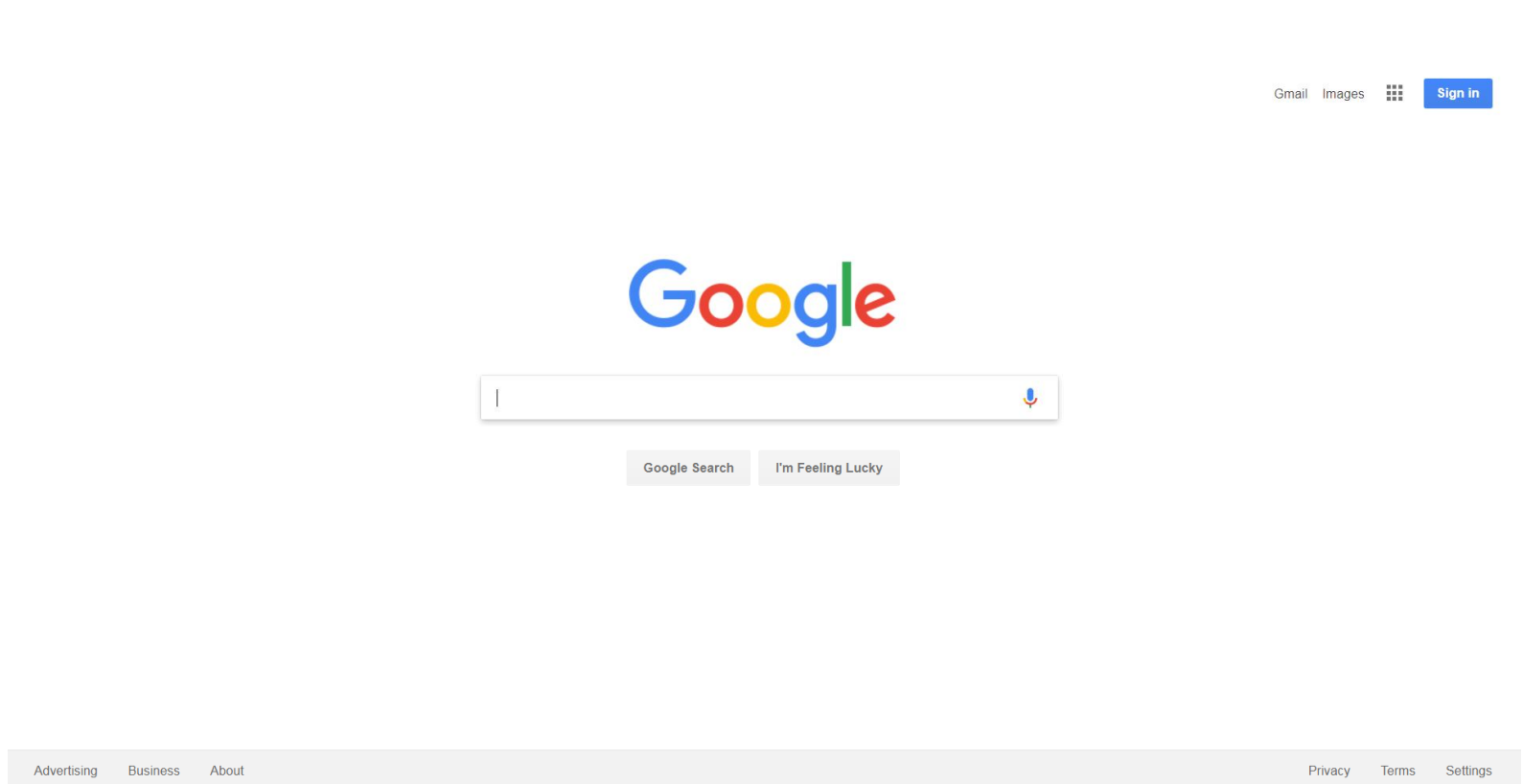


Tasks

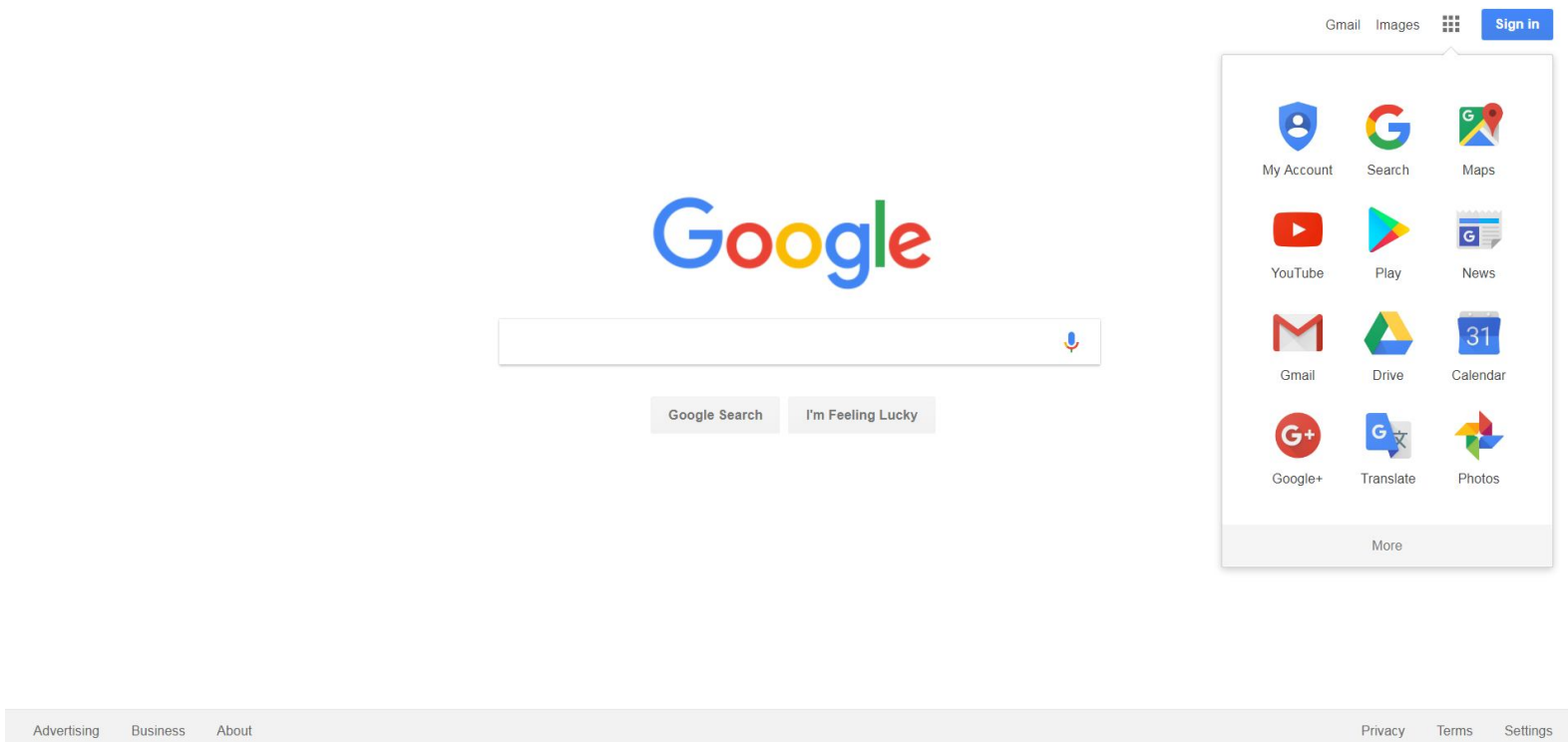
- goals that users set out to accomplish when they are using a system
 - most important tasks & less important tasks



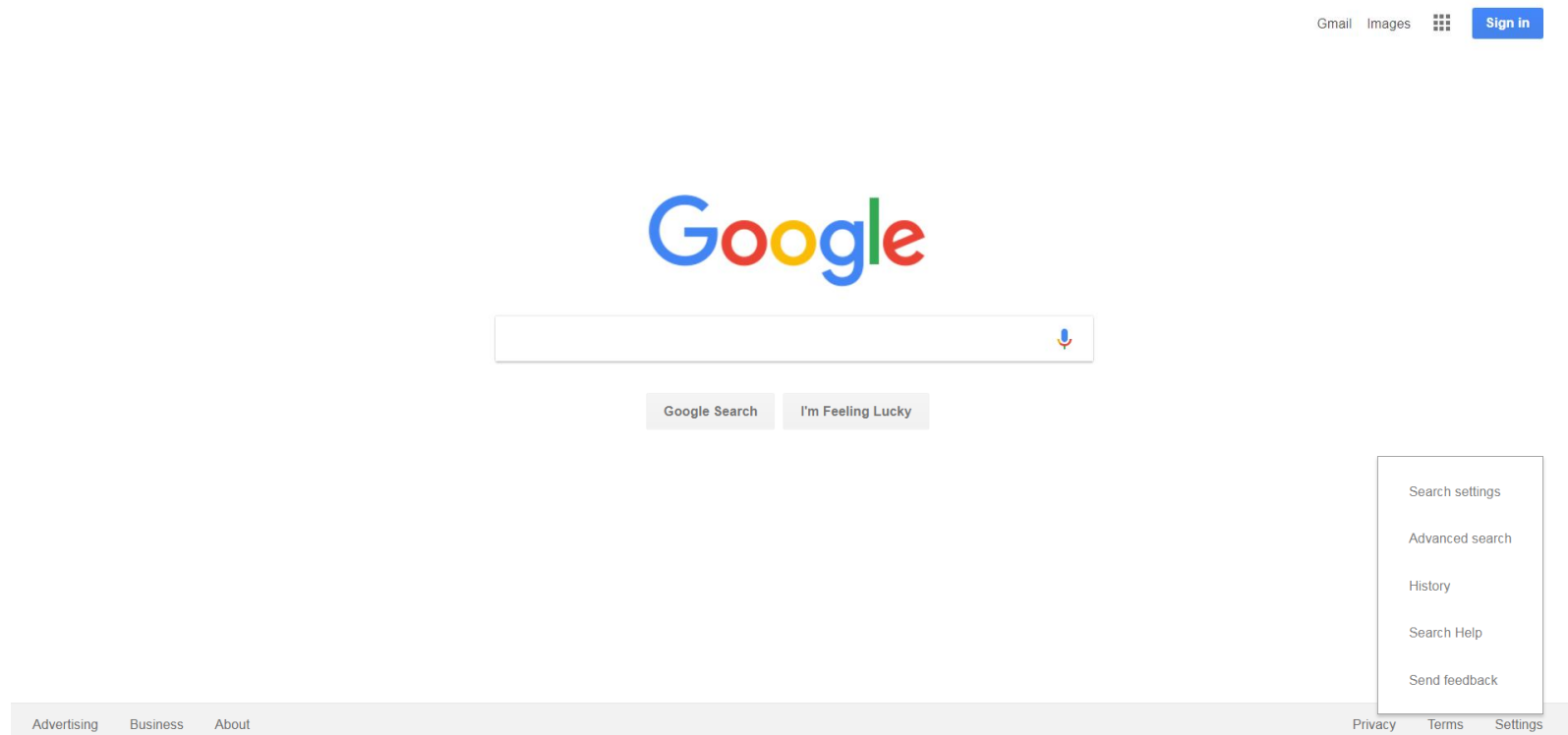
Example: Google.com



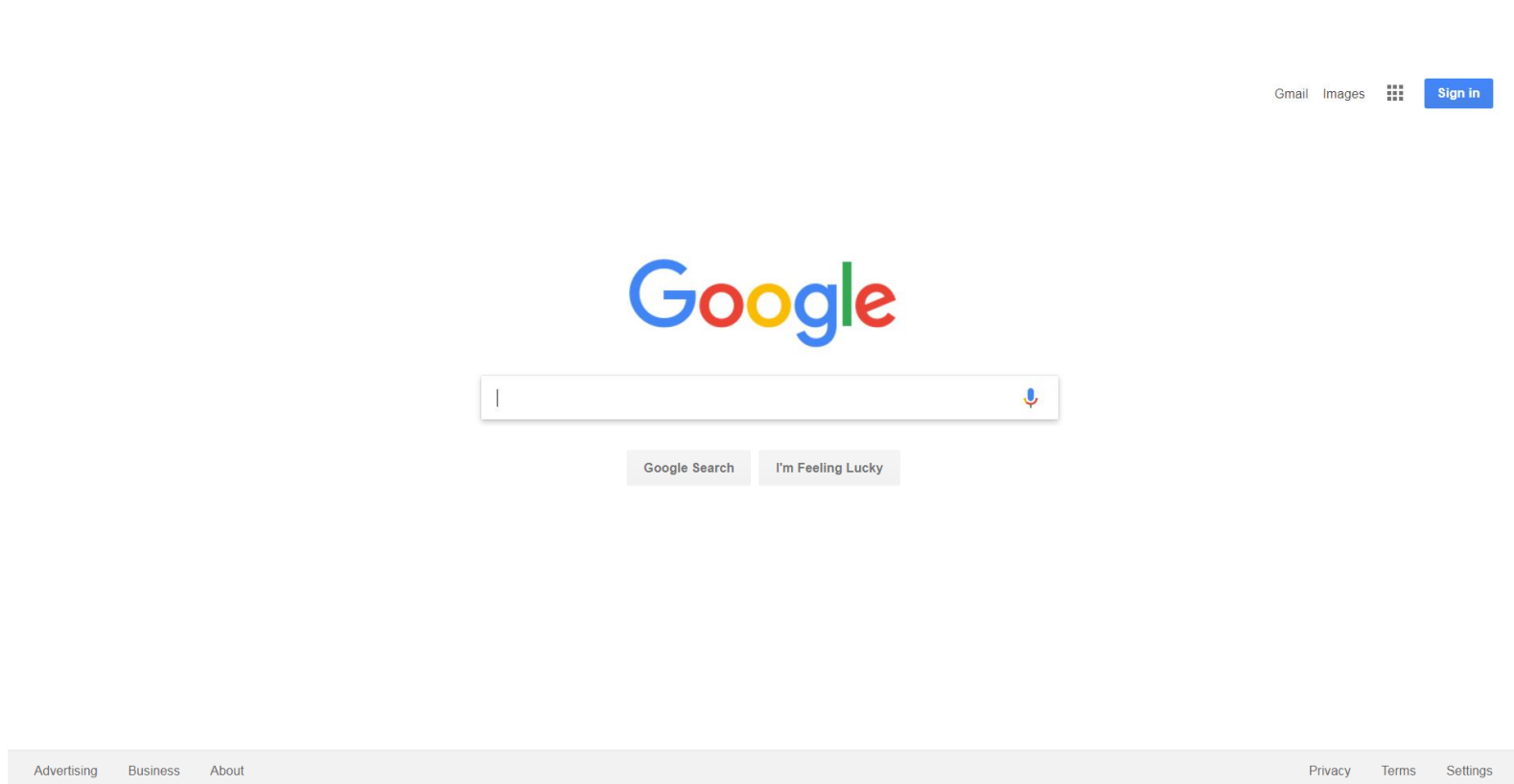
Example: Google.com (cont'd)



Example: Google.com (cont'd)



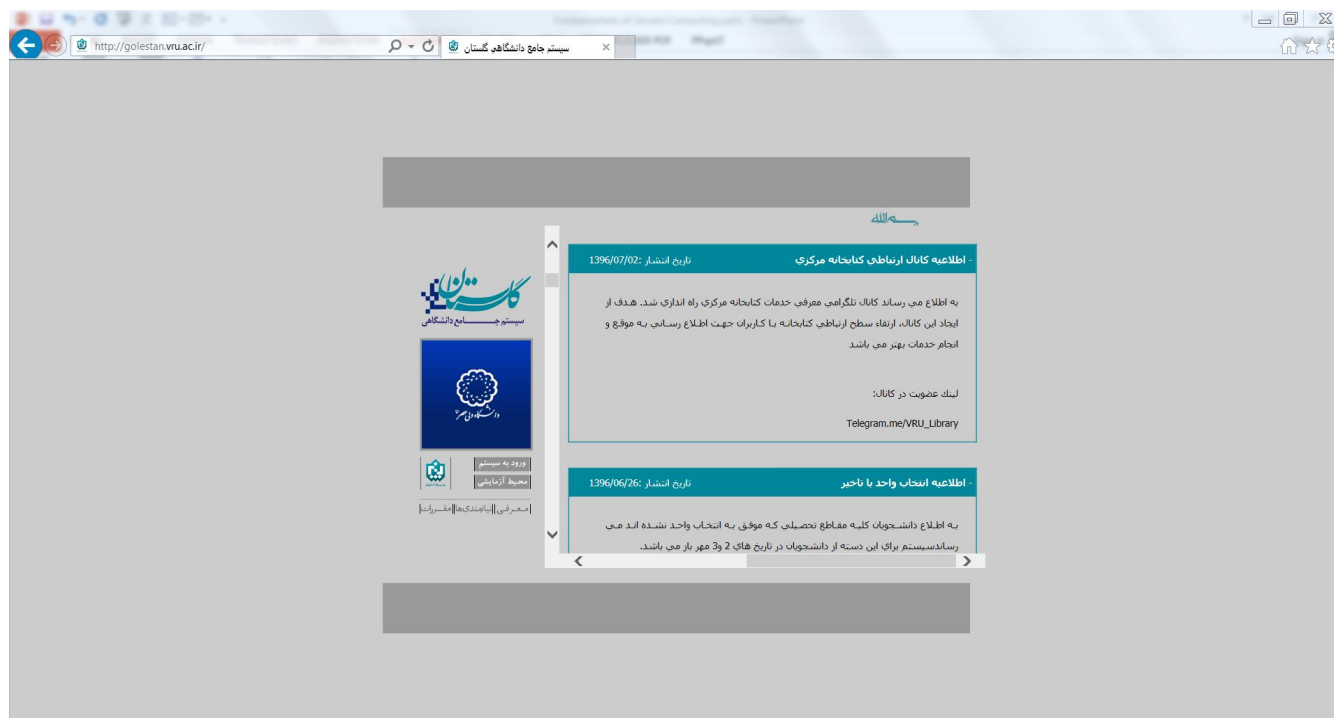
Example: Google.com (cont'd)



Tasks are goals users set out to accomplish in a system



Example: Log in to golestan.vru.ac.ir



Example: Check the Bank Card Balance

اعلام مانده حساب



جهت دریافت مانده حساب خود لطفا اطلاعات کارت خود را وارد نموده و گزینه تایید را انتخاب نمایید

در صورتی که از کامپیوتر شخصی خود استفاده نمی نمایید
برای تأمین امنیت بیشتر پیشنهاد می گردد جهت ورود
اطلاعات کارت از صفحه کلید مجازی استفاده نمایید

۹۲۵

۳۶۷

۸۴۱

سول سیدی

سول سیدی

←

شماره کارت

کد CW2

رمز دوم کارت

تاریخ انقضای کارت ماه

(دو رقم)

سال

(دو رقم)



لطفا عبارت نمایش داده شده را وارد نمایید(عبارت نسبت به حروف کوچک یا بزرگ حساس نمی باشد)

مشتری گرامی،
لطفاً پیش از استفاده از سرویس پرداخت الکترونیکی بانک تجارت متن زیر را با دقت مطالعه فرمائید .
تعاریف :
-دارندگان کارت : به کلیه دارندگان کارت سیستم بانکی اطلاق می شود که دارای کارت با رمز دوم و
عدد CW2 بوده و
بانک صادر کننده کارت ایشان در شبکه شتاب فعال می باشد .
- شبکه شتاب : شبکه تعامل اطلاعات بین بانکها می باشد که در آن ، بانکها می توانند سرویس
تمامی شرایط و ضوابط را مطالعه کرده و آن را قبول دارم

بارگشت

تایید

Example: Read the Headlines

[illegible]

Measuring the Usability of a Task

1. Speed
2. Efficiency
3. Learnability
4. Memorability
5. User Preference

Example: Windows Fingerprint Sign in



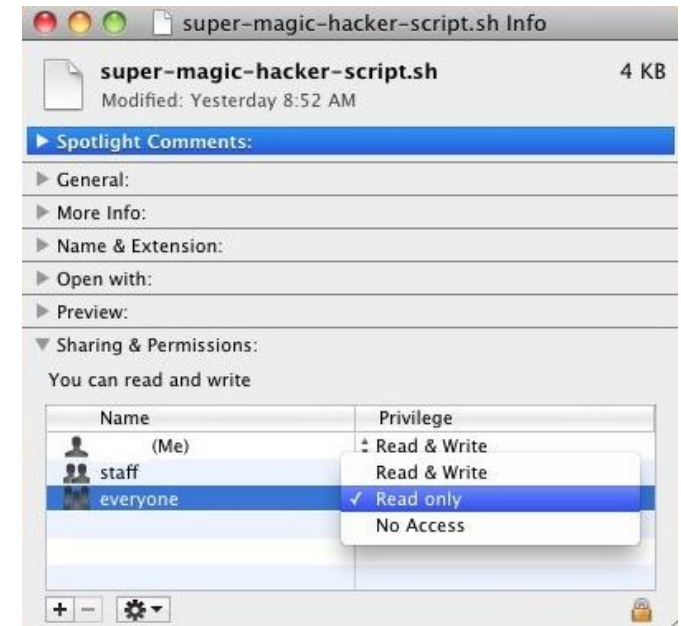
Common Errors in Task Creation

- Too leading or too descriptive
 - e.g. click on the username box at the upper right of the screen and enter your username. Then click the password box underneath it and enter your password and click submit ...
- Specific questions
 - What is the 2nd headline in the website of the university?
- Directing users toward things you want to tell them, not what they want to know
 - What are the names of the website developers?

Comparing tasks between systems

- Task: “Giving people **write** access to a file”
 - Mode: command line vs. GUI

```
$ chmod +w super-magic-hacker-script.sh
```



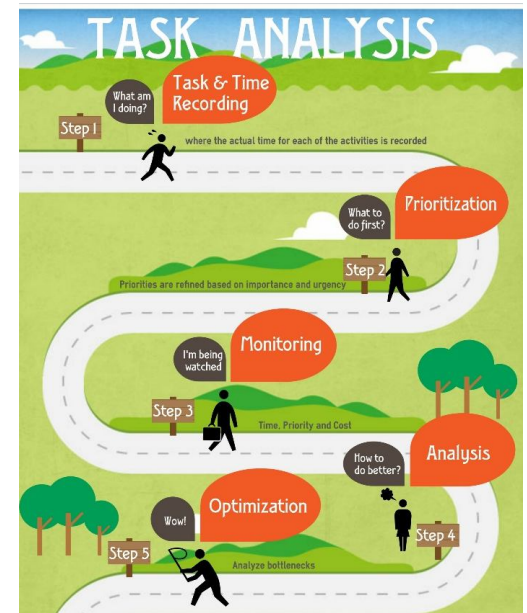
Comparing tasks between systems

- Task: “Giving people **execute** access to a file”
 - Mode: command line vs. GUI

```
$ chmod +x super-magic-hacker-script.sh
```



Tasks and Task Analysis



Memory



Working Memory – Short-term Memory

- George A. Miller (1956)
 - The magical number 7 ± 2 .
 - The working memory can hold between 5 to 9 pieces of information.
- Revisions on this limit:
 - Broadbent (1975): 4-6
 - LeCompte (1999): 3

Common Practice: 4 ± 1

Chunking

oomgydliev

old veg me yo

video gym lo

i love my dog

3.1415926535897932384626433832795028841
971693993751058209749445923078164062862
089986280348253421170679821480865132823
066470938446095505822317253594081284811
174502841027019385211055596446229489549
303819644288109756659334461284756482337
867831652712019091456485669234603486104
54326648213393607260249141273724587006
606315588174881520920962829254091715364
367892590360011330530548820466521384146
951941511609433057270365759591953092186
117381932611793105118548074462379962749
567351885752724891227938183011949129833
673362440656643086021394946395224737190
702179860943702770539217176293176752384
674818467669405132000568127145263560827
...

Chunking

3.141592653589793238462643383



3.14 1592653589793238462643383



3.14 15 926 535 8979 323 846 264 3383

Ready for a test?

67890

Ready for a test?

983431312270	209
98 (34) 3131 2270	728
978012405531582	135
3728912	726
03758129	123456789101112
54856	2244668
24055	11223344
29607	12345
523	67890

Example: Information Chunking & Security

- The password must be at least eight characters long, and can contain letters, numerals, and punctuation.
 - It cannot contain spaces.
 - It must contain at least one alpha character [a-z; A-Z].
 - It cannot contain your login ID.
 - The first eight characters cannot be the same as your previous password.
 - Passwords are treated as case sensitive.
1. password
 2. 12345
 3. 12345678
 4. abc123
 5. qwerty
 6. monkey
 7. letmein
 8. dragon
 9. 111111
 10. baseball

Password Memory

- Create a password with chunks
 - 17#08#09Vr16#06#12as
- Research reveals that people's ability to remember
 - 7 character long password: ~ 50%
 - 4-chunk password: ~ 76%

Mental Models

- let us understand how users perceive systems

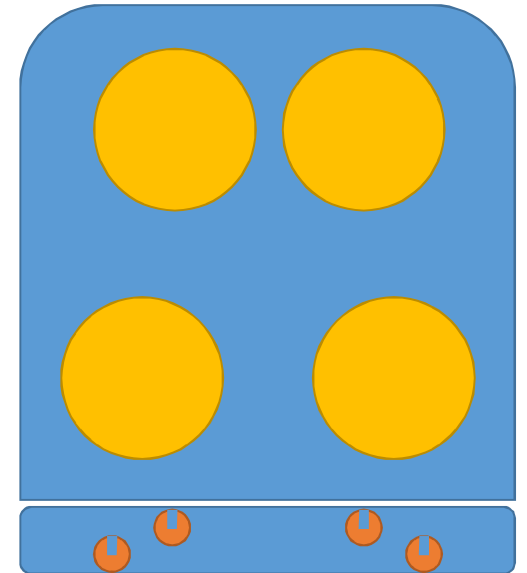
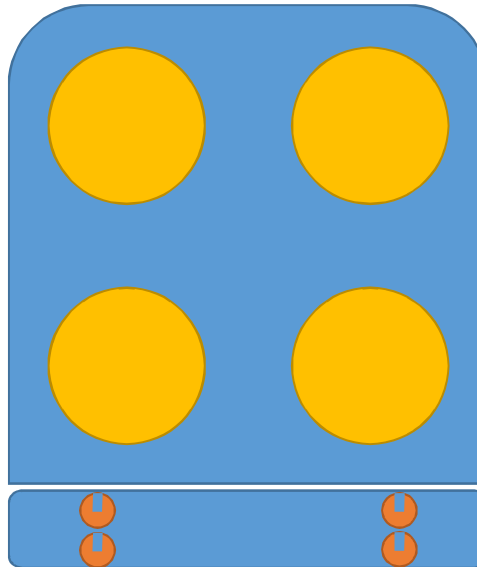
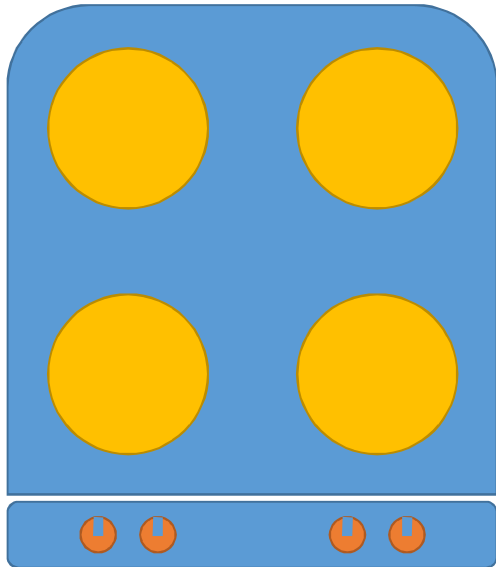


Mental Models

- playing factors into developing mental models
 - affordances
 - things within a system that show a user how they are supposed to be used
 - important components: **mapping**, **visibility**, and **feedback**

How certain functionalities will map
to something that you see.

Affordances: 1- Mapping

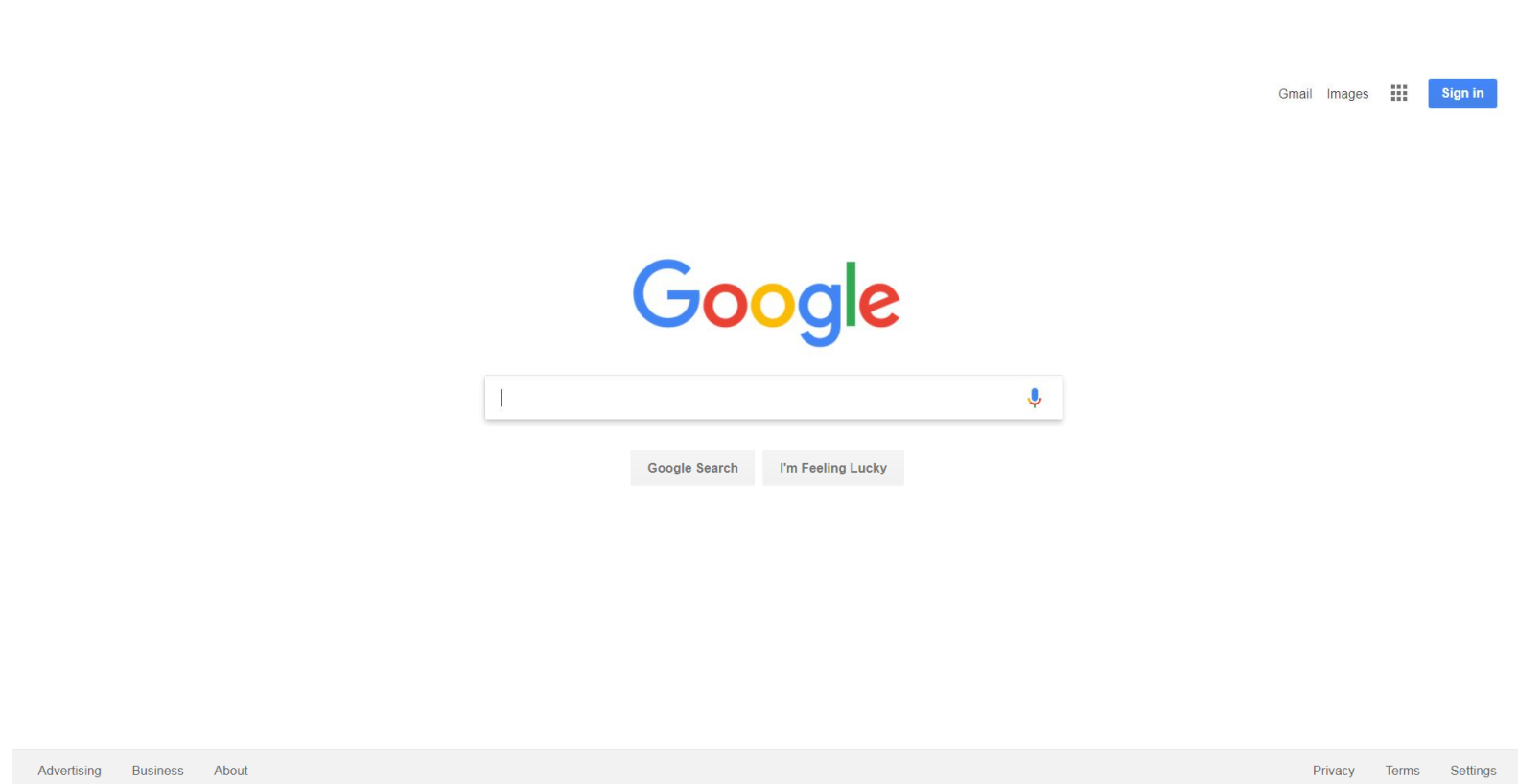


How certain functionalities will map to something that you see.

Affordances: 1- Mapping



Affordances: 2- Visibility



Affordances: 3- Feedback

★★★★☆
از 30 رای

E202SA - B لپ 11 اینچی ایسوس مدل
ASUS E202SA - B - 11 inch Laptop

انتخاب رنگ

آبی تیره سفید

انتخاب گارانتی

گارانتی یکپارچه 2 ساله ایسوس (سازگار، ویستا، و آژانگ)

انتخاب فروشنده

دیجی کالا

اندازه صفحه نمایش: 11.6 اینچ

سازنده پردازنده گرافیکی: Intel

موازی بیشتر

قیمت: 4,299,000 تومان

تخفیف 95 هزار تومان

5 دیجی بن

قیمت برای شما: 1,195,000 تومان

افزودن به سبد خرید

ارسال رایگان به سراسر ایران تا 30 شهریور 1400

پردازش در محل

تحویل اکسپرس

ضمانت اصل بودن کالا

تضمین بهترین قیمت

7 روز ضمانت بازگشت

محصولات مرتبط این محصول

★★★★☆
از 30 رای

E202SA - B لپ 11 اینچی ایسوس مدل
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انتخاب رنگ

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قیمت: 4,260,000 تومان

تخفیف 91 هزار تومان

5 دیجی بن

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محصولات مرتبط این محصول

Mental Models

- playing factors into developing mental models
 - affordances
 - things within a system that show a user how they are supposed to be used
 - important components: **mapping**, **visibility**, and **feedback**
 - constraints

Constraints

how a system can prevent us from doing things that we should not and how the design of it can encourage us to do things the right way



Constraints

how a system can prevent us from doing things that we should not and how the design of it can encourage us to do things the right way

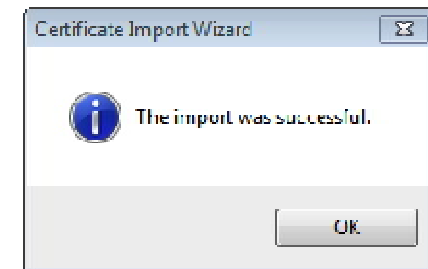
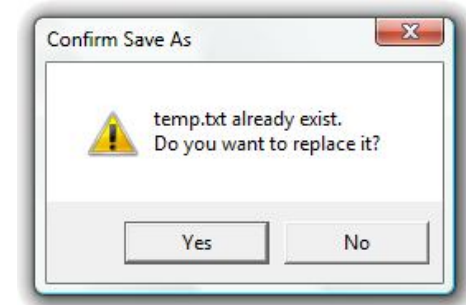
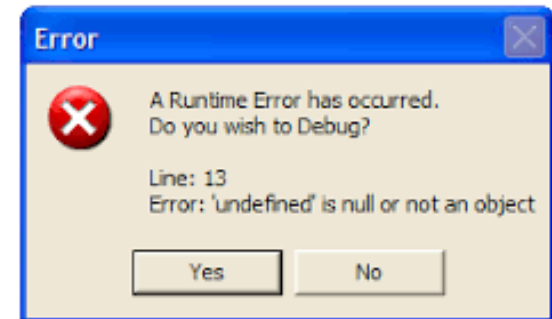


Mental Models

- playing factors into developing mental models
 - affordances
 - things within a system that show a user how they are supposed to be used
 - important components: **mapping**, **visibility**, and **feedback**
 - constraints
 - conventions

describe a common understanding of what something means

Conventions



Mental Models

- Labels
- Affordances
- Constraints
- Mappings
- Conventions

Assignment

- find at least **six security or privacy** interface element that you love or hate and share it with us. It could be a login screen, authentication mechanism, an option for sending secure email, a privacy setting interface, etc. It should **NOT** be an entire application or software program. In the discussion, you must:
 1. Provide a screen shot of the interface element.
 2. Describe what you think is great or terrible about the interface. This **MUST** be justified by and connected to the principles of usability we have discussed. It is not enough to say you love it or hate it. Tell us why it has good or bad usability using the things we have learned.

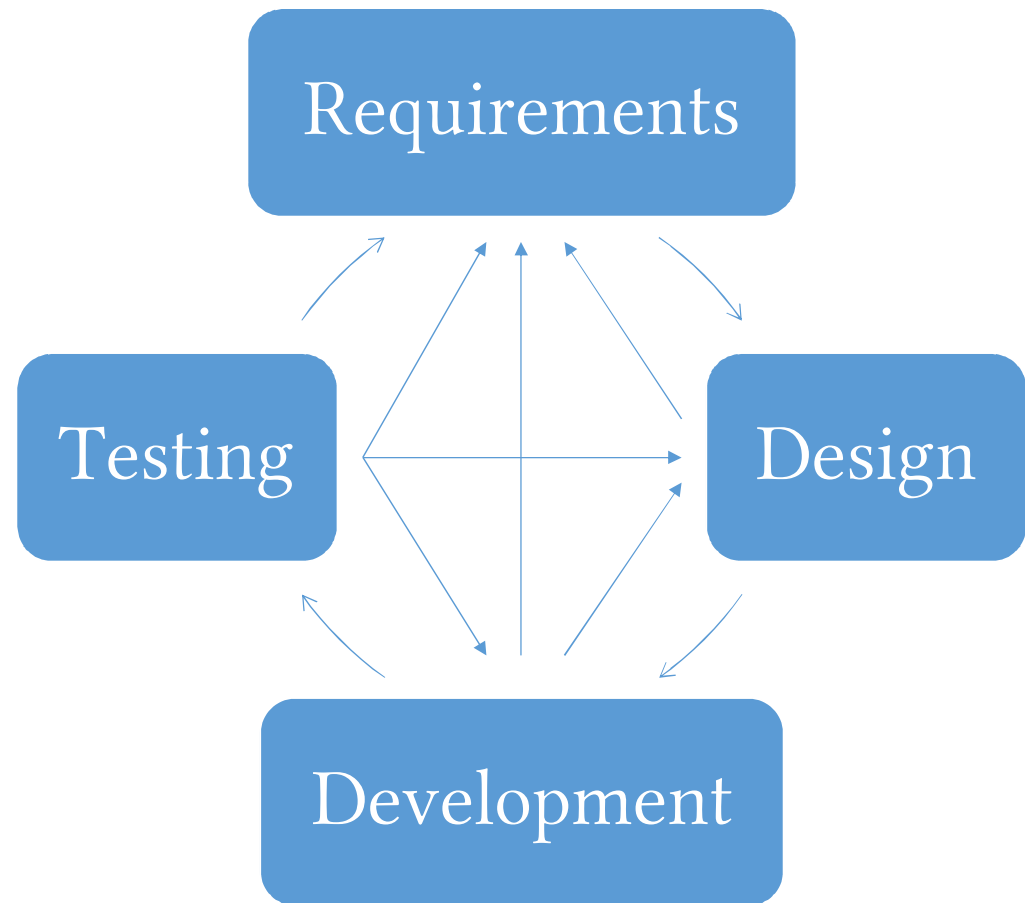
You will evaluate it, too.

1. Plagiarizing immediately results in 0 points for a question. Plagiarism is copying someone's words that are not your own, for example, by inserting an answer from a blog on the Web or Wikipedia.
2. The best answers are concise and to the point. A lot of words and a rambling response will fail to get your point across and confuse the student evaluating your answers.
3. You need to evaluate at least 5 of your classmates.
4. The reviews are anonymous.

Design Process

- where do ideas come from?
- many processes:
 - iterative design
 - system centered design
 - user centered design
 - participatory design
 - design centered design

Iterative Design



System Centered Design

- what can be built easily on this platform?
- what can I create from the available tools?
- what do I as a programmer find interesting to work on?

User Centered Design

- design is based upon a user's
 - abilities & real needs
 - context
 - work
 - tasks

Golden Rule of Interface Design
“Know the User”

Did you remember this?



User Centered Design

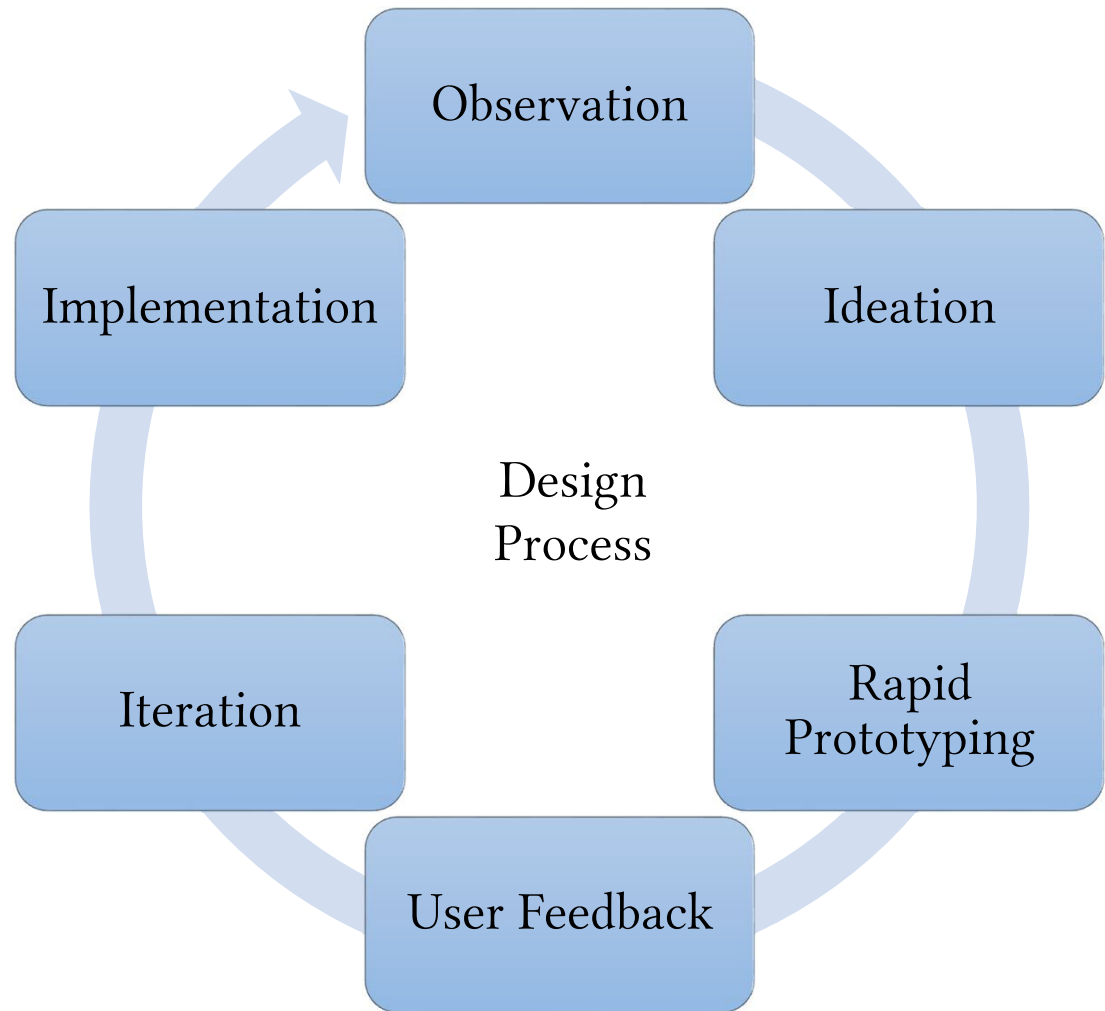
- design is based upon a user's
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Golden Rule of Interface Design
“Know the User”

Participatory Design

- problem
 - wrong intuitions
 - interviews & etc. are not precise
 - designer cannot know the user sufficiently well to answer all issues that come up during the design
- solution
 - designers should have access to pool of representative users
 - the END users, not their managers

Brainstorming



Designer Centered Design

“It isn’t the consumers’ job to know what they want.”

--- Steve Jobs

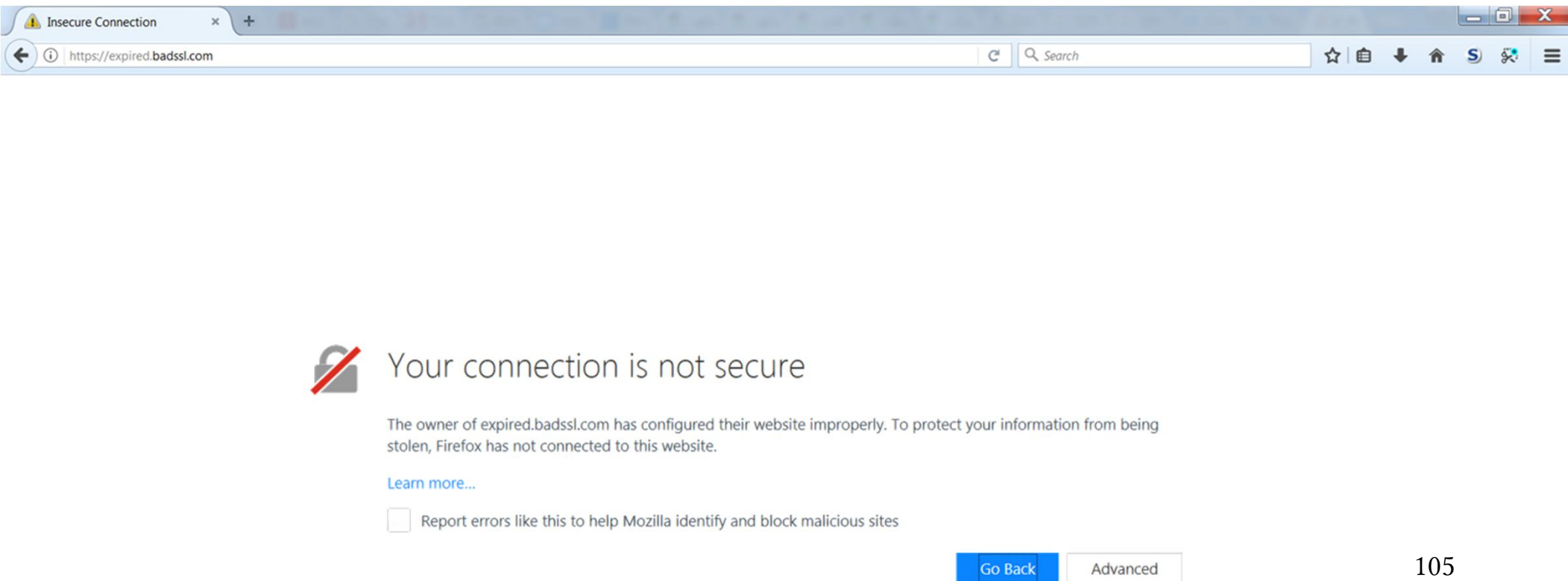


Conclusions

- users can give a lot of valuable insights for design
 - tasks
 - context
 - needs
- support designers coming up with ideas
- iterate to build better systems

Example: Usability of Firefox's Untrusted Connection Error

<https://expired.badssl.com/>



If one clicks on “Learn More”

The screenshot shows a web browser window with the address bar displaying the URL: https://support.mozilla.org/en-US/kb/troubleshoot-time-errors-secure-websites?as=u&utm_source=inproduct. The page header includes the Mozilla Support logo, navigation links for 'ASK A QUESTION', 'SIGN IN', and 'ENGLISH', and a search bar labeled 'Search Mozilla Support'. The main content area features the Firefox logo and a sidebar with 'EDITING TOOLS' and 'EXPLORE MORE TOPICS' including 'BASIC BROWSING', 'INSTALL AND UPDATE', 'SYNC AND SAVE', 'CHAT AND SHARE', 'DO MORE WITH APPS', and 'PROTECT YOUR PRIVACY'. The article title is 'How to troubleshoot time related errors on secure websites'. The text explains that certificates are only issued for a certain period of time and that Firefox can't verify the connection is secure if the system's clock doesn't match the certificate's validity period. It also mentions that such issues can be fixed by the correct setting of the date, time and time zone on your system, or by a misconfigured webserver.

mozilla support ASK A QUESTION SIGN IN ENGLISH Search Mozilla Support

Firefox

EDITING TOOLS

EXPLORE MORE TOPICS

- BASIC BROWSING
- INSTALL AND UPDATE
- SYNC AND SAVE
- CHAT AND SHARE
- DO MORE WITH APPS
- PROTECT YOUR PRIVACY

How to troubleshoot time related errors on secure websites

Certificates used by websites which are considered to be secure (their URL begins with "https://") are only issued for a certain period of time. If a website presents a certificate with a validity period that doesn't match the current value of your system's clock, Firefox can't verify that the connection is secure and therefore opens a "[Your connection is not secure](#)" error page. Some methods to validate that a certificate hasn't been revoked also depend on your system and the webserver being set to the correct time.

Such issues can be fixed by the correct setting of the date, time and time zone on your system. If this does not solve the problem, it may be caused by a misconfigured webserver.

or clicking on “Advanced”



Your connection is not secure

The owner of expired.badssl.com has configured their website improperly. To protect your information from being stolen, Firefox has not connected to this website.

[Learn more...](#)

☐ Report errors like this to help Mozilla identify and block malicious sites

Go Back

Advanced

expired.badssl.com uses an invalid security certificate.

The certificate expired on Monday, April 13, 2015, 4:29 AM. The current time is Sunday, October 01, 2017, 12:33 AM.

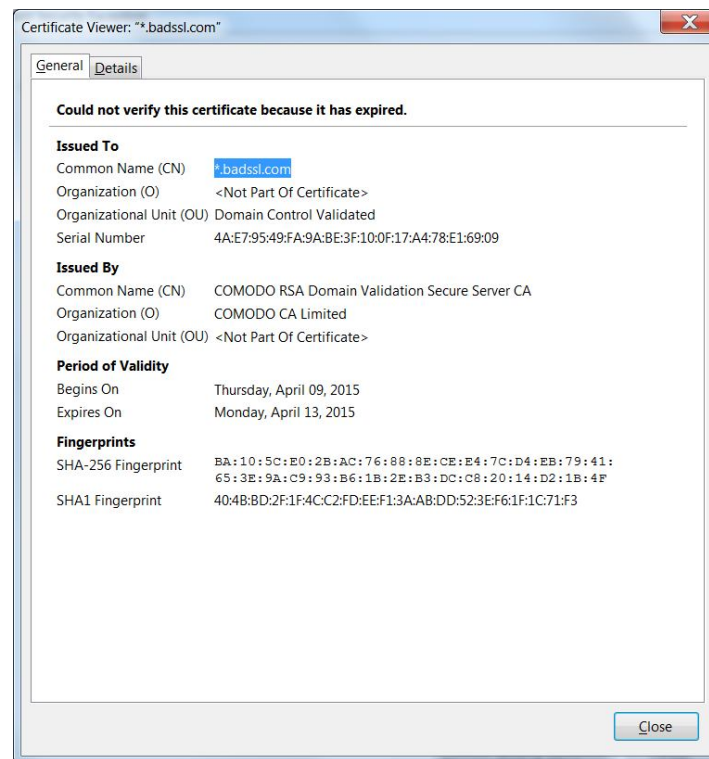
Error code: [SEC_ERROR_EXPIRED_CERTIFICATE](#)

Add Exception...

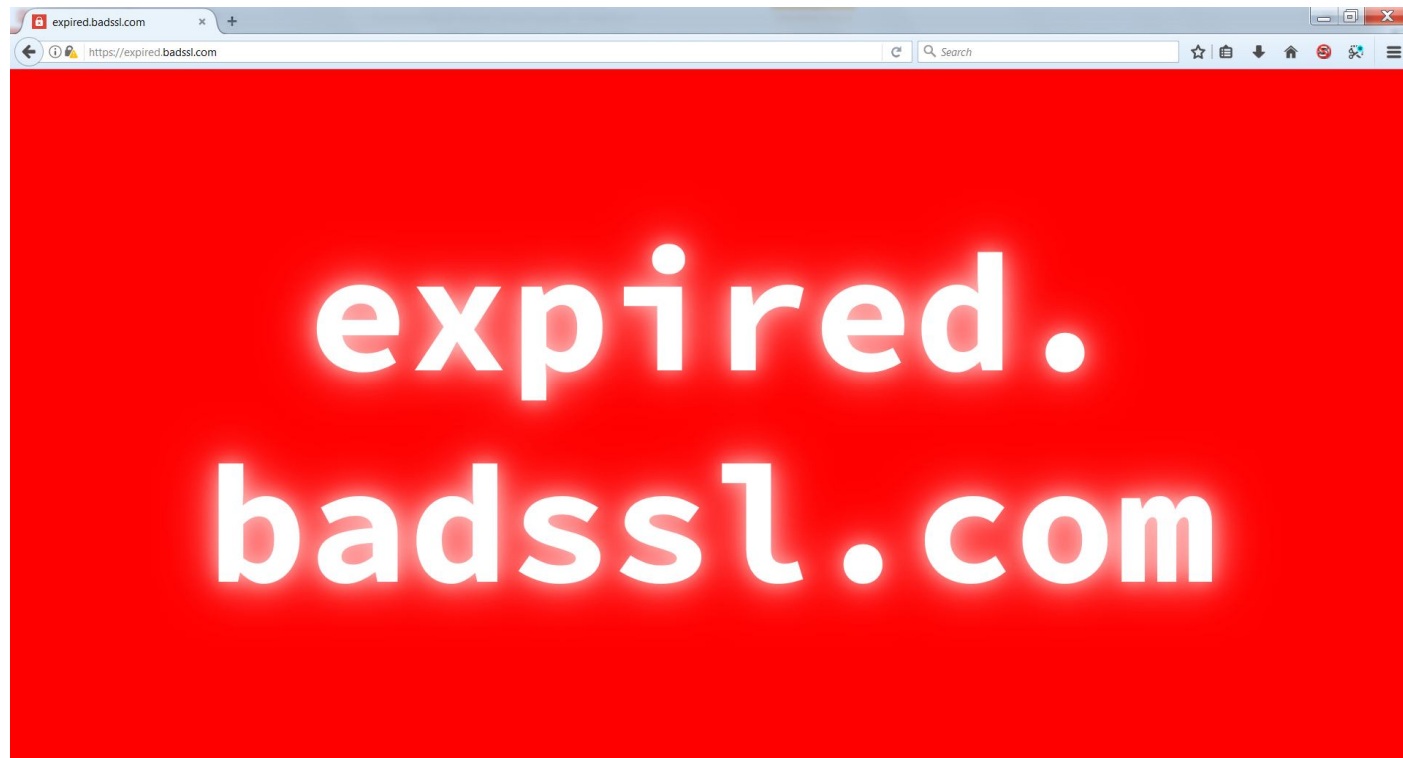
Adding Exception



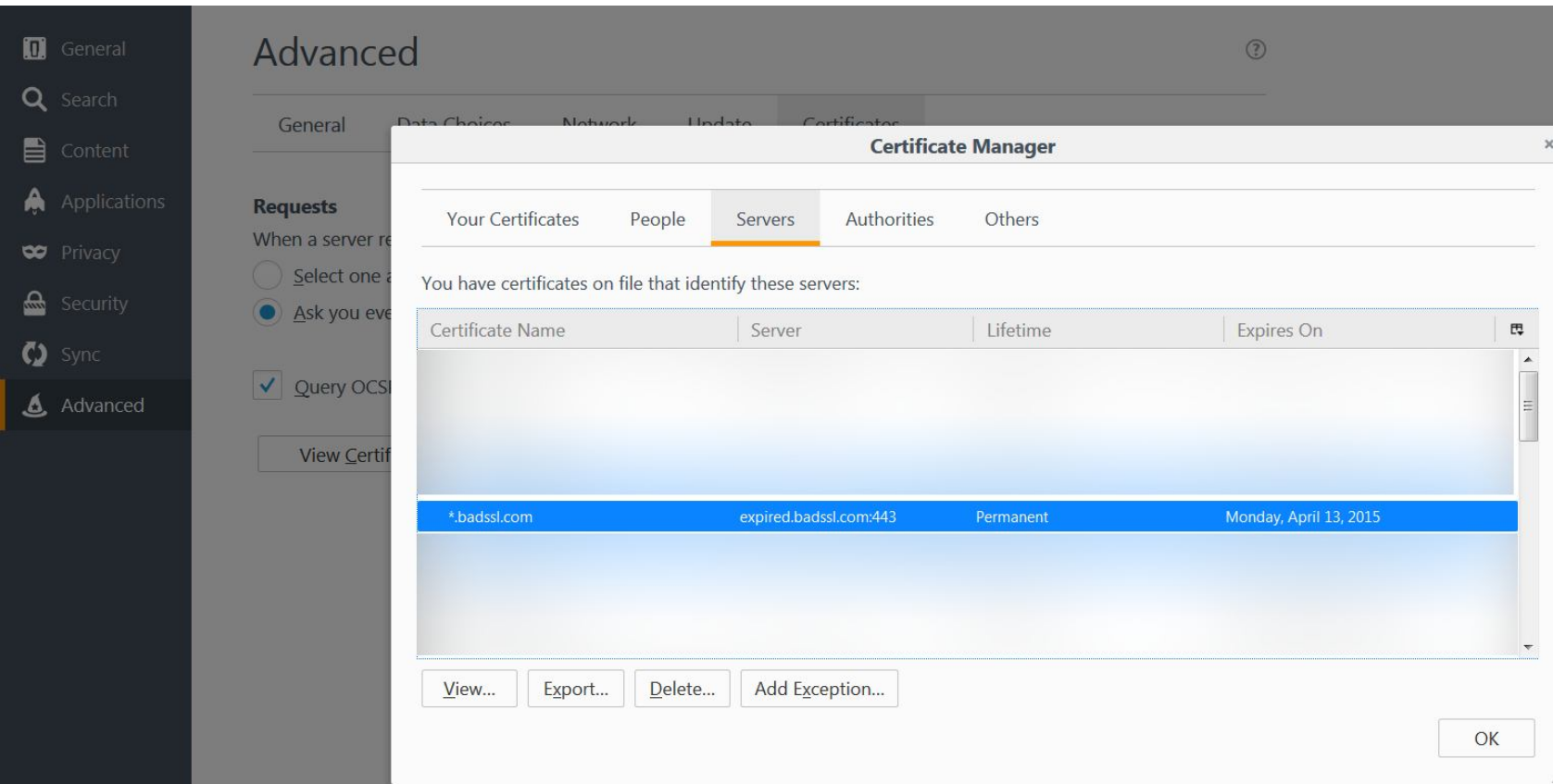
Viewing the Certificate



Confirming Security Exception



Removing the Certificate Exception



Lessons

- user knows something bad is happening, however not what.
- user has good general strategies (worry more about sites with sensitive info).
- error message relies on a lot of information users don't understand.

How could we improve this?

Case Study: SSL Warnings

We will study the following paper:

Joshua Sunshine, Serge Egelman, Hazim Almuhiemedi, Neha Atri, and Lorrie Faith Cranor. 2009. **Crying wolf: an empirical study of SSL warning effectiveness**. In *Proceedings of the 18th conference on USENIX security symposium* (SSYM'09). USENIX Association, Berkeley, CA, USA, 399-416.

Warnings Studied:

You are being redirected to Cameo.

Please [click here](#) if

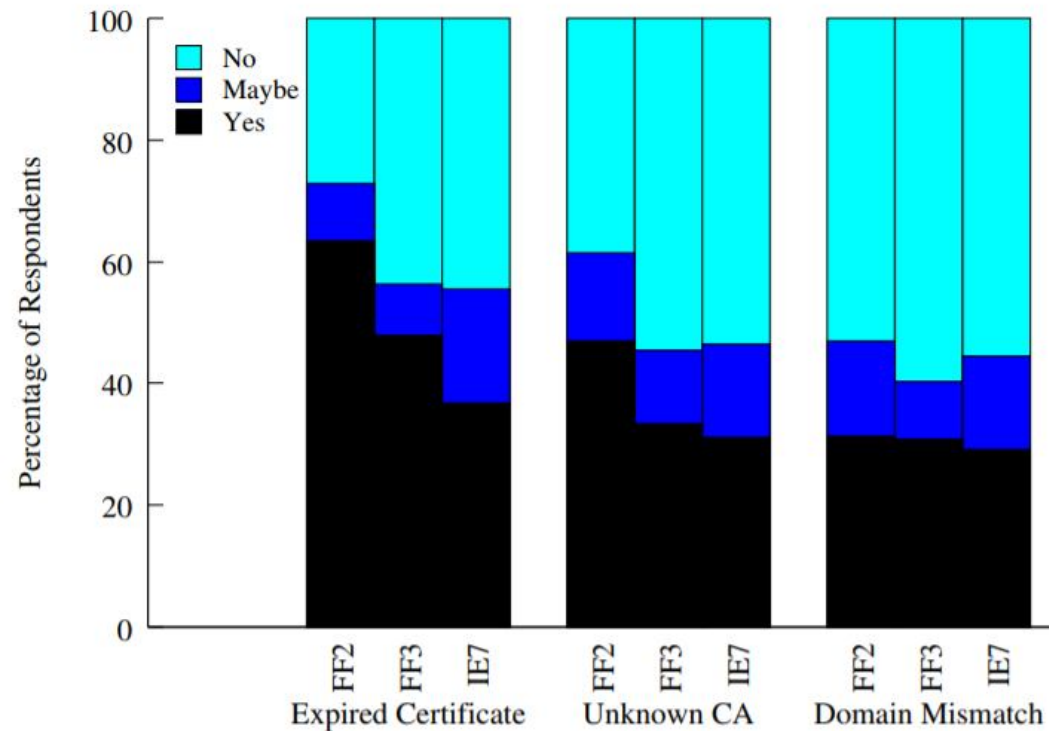


Firefox 2 

Internet Explorer 7 



Responses to the question: “If you saw this message, would you attempt to continue to the website?”



Comments of People who Continued ...

- “I use a Mac so nothing bad would happen.”
- “Since I use FreeBSD, rather than Windows, not much [risk].”
- “On my Linux box, nothing significantly bad would happen.”



Redesigned Warnings



Secure Connection Failed

The website responding to your request failed to provide verifiable identification.

What type of website are you trying to reach?

- ☐ Bank or other financial institution
- ☐ Online store or other e-commerce website
- ☐ Other
- ☐ I don't know

Continue

You are seeing this warning because the response contained a [self-signed certificate](#).

Page 1

Page 2



High Risk of Security Compromise

Your connection to *cameo.library.cmu.edu* is either being intercepted by another party or someone is impersonating *cameo.library.cmu.edu*.

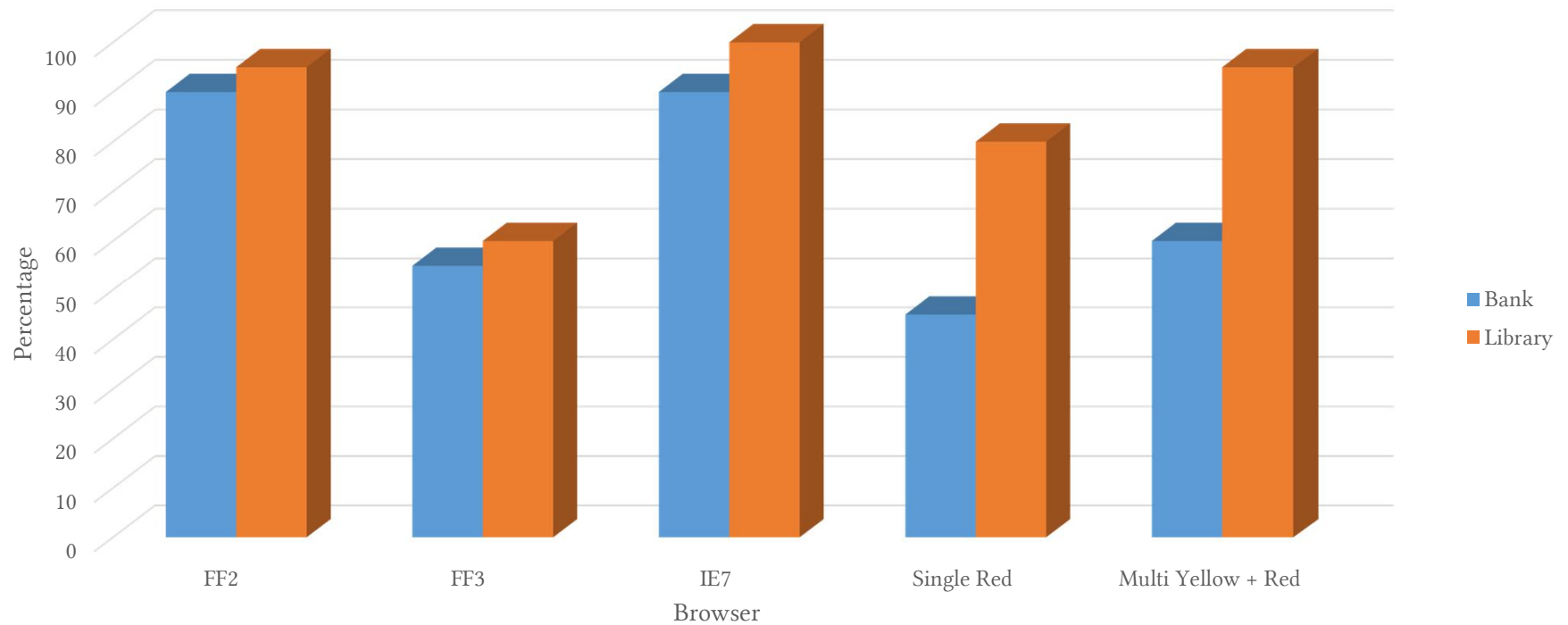
An attacker is attempting to steal information that you are sending to *cameo.library.cmu.edu*. We advise you to contact this company by telephone or using a different computer that does not yield this warning.

Get Me Out of Here!

Why was this site blocked?

[Ignore this warning](#)

Users Ignoring Warnings



Users who logged in

Condition	Read	Didn't Read	Understood	Didn't Understand
FF2	20%	70%	35%	55%
FF3	10%	45%	20%	35%
IE7	20%	70%	40%	50%
Single Red Page	20%	25%	20%	25%
Multi Yellow Red Pages	40%	20%	35%	25%

Lessons

- different interfaces can have major impacts on the security behavior of users.
- what do we want users to do?
- what do they need to understand to do that?
- how can we make it more natural for them to do the “right” thing?



Assignments

Evaluation

- how to **evaluate** the usability of systems
 - a critical component of building usable systems for security
 - how usable your system is
 - identify specific problems with the usability
- often, evaluations are large-scale and expensive
 - there are options that are easy to do on your own that follow good guidelines
- Systems can be evaluated
 - **quantitatively** (with numbers) or ,
 - **qualitatively** (through experience and description)

The main goal of evaluation

The goal of evaluation is ultimately to identify usability problems so the interface can be refined and improved.

Qualitative Evaluation



Cognitive Walkthrough

- requirements
 - description or prototype of interface
 - task description
 - list of actions to complete task
 - user background
- what you look for?
 - will users know to perform the action?
 - will users see the control?
 - **will users know the control does what they want?**
 - will users understand the feedback?

Demo of Cognitive Analysis of Mobile Authentication System

Heuristic Analysis

- follow “rules of thumb” or suggestions about good design
- can be done by experts / designers, fast & easy
- may miss problems users would catch



Nielsen's Heuristics

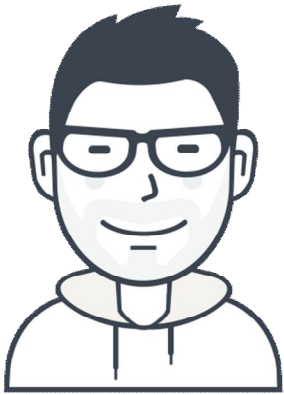
- simple & natural dialog
- speak the user language
- minimize user memory load
- consistency
- feedback
- clearly marked exits
- shortcuts
- prevent errors
- good error messages
- provide help & documentation

Demo of Nielsen's Heuristics for Mobile Authentication System

Personas

- a fictitious user representing a class of users
- reference point for design & analysis
- has a goal or goals they want to accomplish
 - in general or in the system

Persona: Ali



wants encryption
but in a simple, low-
effort way.

Goals

wants easy to use email & social
media tools that are encrypted to
protect his privacy

Undergraduate Student

- 20 years old
- Literature Major
- Cultural Activist
- Savvy computer user, but not expert

About Ali

Ali is an undergraduate student of literature at the Vali-e-Asr university of Rafsanjan. He enjoys playing tennis & watching movies. He always carries his smart phone which is an android phone. He also has a laptop. His mobile phone is constantly connected to the Internet through the carrier's data connection. He is always worried that his activities are monitored by his parents.

Demo of Using Personas for Analysis of the Mobile Authentication System

Conclusion

- qualitative evaluation can provide insights into the usability of a system without measurements or timing
- various levels of complexity
- can be quick & inexpensive, but may miss insights users provide

Running Controlled Experiments

Controlled Experiment

- state a lucid, testable hypothesis
- identify independent & dependent variables
- design the experimental protocol
- choose the user population
- run some pilot participants
- fix the experimental protocol
- run the experiment
- perform statistical analysis
- draw conclusions
- communicate results

Demo: Compare the Gesture-based Authentication on Android Phones with Password-based Authentication

State a Lucid, Testable Hypothesis

mobile phone login with gesture is faster than with password entry

Choose the Variables

- manipulate one or more **independent** variables (the thing you change)
 - login method
- observe effect on one or more **dependent** variables (the thing that you measure)
 - time to login

Design the Experimental Protocol

- choose tasks
- between or within subjects?
 - between subjects
 - each subject runs one condition
 - within subjects
 - each subject runs several conditions

اندازه‌گیری زمان احراز هویت در تلفن همراه

با استفاده از یک زمان‌سنج، مانند Stopwatch تلفن همراه دوست، هم‌اکنون، هم‌کلاسی و مانند آن با استفاده از سرویس برخط گوگل، <https://www.google.com/search?q=stopwatch>، زمان ورود به گوشی تلفن همراه خود را با روش‌های مختلف، اندازه‌گیری کنید. بدین منظور، زمانی که فرایند ورود را آغاز می‌کنید (دکمه‌ی قفل‌گشایی تلفن را فشار می‌دهید)، زمان را آغاز و پس از ورود به گوشی تلفن همراه، زمان را متوقف کنید. لازم به ذکر است که در صورت بروز خطا در ورود به تلفن، آزمایش را مجدداً تکرار نمایید (آزمایشی که خطا در آن رخ داده‌است را در نظر، نگیرید).

* Required

Email address *

Your email

شماره دانشجویی *

Your answer

نام و نام خانوادگی *

Your answer

نوع سیستم عامل تلفن همراه شما *

- ☐ Android
- ☐ Windows Phone
- ☐ iOS
- ☐ Other: _____

NEXT

Never submit passwords through Google Forms.

اندازه‌گیری زمان احراز هویت در تلفن همراه

* Required

ورود با استفاده از گذرواژه

لطفاً گذرواژه‌ای به طول 4 کاراکتر عددی را در نظر بگیرید (به صورت تصادفی، یک‌گذرواژه را انتخاب کنید). سپس، زمان ورود با (استفاده از گذرواژه را اندازه‌گیری نمایید. (زمان را به ثانیه وارد کنید، برای مثال 1.5

گذرواژه‌ی انتخابی *

Your answer

زمان ورود به ثانیه *

Your answer

آیا مرتکب اشتباه در ورود گذرواژه شده‌اید؟ *

☐ بله

☐ خیر

در صورتی که «در ورود گذرواژه دچار اشتباه شده‌اید»؛ پس از چند دفعه تلاش ناموفق،
توانسته‌اید وارد شوید؟

Your answer

در صورتی که «در ورود گذرواژه دچار اشتباه شده‌اید»؛ فکر می‌کنید دلیل این اشتباه چه
بوده است؟

Your answer

BACK

NEXT

اندازه‌گیری زمان احراز هویت در تلفن همراه

* Required

ورود با استفاده از الگو

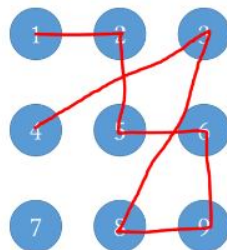
لطفاً یک الگو را در نظر بگیرید (به صورت تصادفی، یک الگو را انتخاب کنید). سپس، زمان ورود با استفاده از الگو را اندازه گیری نمایید. (زمان را به ثانیه وارد کنید، برای مثال 1.5)

برای

شیوه‌ی نمایش الگو

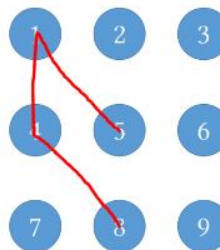
الگوی انتخابی خود را به صورت شکل زیر، ثبت کنید

یکی از دو شیوه‌ی ورود را ثبت نمایید. برای نمونه، در شکل سمت راست، یا 5148 یا 8415 را ثبت کنید.



12569834

43896521



5148

8415

الگوی انتخابی *

Your answer

زمان ورود به ثانیه *

Your answer

آیا مرتکب اشتباه در ورود گزرواژه شده‌اید؟ *

☐ بله

☐ خیر

در صورتی که «در ورود گزرواژه دچار اشتباه شده‌اید»؛ پس از چند دفعه تلاش ناموفق،
توانسته‌اید وارد شوید؟


Your answer

در صورتی که «در ورود گزرواژه دچار اشتباه شده‌اید»؛ فکر می‌کنید دلیل این اشتباه چه
بوده است؟

Your answer

A copy of your responses will be emailed to the address you provided.

☐ I'm not a robot

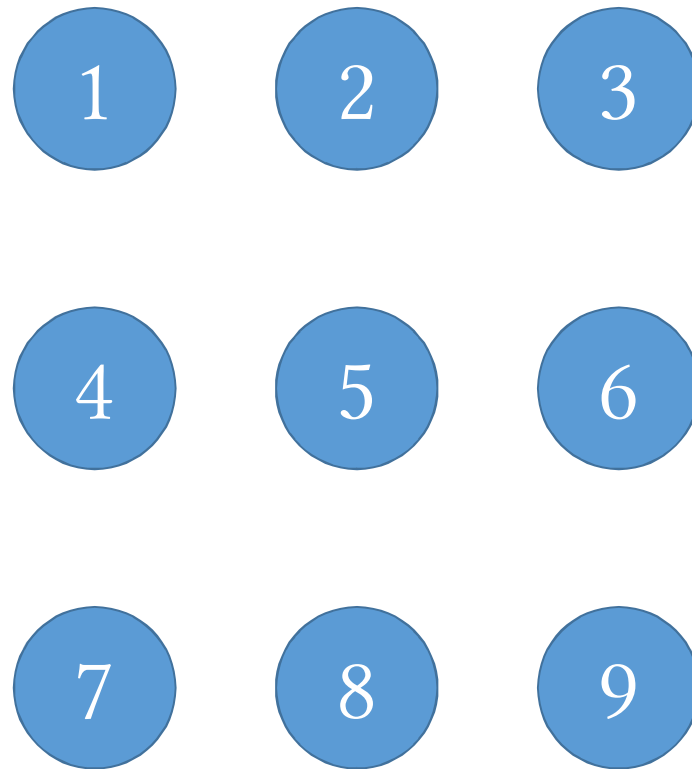

reCAPTCHA
[Privacy](#) - [Terms](#)

BACK

SUBMIT

Never submit passwords through Google Forms.

Gesture Coding Rules



Run the experiment

- run a pilot study
- have a checklist of steps, so all users are the same
- collect data

Analysis

- statistical comparison (e.g. t-test)
- report results

Now, it's your turn ...

- go & fill the form at <https://goo.gl/forms/abtZzg0mfiiGew6v2>
 - every student needs to do the experiment with **10 different** passwords & **10 different** gestures, interleavingly.
 - to measure the timing, ask your friends for help :-)
- and next week, I'll show you the analysis & communicate the result.

How to Run a Usability Study?

Evaluating Usability

- run a *usability study* to judge how an interface facilitates tasks with respect to the aspects of usability
 - speed, efficiency, learnability, memorability, and user preferences

Testing Usability of Security

- security is rarely the task users set out to accomplish
- good security is a seamless part of the task

Usability Study Process

- define tasks (and their importance)
- developing questionnaires

Selecting Tasks

- what are the most important things a user would do with this interface?
- present it as a task, not a question
 - good: create an itinerary from Rafsanjan to Tehran, departing October, 8th & returning October, 15th.
 - bad: how many flights are available from Rafsanjan to Tehran, departing on October, 8th & arriving on October, 15th.
 - users come to plan itineraries, not to count them.

Selecting Tasks (cont'd)

- be specific
 - good: find the calories, vitamins, and minerals in 1 mL of apple juice.
 - bad: find nutrition information.
 - users shouldn't have to be creative to figure out what you want them to do.
- don't give instructions
 - good: using Google map, find a street view of the city hall of Kerman.
 - bad: go to maps.google.com and type "city hall of Kerman" in the search box. Then, click on "search maps". Using the zooming toolbox on the left, click on the person to see the street view, if it is available.
 - You aren't testing anything if you give step by step instructions.

Selecting Tasks (cont'd)

- don't be vague or provide tiny insignificant tasks
 - good: using Google map, find a close up view that just shows the block of the Kerman's city hall.
 - bad: zoom in on a Google map.
 - users don't come up to the site to zoom. Zooming is something that needs to be done as part of a real task.

Selecting Tasks (cont'd)

- choose representative tasks that reflect the most important things a user would do with the interface.
 - good: for Google, tasks could include a web search, a map search with directions, changing the language, conducting an advanced search, etc.
 - bad: do 5 basic web searches for different things.
 - repeated tasks do not provide new insights.

Security Tasks

- security is almost never a task!
- good tasks for a banking web site
 - check account balance
 - make a transfer
- bad tasks for a banking web site
 - login to your account

Pre-Test Questionnaires

- learn any relevant background about the subjects
 - age, gender, education level, experience with this kind of websites, experience with this site in particular, etc.
 - perhaps more specific questions based on the site, e.g. color blindness, if the user has children, etc.

Post-Test Questionnaires

- have users provide feedback on the interface
 - Overall, I found this interface/website
 - (difficult) 1 2 3 4 5 (easy)
 - Finding directions on a map was
 - (difficult) 1 2 3 4 5 6 7 8 9 10 (easy)
- can rate multiple features for each question

Evaluation

- users are given a list of tasks & asked to perform each task
- interaction with the user is governed by different observation protocols
 - silent observer
 - think aloud
 - constructive interaction

Interview

- ask users to give you feedback
- easier for the user than writing it down
- they will tell you things that you never thought to ask

Reporting

- after the evaluation, report your results
- summarize the experiences of the users
- emphasize your insights with specific examples or quotes
- offer suggestions for improvement for tasks that were difficult to perform

Lessons

- what parts of an application are easy and hard to use
- how usable is the site for each task
- what improvements can be made to improve the usability
- for security, can you make it more seamless?

Assignment

- Design a controlled experiment on the interface you have designed for SSL warnings.
- Evaluate the design of security elements of the first assignment.

A/B Testing



Project name Home About Contact Dropdown + Default Static top Fixed top

Welcome to our website

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

Learn more

Click rate: 52 %



Project name Home About Contact Dropdown + Default Static top Fixed top

Welcome to our website

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

→ Learn more

72 %

Case Study: Phishing Warnings

- it is based on the following paper
 - S. Egelman et. al., “*You've been warned: an empirical study of the effectiveness of web browser phishing warnings,*” in ACM SIGCHI Conference on Human Factors in Computing Systems, 2008, pp. 1065-1074.

What's Phishing?

- Phishing is the attempt to obtain sensitive information such as usernames, passwords, and credit card details (and, indirectly, money), often for malicious reasons, by disguising as a trustworthy entity in an electronic communication.



Dear valued customer of TrustedBank,

We have recieved notice that you have recently attempted to withdraw the following amount from your checking account while in another country: \$135.25.

If this information is not correct, someone unknown may have access to your account. As a safety measure, please visit our website via the link below to verify your personal information:

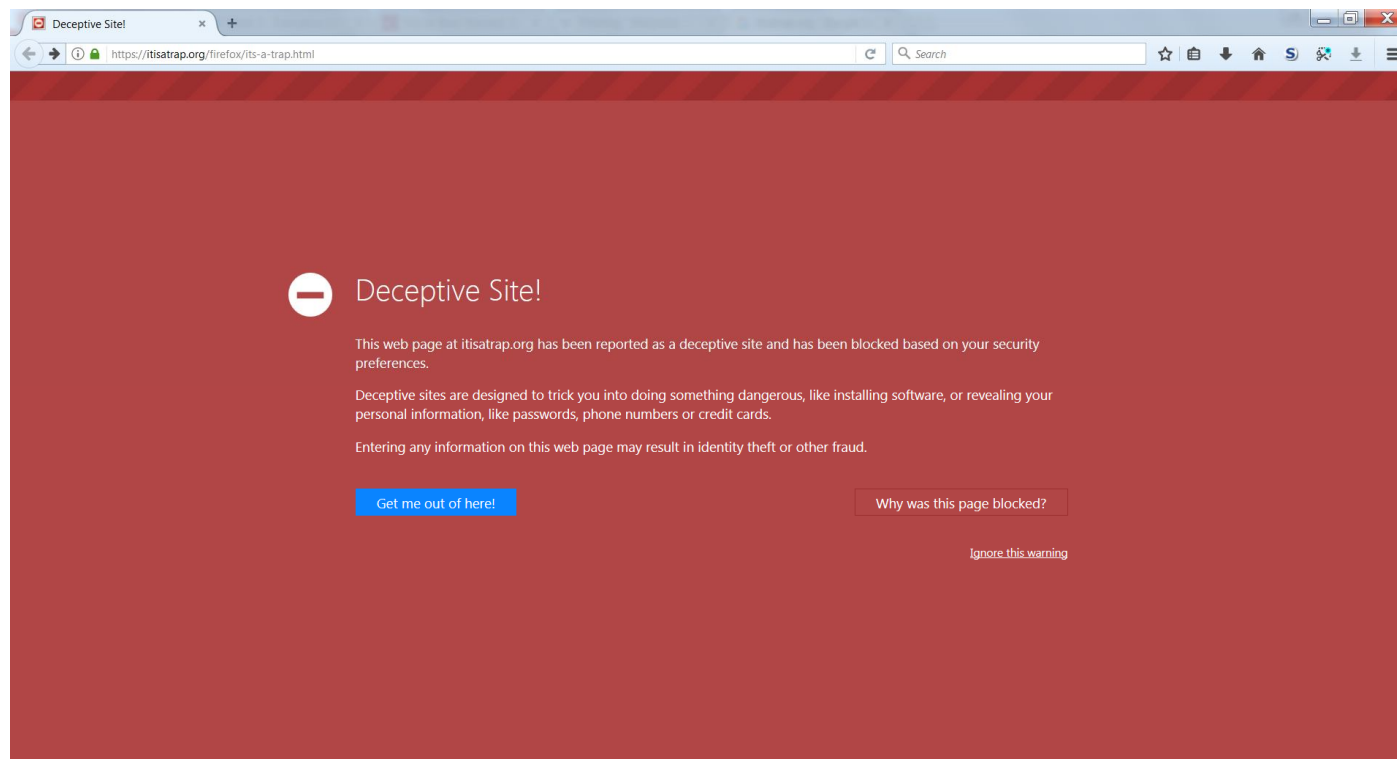
<http://www.trustedbank.com/general/custverifyinfo.asp>

Once you have done this, our fraud department will work to resolve this discrepancy. We are happy you have chosen us to do business with.

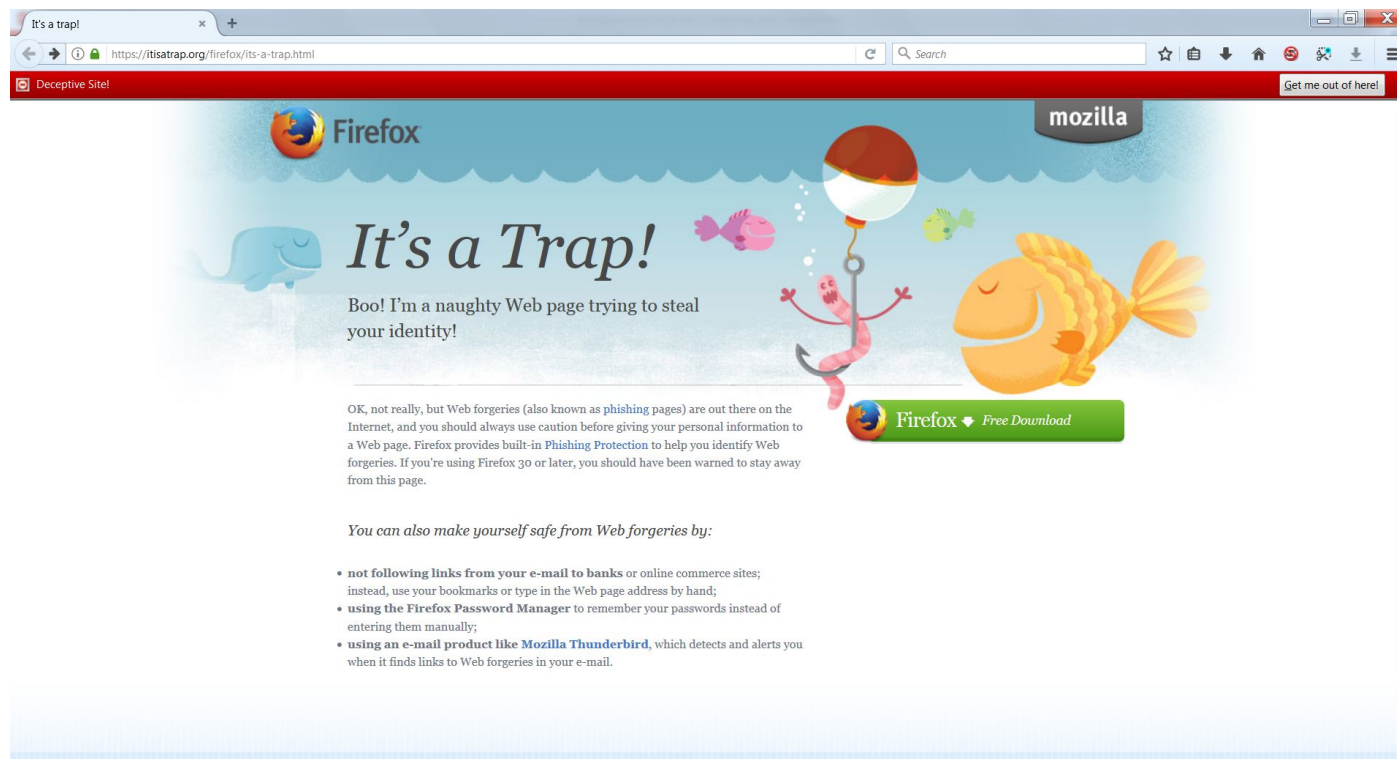
Thank you,
TrustedBank

Member FDIC © 2005 TrustedBank, Inc.

<https://itisatrap.org/firefox/its-a-trap.html>



<https://itisatrap.org/firefox/its-a-trap.html>



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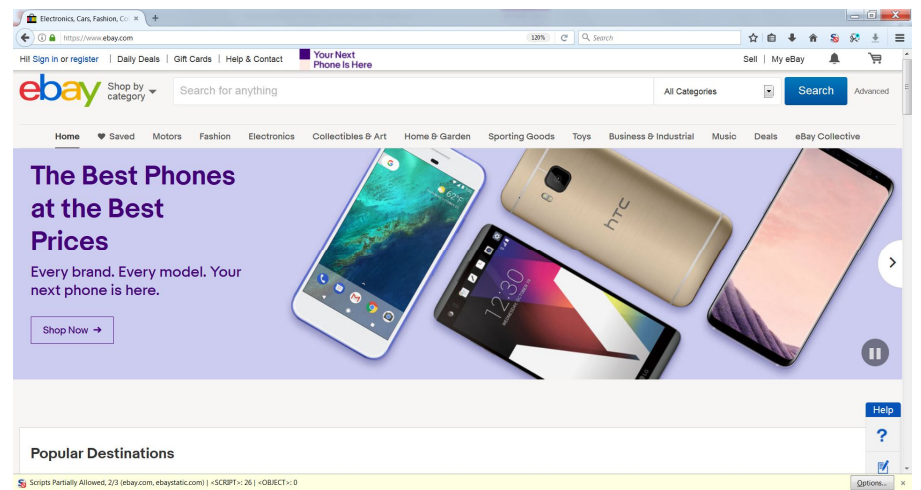
Measures of Usability

- Speed
- Efficiency
- Learnability
- Memorability
- User preferences

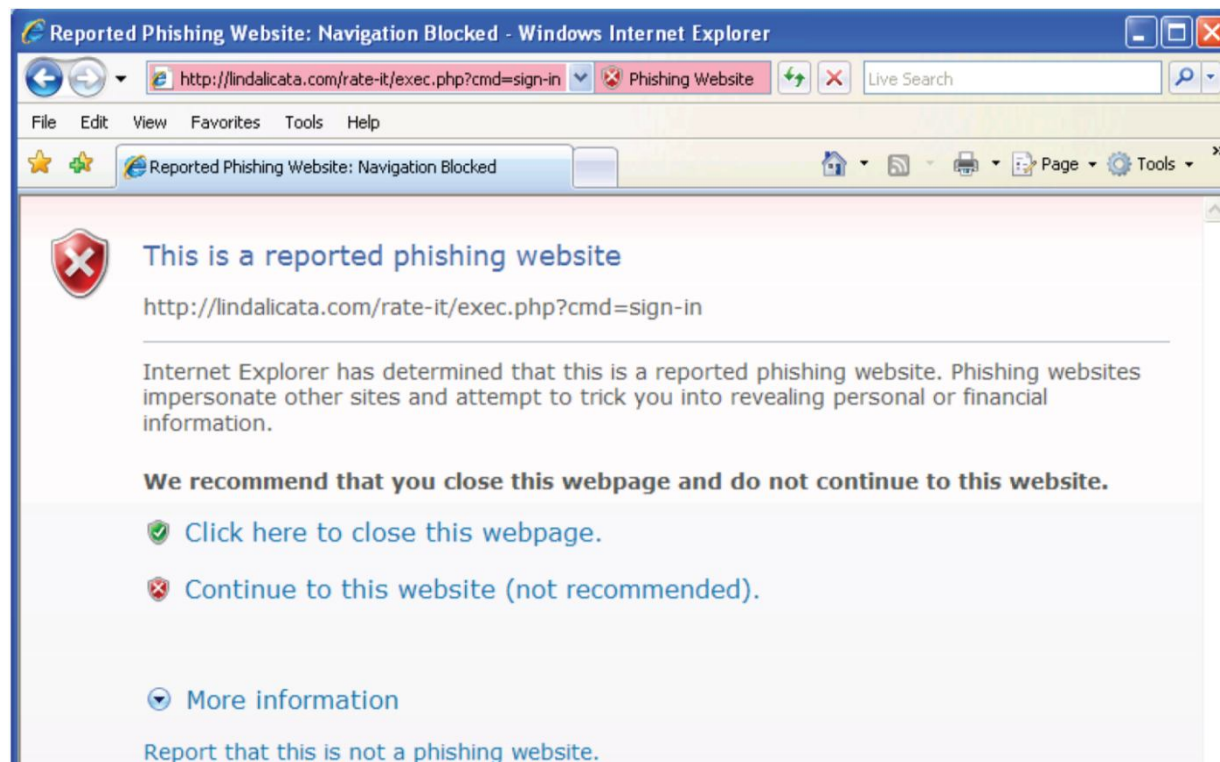
Measures of Usability

- Speed
- Efficiency
- Learnability
- Memorability
- User preferences

Two Phishings



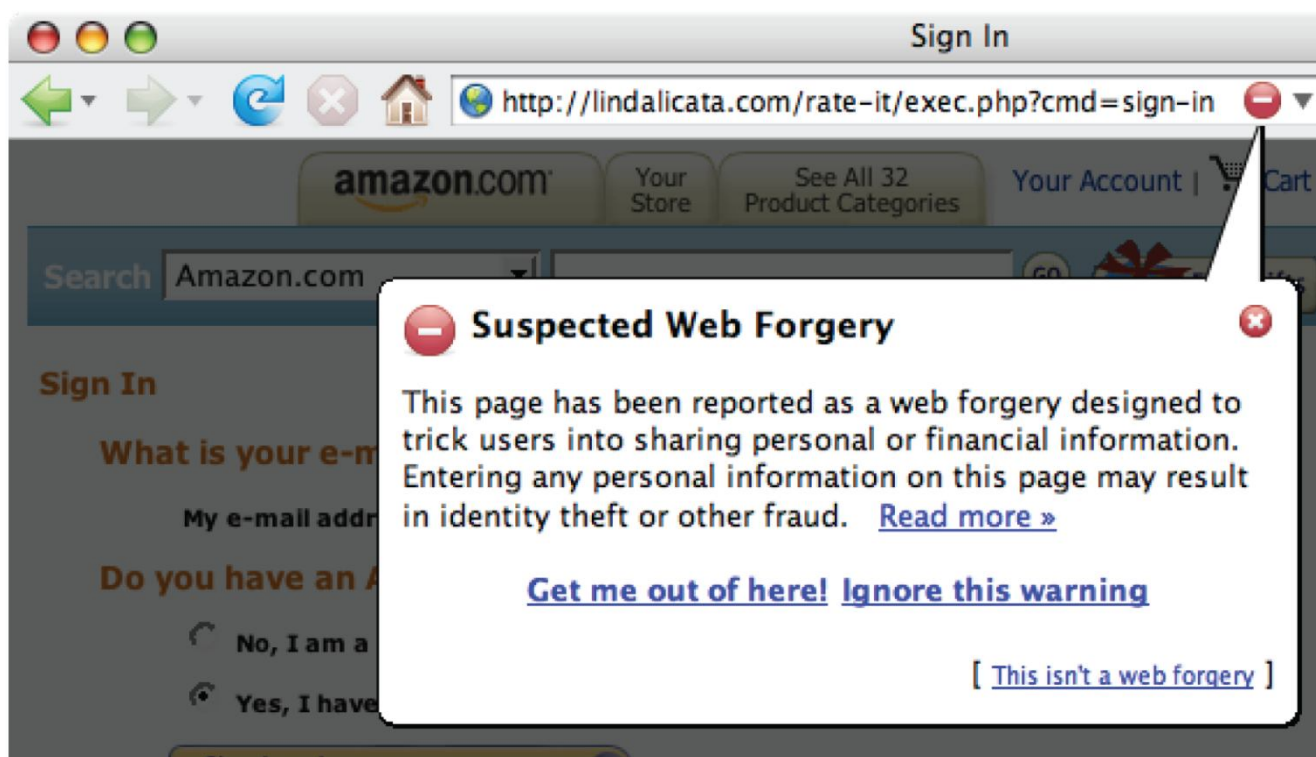
IE Active Phishing Warning



IE Passive Phishing Warning



FF2 Active Phishing Warning



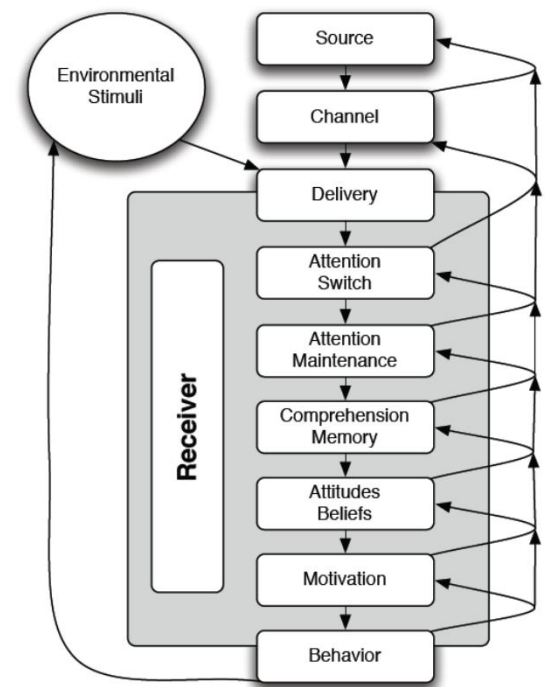
and the results ...

Condition Name	Size	Clicked	Phished
Firefox	20	20 (100%)	0 (0%)
Active IE	20	19 (95%)	9 (45%)
Passive IE	10	10 (100%)	9 (90%)
Control	10	9 (90%)	9 (90%)

Table 1. An overview depicting the number of participants in each condition, the number who clicked at least one phishing URL, and the number who entered personal information on at least one phishing website. For instance, nine of the control group participants clicked at least one phishing URL. Of these, all nine participants entered personal information on at least one of the phishing websites.

Mental Models: C-HIP (Communication-Human Information Processing)

- attention switch & maintenance – do users notice the indicators?
- comprehension/memory – do users know what the indicators mean?
- comprehension/memory – do users know what they are supposed to do when they see the indicators?
- attitudes/beliefs – do they believe the indicators?
- motivation – are they motivated to take the recommended action?
- behavior – will they actually perform those actions?
- environmental stimuli – how do the indicators interact with other indicators & other stimuli?



Conclusions

- the interface can have measurable impacts on the usability of security features
- better interfaces = more secure behavior
- mental models
 - active warnings capture & hold more attention than passive ones, and yield better results

Usable Security Guidelines

Two Main Strategies for Building Usable Secure Systems

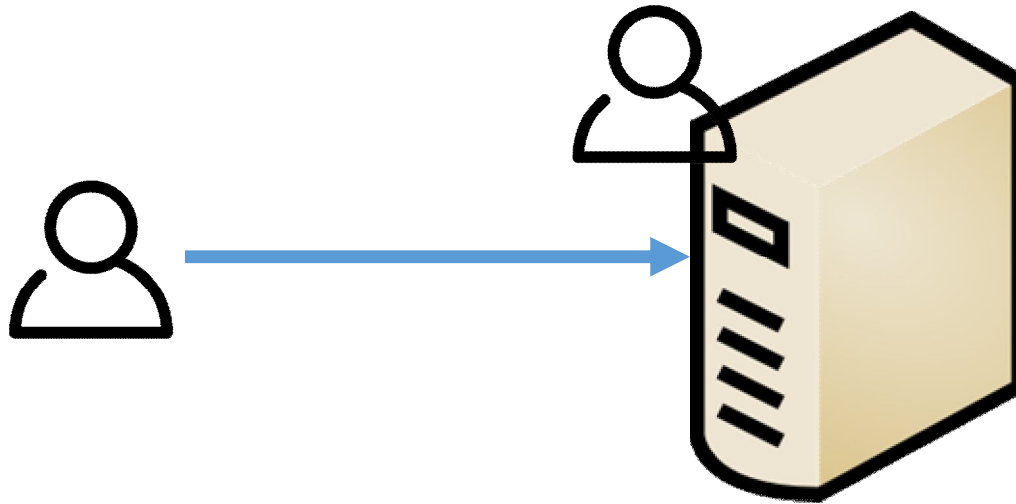
- security designation
- user-assigned identifiers

Some Background

- secure interaction design
 - deals with how to design a system which is both secure & usable
- mental models
- sources of conflict between usability & security

Permission vs. Authority

- permission
 - settings within a system that say who can access a file
- authority
 - who has the power to access something regardless of the permissions



Security & Authority

Authority Granting Guidelines

1- Match the Easiest Way to Do a Task with the Least Granting of Authority

- What are typical user tasks?
- What is the easiest way for the user to accomplish each task?
- What authority is granted to software & other people when the user takes the easiest route to complete the task?
- How can the safest ways of accomplishing the task be made easier & vice verse?

2- Grant Authority to Others in Accordance with User Actions Indicating Consent.

- When does the system give access to the user's resources?
- What user action grants that access?
- Does the user understand that action grants access?

3- Offer the User Ways to Reduce Others' Authority to Access the User's Resources

- What kinds of access does the user grant to software and other users?
- Which types of access can be revoked?
- How can the interface help the user find & revoke access?

Summary

- follow the principle of least privilege
- make the easiest way to complete a task the most secure
- make sure the user consents to the access they allow
- make it easy to reduce others' access

Authorization & Communication Guidelines

1- Users Should Know What Authority Others' Have

- What kinds of authority can software & other users hold?
- What kinds of authority impact user decisions with security consequences?
- How can the interface provide timely access to information about these authorities?

2- Users Should Know What Authority They Themselves Have

- What kinds of authority does the user hold?
- How does the user know they have that authority?
- What might the user decide based on their expectation of authority?

3- Make Sure Users Trust the Software Acting on Their Behalf

- What agents manipulate authority on the user's behalf?
- How can users be sure they are communicating with the intended agent?
- How might the agent be impersonated?
- How might the user's communication with the agent be corrupted/intercepted?

Conclusions

- Make sure that users know what authority they have granted & what that means for security decisions
- Make sure users know what authority they hold
- Create interfaces that make it clear what agent (software) the user is interacting with & providing information to

Interface Guidelines for Usable Security

1- Enable the User to Express Safe Security Policies that Fit the User's Task

- What are some examples of security policies that users might want enforced for typical tasks?
- How can the user express these policies?
- How can the expression of policy be brought closer to the task?

2- Draw Distinctions among Objects & Actions along Boundaries Relevant to the Task

- At what level of detail does the interface allow objects & actions to be separately manipulated?
- What distinctions between affected objects & unaffected objects does the user care about?

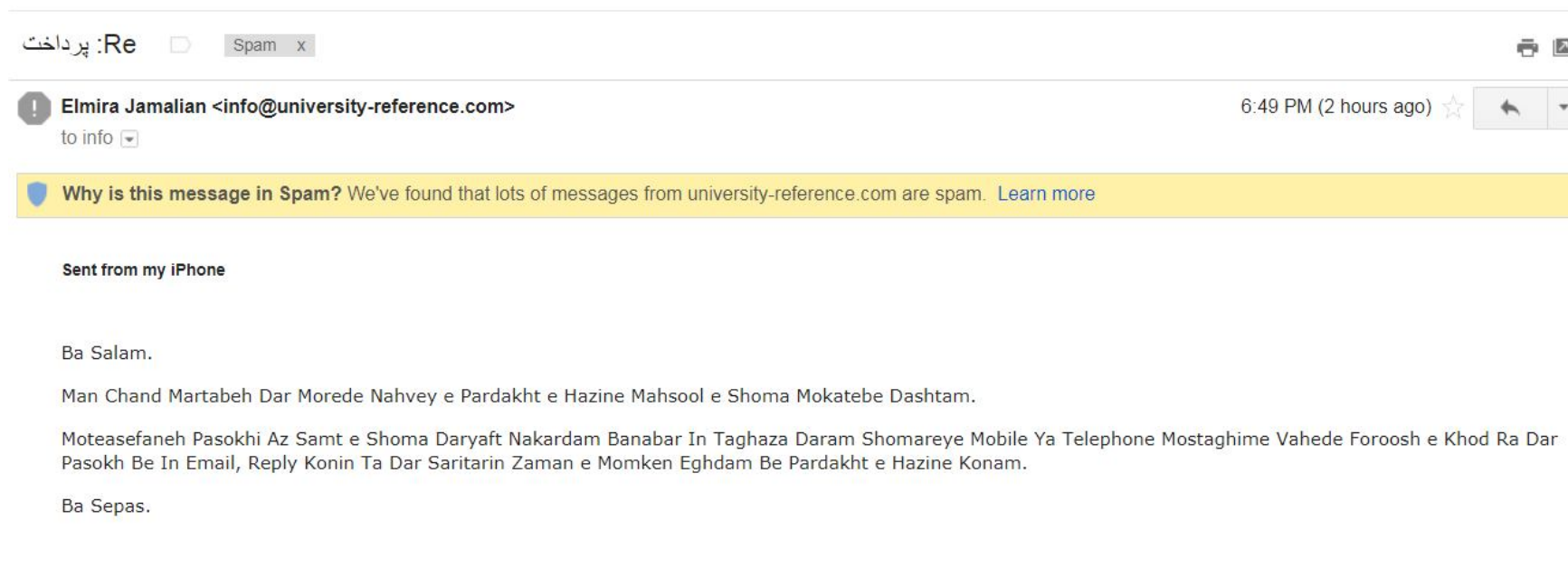
3- Present Objects & Actions using Distinguishable, Truthful Appearances

- How does the user identify & distinguish different objects & actions?
- In what ways can the means of identification be controlled by other parties?
- What aspects of an object's appearance are under system control?
- How can those aspects be chosen to best prevent deception?

Conclusions


- Make it easy for users to control access to their resources
- Show a level of detail that's informative & useful to the user, and no more than that
- Make it easy to see the differences between objects & actions that could be confused



Case Study: Phishing Warnings




Case Study: Phishing Warnings

Attn: Dear Fund Beneficiary, Spam x Print Image

 **Mr. Chris Scott** <"www."@rhythm.ocn.ne.jp> 4:53 PM (4 hours ago) Star Reply More

 to 

 **Why is this message in Spam?** It's similar to messages that were detected by our spam filters. [Learn more](#)

COMPENSATION SETTLEMENT OF ESCROW ACCOUNTS \$10.5 Million Dollars,

Attn: Dear Fund Beneficiary,

This is the 3rd time i am sending you this notification letter regarding to your abandoned ATM Visa Card valued sum of US\$10.5Million and i have not received any positive respond from you or making a suggestion on how you wish to receive your ATM Card. Once again;

I am Mr.Chris Scott, the new director ATM Head of Operation Federal Reserve Bank California USA, I resumed to this office on the 5th of June 2017 and during my official research I discovered an abandoned ATM Visa card valued sum of \$10.5Million belonging to you as the rightfully intimate beneficiary.

I tried to know why this card has not been released to you but I was told by the Bank management that the former director ATM head of operation who left this office two months ago withhold your card for his own personal use without knowing that his evil plans towards diverting your fund will be discovered.

Now that your ATM Visa card is still available and ready for your receiving, therefore you can come down here to our bank to pick up your card direct from my office or alternatively it can be arranged ship to your address through any registered reliable courier service company that you will take care of the courier charge, hope it is cleared and accepted by you?

I don't know the courier cost of shipping the card to you but if you permit me and accept the terms, then I can make an inquiry from the courier shipping company to find out the cost, but in that case you will be required to forward to me your address where you want to receive the card to enable me find out the shipping cost to your location.

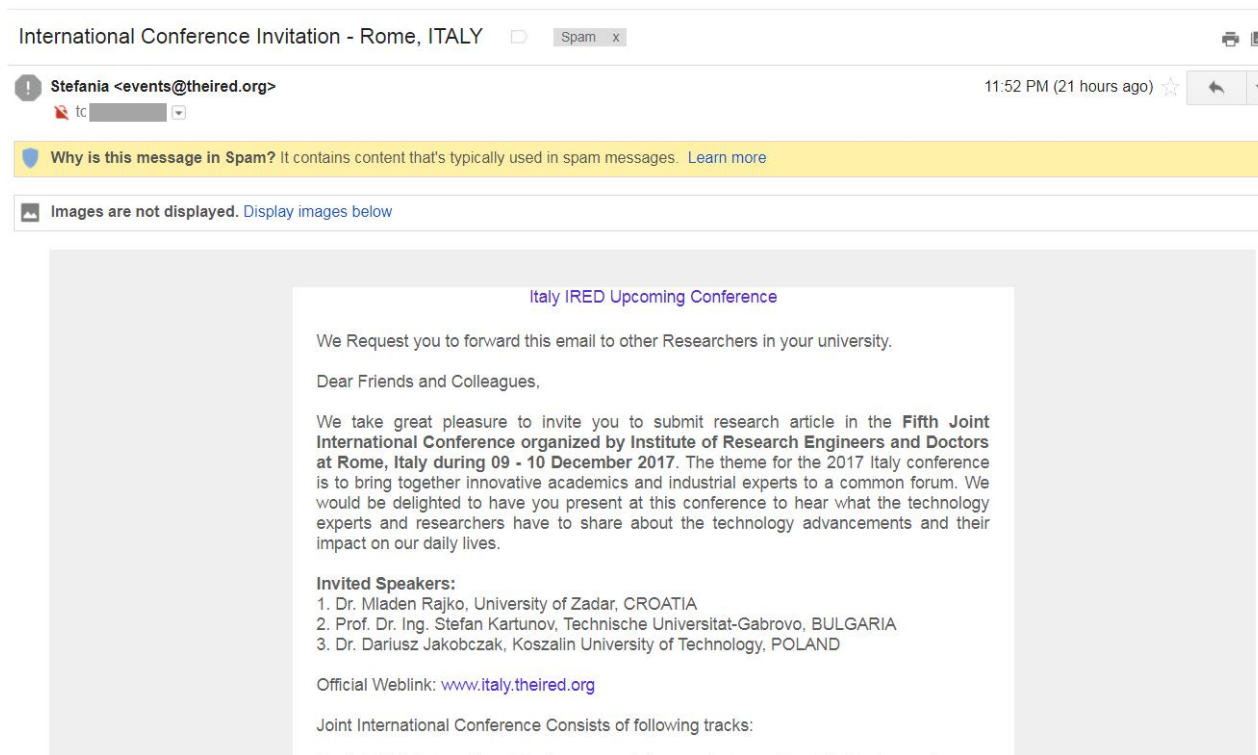
Your direct telephone number and address will be needed and more details of your ATM card payment will be made known to you as soon as I receive your swift positive response.

Do not hesitate to call me on (+12148889408 as soon as you read this mail.

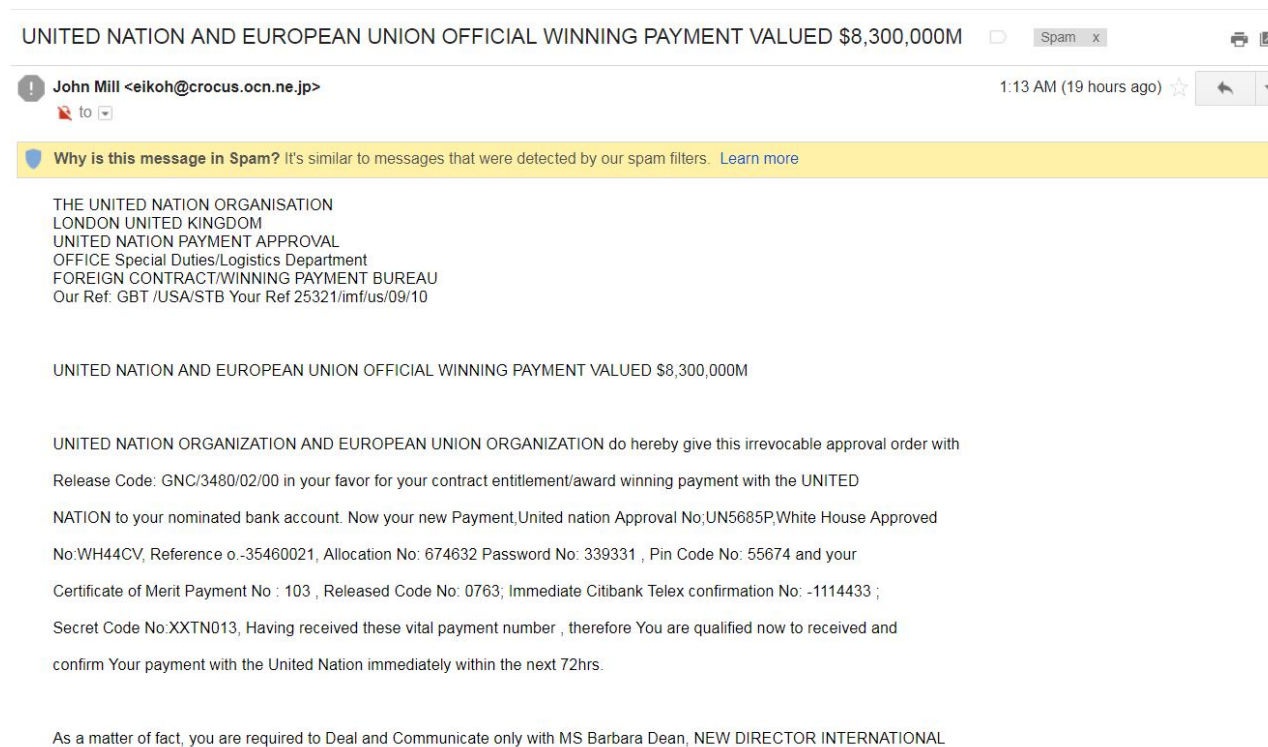
Thanks for your co-operation and i wait for your kind positive respond.

Yours sincerely,
Mr.Chris Scott,
(+12148889408

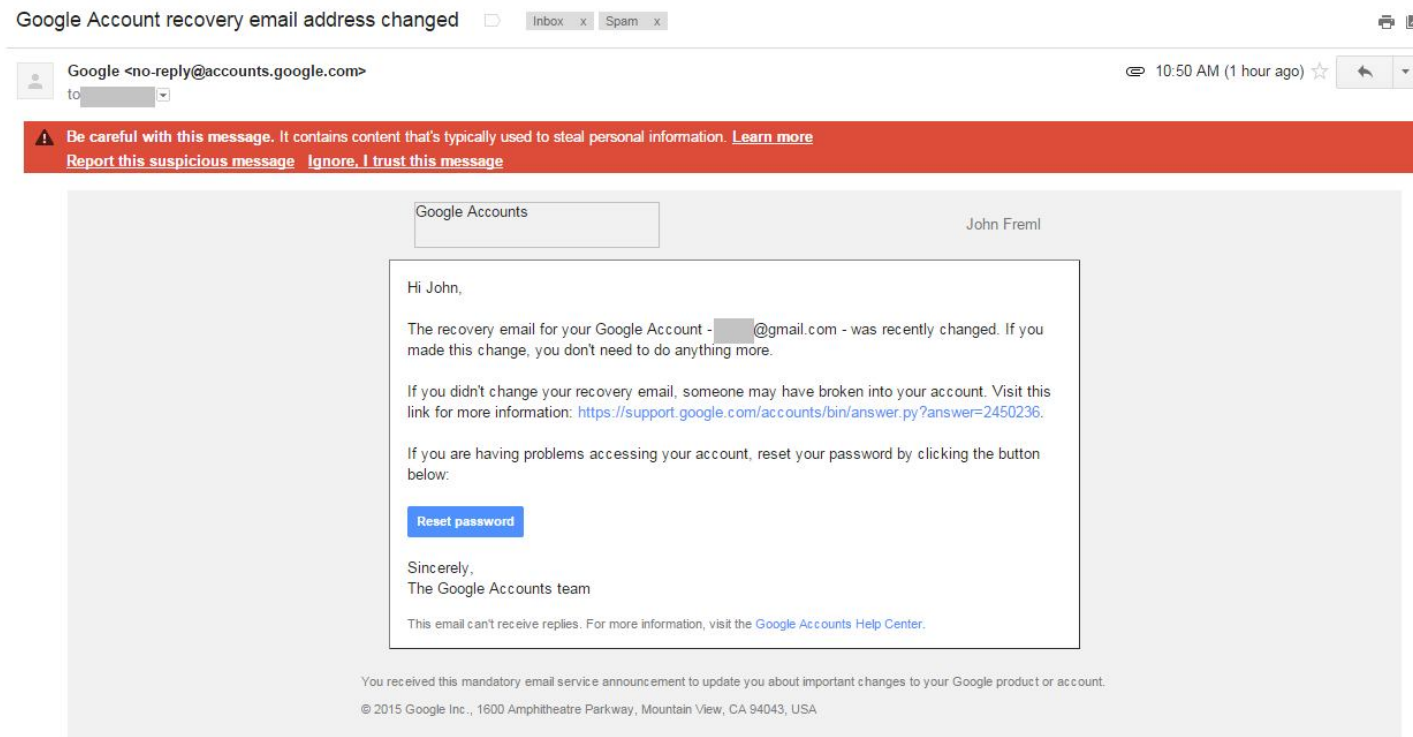
Case Study: Phishing Warnings



Case Study: Phishing Warnings

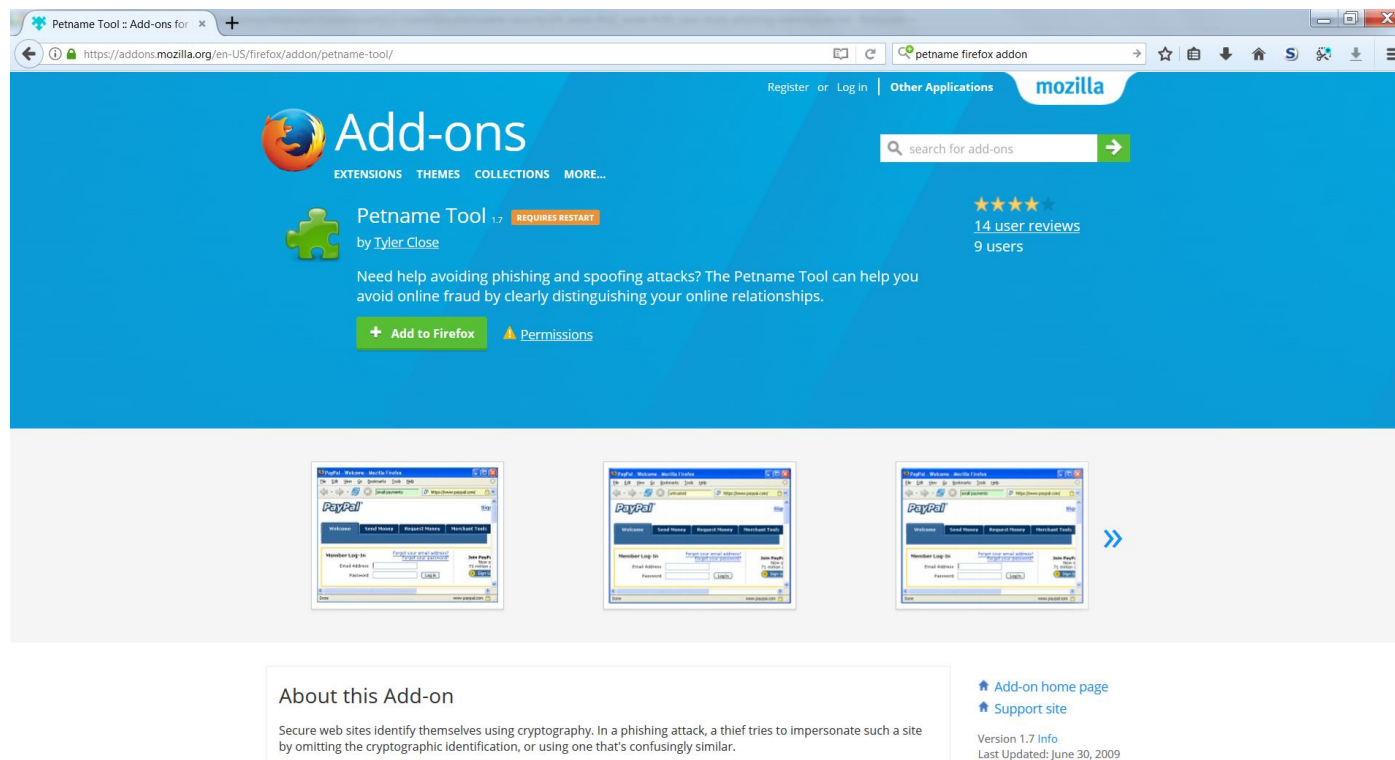


Case Study: Phishing Warnings



Enable the user to express safe security policies that fit the user's task

Petname Tool Add-on for Firefox



Petname Tool Add-on for Firefox (cont'd)

It is **capital I** ...

<https://paypal.com>



<https://paypai.com>



Enable the user to express safe security policies that fit the user's task

Conclusion

- Automated security controls are good, but not the only solution
- Giving users control can be more secure
- Assist them in the process

Usable Authentication & Passwords