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HCI for Cybersecurity, Privacy and Trust

4th International Conference, HCI-CPT 2022
Held as Part of the 24th HCI International Conference, HCII 2022
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Proceedings

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Foreword

Human-computer interaction (HCI) is acquiring an ever-increasing scientific and industrial importance, as well as having more impact on people's everyday life, as an ever-growing number of human activities are progressively moving from the physical to the digital world. This process, which has been ongoing for some time now, has been dramatically accelerated by the COVID-19 pandemic. The HCI International (HCII) conference series, held yearly, aims to respond to the compelling need to advance the exchange of knowledge and research and development efforts on the human aspects of design and use of computing systems.

The 24th International Conference on Human-Computer Interaction, HCI International 2022 (HCII 2022), was planned to be held at the Gothia Towers Hotel and Swedish Exhibition & Congress Centre, Göteborg, Sweden, during June 26 to July 1, 2022. Due to the COVID-19 pandemic and with everyone's health and safety in mind, HCII 2022 was organized and run as a virtual conference. It incorporated the 21 thematic areas and affiliated conferences listed on the following page.

A total of 5583 individuals from academia, research institutes, industry, and governmental agencies from 88 countries submitted contributions, and 1276 papers and 275 posters were included in the proceedings to appear just before the start of the conference. The contributions thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. These papers provide academics, researchers, engineers, scientists, practitioners, and students with state-of-the-art information on the most recent advances in HCI. The volumes constituting the set of proceedings to appear before the start of the conference are listed in the following pages.

The HCI International (HCII) conference also offers the option of 'Late Breaking Work' which applies both for papers and posters, and the corresponding volume(s) of the proceedings will appear after the conference. Full papers will be included in the 'HCII 2022 - Late Breaking Papers' volumes of the proceedings to be published in the Springer LNCS series, while 'Poster Extended Abstracts' will be included as short research papers in the 'HCII 2022 - Late Breaking Posters' volumes to be published in the Springer CCIS series.

I would like to thank the Program Board Chairs and the members of the Program Boards of all thematic areas and affiliated conferences for their contribution and support towards the highest scientific quality and overall success of the HCI International 2022 conference; they have helped in so many ways, including session organization, paper reviewing (single-blind review process, with a minimum of two reviews per submission) and, more generally, acting as goodwill ambassadors for the HCII conference.

This conference would not have been possible without the continuous and unwavering support and advice of Gavriel Salvendy, founder, General Chair Emeritus, and Scientific Advisor. For his outstanding efforts, I would like to express my appreciation to Abbas Moallem, Communications Chair and Editor of HCI International News.

June 2022 Constantine Stephanidis

HCI International 2022 Thematic Areas and Affiliated Conferences

Thematic Areas

- HCI: Human-Computer Interaction
- HIMI: Human Interface and the Management of Information

Affiliated Conferences

- EPCE: 19th International Conference on Engineering Psychology and Cognitive Ergonomics
- AC: 16th International Conference on Augmented Cognition
- UAHCI: 16th International Conference on Universal Access in Human-Computer Interaction
- CCD: 14th International Conference on Cross-Cultural Design
- SCSM: 14th International Conference on Social Computing and Social Media
- VAMR: 14th International Conference on Virtual, Augmented and Mixed Reality
- DHM: 13th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management
- DUXU: 11th International Conference on Design, User Experience and Usability
- C&C: 10th International Conference on Culture and Computing
- DAPI: 10th International Conference on Distributed, Ambient and Pervasive Interactions
- HCIBGO: 9th International Conference on HCI in Business, Government and Organizations
- LCT: 9th International Conference on Learning and Collaboration Technologies
- ITAP: 8th International Conference on Human Aspects of IT for the Aged Population
- AIS: 4th International Conference on Adaptive Instructional Systems
- HCI-CPT: 4th International Conference on HCI for Cybersecurity, Privacy and Trust
- HCI-Games: 4th International Conference on HCI in Games
- MobiTAS: 4th International Conference on HCI in Mobility, Transport and Automotive Systems
- AI-HCI: 3rd International Conference on Artificial Intelligence in HCI
- MOBILE: 3rd International Conference on Design, Operation and Evaluation of Mobile Communications

List of Conference Proceedings Volumes Appearing Before the Conference

1. LNCS 13302, Human-Computer Interaction: Theoretical Approaches and Design Methods (Part I), edited by Masaaki Kurosu
2. LNCS 13303, Human-Computer Interaction: Technological Innovation (Part II), edited by Masaaki Kurosu
3. LNCS 13304, Human-Computer Interaction: User Experience and Behavior (Part III), edited by Masaaki Kurosu
4. LNCS 13305, Human Interface and the Management of Information: Visual and Information Design (Part I), edited by Sakae Yamamoto and Hirohiko Mori
5. LNCS 13306, Human Interface and the Management of Information: Applications in Complex Technological Environments (Part II), edited by Sakae Yamamoto and Hirohiko Mori
6. LNAI 13307, Engineering Psychology and Cognitive Ergonomics, edited by Don Harris and Wen-Chin Li
7. LNCS 13308, Universal Access in Human-Computer Interaction: Novel Design Approaches and Technologies (Part I), edited by Margherita Antona and Constantine Stephanidis
8. LNCS 13309, Universal Access in Human-Computer Interaction: User and Context Diversity (Part II), edited by Margherita Antona and Constantine Stephanidis
9. LNAI 13310, Augmented Cognition, edited by Dylan D. Schmorrow and Cali M. Fidopiastis
10. LNCS 13311, Cross-Cultural Design: Interaction Design Across Cultures (Part I), edited by Pei-Luen Patrick Rau
11. LNCS 13312, Cross-Cultural Design: Applications in Learning, Arts, Cultural Heritage, Creative Industries, and Virtual Reality (Part II), edited by Pei-Luen Patrick Rau
12. LNCS 13313, Cross-Cultural Design: Applications in Business, Communication, Health, Well-being, and Inclusiveness (Part III), edited by Pei-Luen Patrick Rau
13. LNCS 13314, Cross-Cultural Design: Product and Service Design, Mobility and Automotive Design, Cities, Urban Areas, and Intelligent Environments Design (Part IV), edited by Pei-Luen Patrick Rau
14. LNCS 13315, Social Computing and Social Media: Design, User Experience and Impact (Part I), edited by Gabriele Meiselwitz
15. LNCS 13316, Social Computing and Social Media: Applications in Education and Commerce (Part II), edited by Gabriele Meiselwitz
16. LNCS 13317, Virtual, Augmented and Mixed Reality: Design and Development (Part I), edited by Jessie Y. C. Chen and Gino Fragomeni
17. LNCS 13318, Virtual, Augmented and Mixed Reality: Applications in Education, Aviation and Industry (Part II), edited by Jessie Y. C. Chen and Gino Fragomeni

18. LNCS 13319, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Anthropometry, Human Behavior, and Communication (Part I), edited by Vincent G. Duffy
19. LNCS 13320, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Health, Operations Management, and Design (Part II), edited by Vincent G. Duffy
20. LNCS 13321, Design, User Experience, and Usability: UX Research, Design, and Assessment (Part I), edited by Marcelo M. Soares, Elizabeth Rosenzweig and Aaron Marcus
21. LNCS 13322, Design, User Experience, and Usability: Design for Emotion, Well-being and Health, Learning, and Culture (Part II), edited by Marcelo M. Soares, Elizabeth Rosenzweig and Aaron Marcus
22. LNCS 13323, Design, User Experience, and Usability: Design Thinking and Practice in Contemporary and Emerging Technologies (Part III), edited by Marcelo M. Soares, Elizabeth Rosenzweig and Aaron Marcus
23. LNCS 13324, Culture and Computing, edited by Matthias Rauterberg
24. LNCS 13325, Distributed, Ambient and Pervasive Interactions: Smart Environments, Ecosystems, and Cities (Part I), edited by Norbert A. Streitz and Shin'ichi Konomi
25. LNCS 13326, Distributed, Ambient and Pervasive Interactions: Smart Living, Learning, Well-being and Health, Art and Creativity (Part II), edited by Norbert A. Streitz and Shin'ichi Konomi
26. LNCS 13327, HCI in Business, Government and Organizations, edited by Fiona Fui-Hoon Nah and Keng Siau
27. LNCS 13328, Learning and Collaboration Technologies: Designing the Learner and Teacher Experience (Part I), edited by Panayiotis Zaphiris and Andri Ioannou
28. LNCS 13329, Learning and Collaboration Technologies: Novel Technological Environments (Part II), edited by Panayiotis Zaphiris and Andri Ioannou
29. LNCS 13330, Human Aspects of IT for the Aged Population: Design, Interaction and Technology Acceptance (Part I), edited by Qin Gao and Jia Zhou
30. LNCS 13331, Human Aspects of IT for the Aged Population: Technology in Everyday Living (Part II), edited by Qin Gao and Jia Zhou
31. LNCS 13332, Adaptive Instructional Systems, edited by Robert A. Sottilare and Jessica Schwarz
32. LNCS 13333, HCI for Cybersecurity, Privacy and Trust, edited by Abbas Moallem
33. LNCS 13334, HCI in Games, edited by Xiaowen Fang
34. LNCS 13335, HCI in Mobility, Transport and Automotive Systems, edited by Heidi Krömker
35. LNAI 13336, Artificial Intelligence in HCI, edited by Helmut Degen and Stavroula Ntoa
36. LNCS 13337, Design, Operation and Evaluation of Mobile Communications, edited by Gavriel Salvendy and June Wei
37. CCIS 1580, HCI International 2022 Posters - Part I, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa
38. CCIS 1581, HCI International 2022 Posters - Part II, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa

39. CCIS 1582, HCI International 2022 Posters - Part III, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa
40. CCIS 1583, HCI International 2022 Posters - Part IV, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa

http://2022.hci.international/proceedings

Preface

The cybersecurity field, in all its dimensions, is exponentially growing, evolving and expanding. New security risks emerge continuously with the steady increase of internet interconnections and the development of the Internet of Things. Cyberattacks endanger individuals and companies, as well as vital public services and infrastructures. Confronted with spreading and evolving cyber threats, the system and network defenses of organizations and individuals are falling behind, as they often fail to implement and effectively use basic cybersecurity and privacy practices and technologies.

The 4th International Conference on HCI for Cybersecurity, Privacy, and Trust (HCI-CPT 2022), an affiliated conference of the HCI International Conference, intended to help, promote and encourage research in this field by providing a forum for interaction and exchanges among researchers, academics, and practitioners in the fields of HCI and cyber security. The conference focused on HCI principles, methods and tools in order to address the numerous and complex threats which put at risk computer-mediated human-activities in today's society, which is progressively becoming more intertwined with and dependent on interactive technologies.

In this regard, and motivated by recent worldwide developments driven by the ongoing pandemic, such as increased usage of internet and IoT services for remote working, education, shopping, and health management, papers accepted in this year's proceedings have emphasized issues related to user privacy and data protection, as well as the impact of the pandemic in the field of cybersecurity. Furthermore, they focus on two major factors that are decisive for the acceptability of solutions in the field, namely trustworthiness and usability. Finally, innovative authentication methods and tools have been proposed in the papers, as well as cyber-defense and protection approaches.

One volume of the HCII 2022 proceedings is dedicated to this year's edition of the HCI-CPT Conference and focuses on topics related to user privacy and data protection, trustworthiness and user experience in cybersecurity, multi-faceted authentication methods and tools, HCI in cyber defense and protection, studies on usable security in intelligent environments, as well as the impact of the Covid-19 pandemic on cybersecurity.

Papers of this volume are included for publication after a minimum of two single–blind reviews from the members of the HCI-CPT Program Board or, in some cases, from members of the Program Boards of other affiliated conferences. I would like to thank all of them for their invaluable contribution, support and efforts.

June 2022 Abbas Moallem

4th International Conference on HCI for Cybersecurity, Privacy and Trust (HCI-CPT 2022)

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The full list with the Program Board Chairs and the members of the Program Boards of all thematic areas and affiliated conferences is available online at

http://www.hci.international/board-members-2022.php

HCI International 2023

The 25th International Conference on Human-Computer Interaction, HCI International 2023, will be held jointly with the affiliated conferences at the AC Bella Sky Hotel and Bella Center, Copenhagen, Denmark, 23–28 July 2023. It will cover a broad spectrum of themes related to human-computer interaction, including theoretical issues, methods, tools, processes, and case studies in HCI design, as well as novel interaction techniques, interfaces, and applications. The proceedings will be published by Springer. More information will be available on the conference website: http://2023.hci.international/.

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http://2023.hci.international/

Contents

User Privacy and Data Protection

Intermediate Help with Using Digital Devices and Online Accounts: Understanding the Needs, Expectations, and Vulnerabilities of Young Adults 3
Hanieh Atashpanjeh, Arezou Behfar, Cassity Haverkamp, Maryellen McClain Verdoes, and Mahdi Nasrullah Al-Ameen

Improving Consumer Data Privacy Protection and Trust in the Context of the Digital Platform 16
Cong Cao, Miaomiao Zheng, and Linyao Ni

Secure Interoperation of Blockchain and IPFS Through Client Application Enabled by CP-ABE 30
Ruichen Cong, Yixiao Liu, Yenjou Wang, Kiichi Tago, Ruidong Li, Hitoshi Asaeda, and Qun Jin

Mental Models of the Internet and Its Online Risks: Children and Their Parent(s) 42
Alexandra Mai, Leonard Guelmino, Katharina Pfeffer, Edgar Weippl, and Katharina Krombholz

Privacy and Customer's Education: NLP for Information Resources Suggestions and Expert Finder Systems 62
Luca Mazzola, Andreas Waldis, Atreya Shankar, Diamantis Argyris, Alexander Denzler, and Michiel Van Roey

Improving Rank-N Identification Rate of Palmprint Identification Using Permutation-Based Indexing 78
Mizuho Yoshihira, Ayumi Serizawa, Ryosuke Okudera, Yumo Ouchi, Yuya Shiomi, Naoya Nitta, Masataka Nakahara, Akira Baba, Yutaka Miyake, Tetsushi Ohki, and Masakatsu Nishigaki

Securing Software Defining Network from Emerging DDoS Attack 94
Temechu G. Zewdie and Anteneh Girma

Trustworthiness and User Experience in Cybersecurity

User Experience, Knowledge, Perceptions, and Behaviors Associated with Internet of Things (IoT) Device Information Privacy 107
Maria Chaparro Osman, Andrew Nakushian, Summer Rebensky, Tricia Prior, and Meredith Carroll

From Cybersecurity Hygiene to Cyber Well-Being 124
Shreya Gupta and Steven Furnell

Lessons Learned and Suitability of Focus Groups in Security Information Workers Research 135
Julie M. Haney, Jody L. Jacobs, Fernando Barrientos, and Susanne M. Furman

A Survey of User Experience in Usable Security and Privacy Research 154
Danielle Jacobs and Troy McDaniel

Are HTTPS Configurations Still a Challenge?: Validating Theories of Administrators' Difficulties with TLS Configurations 173
Alexandra Mai, Oliver Schedler, Edgar Weippl, and Katharina Krombholz

Towards the Improvement of UI/UX of a Human-AI Adversarial Authorship System 194
Sadaira Packer, Cheryl Seals, and Gerry Dozier

Multi-faceted Authentication Methods and Tools

Bu-Dash: A Universal and Dynamic Graphical Password Scheme 209
Panagiotis Andriotis, Myles Kirby, and Atsuhiro Takasu

A Preliminary Investigation of Authentication of Choice in Health-Related Mobile Applications 228
Oluwadamilola Arinde, Jinjuan Feng, and Ziying Tang

On-Demand Biometric Authentication for System-User Management 241
Isao Nakanishi

PushID: A Pressure Control Interaction-Based Behavioral Biometric Authentication System for Smartwatches 255
Youngeun Song and Ian Oakley

A Hand Gesture-Based Authentication Method that Makes Forgery Difficult ... 268
Hideaki Terui and Hiroshi Hosobe

VibroAuth: Authentication with Haptics Based Non-visual, Rearranged Keypads to Mitigate Shoulder Surfing Attacks 280
Manisha Varma, Stacey Watson, Liwei Chan, and Roshan Peiris

HCI in Cyber Defense and Protection

The Pitfalls of Evaluating Cyber Defense Techniques by an Anonymous Population 307
Asmaa Aljohani and James Jones

The Dimensionality of the Cyber Warrior 326
Morgan L. Ferretti, Timothy Richards, Jessica G. Irons, and Kirsten Richards

Exploring Rationality of Self Awareness in Social Networking for Logical Modeling of Unintentional Insiders 340
Florian Kammüller and Chelsea Mira Alvarado

Shaping Attacker Behavior: Evaluation of an Enhanced Cyber Maneuver Framework 358
Jennifer A. B. McKneely, Tara K. Sell, Kathleen A. Straub, Mika D. Ayenson, and Daniel Thomas

Studies on Usable Security in Intelligent Environments

A User Study to Evaluate a Web-Based Prototype for Smart Home Internet of Things Device Management 383
Leena Alghamdi, Ashwaq Alsoubai, Mamtaj Akter, Faisal Alghamdi, and Pamela Wisniewski

What Makes IoT Secure? A Maturity Analysis of Industrial Product Manufacturers' Approaches to IoT Security 406
Laura Lynggaard Nielsen

Users, Smart Homes, and Digital Assistants: Impact of Technology Experience and Adoption 422
Michael Shlega, Sana Maqsood, and Sonia Chiasson

Privacy in the Smart Household: Towards a Risk Assessment Model for Domestic IoT 444
Markus Frogner Werner, Ida Ness, and Cristina Paupini

The Impact of the Covid-19 Pandemic on Cybersecurity

Demarcating the Privacy Issues of Aarogya Setu App in Covid-19 Pandemic in India: An Exploration into Contact Tracing Mobile Applications from Elaboration Likelihood Model 457
Nirmal Acharya and Abhishek Sharma

The Importance of Strengthening Legal Concepts in Overcoming Cybercrime During the Covid-19 Pandemic in Indonesia 469
Ardiansyah, M. Rafi, and Pahmi Amri

Exploration of Privacy, Ethical and Regulatory Concerns Related to COVID-19 Vaccine Passport Implementation 480
Abhishek Sharma, Chandana Hewege, and Chamila Perera

Attitudes Towards the Use of COVID-19 Apps and Its Associated Factors 492
Tian Wang and Masooda Bashir

Correction to: The Dimensionality of the Cyber Warrior C1
Morgan L. Ferretti, Timothy Richards, Jessica G. Irons, and Kirsten Richards

Author Index 503