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Summary

Cloud Computing is part of our everyday life, not only in the workplace, but in many areas of our lives. Cloud computing hosts and delivers many different services via Internet. There are a lot of reasons why people use cloud resources. Cloud development is increasing fast while a lot of related services drop behind, for example the mass awareness of cloud security. However, the new generation upload videos and pictures without reason to a cloud storage, but only few know about data privacy, data management and the proprietary of stored data in the cloud. In an enterprise environment the users must know the rule of cloud usage, however they have little knowledge about traditional IT security. It is important to measure the level of their knowledge and evolve the training system to develop the security awareness.

Computing is turning into a utility. Cloud is the most famous all of them, the new generation use cloud computing via their smartphones. But, on the other hand, most of the cloud users do not know or do not care about the security or privacy. My research is focused onto what can we commence the measured results of security awareness, how can we improve it and providing a self-supporting for cloud users. All interested in the company's view, what can they do to keep their privacy and data security if they are moving into the cloud, or if their employees use their mobile devices in the company's environment. How the company force their users to keep the created security policies up.

The research focus of my doctoral dissertation is to size up the security awareness in three different companies in Hungary. The research includes usage of smartphones, downloading apps, knowing the company's IT security policies, usage Shadow IT. or how often check their account on different community sites and how they can separate private and business life. On opinion is that the features are useful, and optimize the cost, there are efficient and make everybody reachable anywhere anytime. But we need strict internet security rules, we need education to understand what can happen with us in cyberspace.

The research introduces an educational method that makes IT-related training exciting and interesting for participants. The research is based on a two-year educational practice, where I had the opportunity to try out the gamification toolkit and to draw practical conclusions from its experience.

In my dissertation I emphasize the advantages of gamification, supported by practical examples. At the same time, I would like to draw your attention to the fact that the method does not stand alone, without the need for an educational strategy, it is not able to bring the results out of the organization.