

The Awareness of Computer Science Students Regarding the Security of Location Based Games

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Abstract : Rapid expansion and development in die mobile technology market has created an opportunity for users to participate in location based games. As a consequence of this fast expanding market and new technology, it is important to be aware of the implications this has on security. This paper measures the impact on the security awareness of games' participants, as well as on that of students at university level with regards to their various stages of input in years of studying and gamer classification. This serves to provide insight into the matter as to discernible differences in the awareness of the security implications concerning these technologies. The data was accumulated via a web questionnaire that was to be completed yearly by students from respective year groups. Results signify a meaningful disparity in security awareness among students completing the varying study years and research. This awareness, however, does not always impact on gamers.

Keywords : gamer classifications, location based games, location based data, security awareness

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