



1. Introduction

The project is to develop a prototype that helps to minimize the usability issues in E-voting by creating a usable website which has accessibility to encourage people including disabled people voting online and considering the young people that always spend their time using the internet to e-voting.

2. Usability and security

- E-voting presents usability issues towards people unfamiliar with computer or technology in general
- Improperly secured E-voting system can be hacked or exploited with fake votes, which presents a critical validity issues.

For example, U.S. 2016 presidential election which was hacked by Russia which affected on voters confidence[1].

3. Voting issues Image

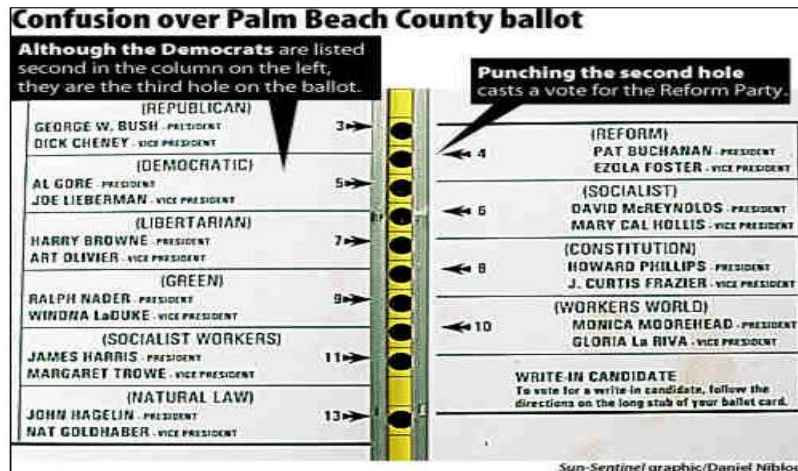


Figure 1: voting paper with usability issues[2].

4. Project Aims

The aim of the project is to Develop an E-voting prototype to analyse and evaluate usability and security issues in E-voting.

5. Evaluating the prototype

Produce a list of usability issues which will be done by asking numbers of users to test the prototype before development is complete. Considering international standard requirements for usability and user centred design.

6. References:

1. T. B. Lee, "www.vox.com," News agency, 6 June 2017. [Online]. Available: <https://www.vox.com/new-money/2017/6/6/15745888/russia-election-hacking-leak>. [Accessed 04 Oct 2017].
2. <http://www.asktog.com/columns/042ButterflyBallot.html>.