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2/5/2024

CYSE 368

Reflection Paper 2:

As my internship progresses we are currently 100 hours in within the VR headset security design. We finished the first 50 hours off by doing the basic security measures that will go into the technical blueprint pertaining the mixed reality system. We started off by doing a ton of more research dealing with User interface, Accessibility, Risk Management and Assessment, Incident response plan, etc. These details can vary amongst the security of the system but the importance of them will help us develop a more secured system. We found details such as The application will be user friendly, to provide ease of access while also maintaining a strong sense of security, Within settings, there will be dedicated accessibility options for users to customize their experience to their liking, This process involves: Risk Identification, Risk Analysis, Risk Prioritization, Risk Mitigation Strategies, Implementation and Testing, and Monitoring/Reviewing after risk has been dealt with, and Incident Identification: Security related incidents will be identified through various methods such as security monitoring, user reports, and system alerts. Those are some details put into the sections that I had mentioned above. As we are continuing with this security process the details are becoming more specific because of how we need the system to work in order to keep it safe. That is mainly what was done during the 2nd 50 hours of the internship and we are excited to move on to the next 50 hours. Down below are some sources that were used for these 50 hours.

https://www.interaction-design.org/literature/topics/ui-design

https://www.compliancequest.com/blog/risk-assessment-vs-risk-management/#:~:text=While%20risk%20management%20is%20a,identification%2C%20analysis%2C%20and%20evaluation.

https://www.ibm.com/services/incident-response?utm_content=SRCWW&p1=Search&p4=4370 0074603943166&p5=p&gad_source=1&gclid=Cj0KCQiA5-uuBhDzARIsAAa21T_JodOxwPqc nvhqEvsy-nXZ9oeQlGTpEx0MnhrjNvrZJ49KS1Vnl7IaAljgEALw_wcB&gclsrc=aw.ds