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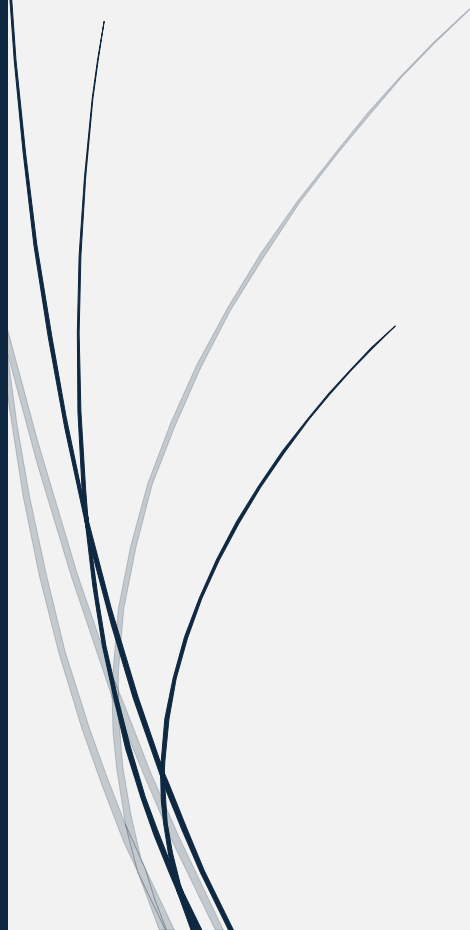
Changemakers: Creativity and Value Creation

Assignment 2:

Name: Luciano Santos

ID: 2335472

Lecturer: Dr Fahad Ahmed



luciano santos

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Introduction

This report is based on the development of an online safety guide for students. The project focuses on improving cybersecurity awareness by helping students understand common online risks such as phishing, weak passwords, and unsafe browsing. In today's digital world, students rely heavily on the internet for learning and communication, which increases their exposure to cyber threats. This report will explore the planning, design, and development of the project, as well as its impact from an enterprise and innovation perspective. It will also include a reflection on the skills developed and challenges faced during the project.

Task1 Project Management Planning

Q1:

This project is based on creating an online safety guide for students to help them understand and reduce online risks. The project scope focuses on improving cybersecurity awareness by providing simple and practical advice about issues such as phishing, weak passwords, and unsafe browsing [1]. The main goal is to design a guide that is easy to understand and accessible for students, especially on mobile devices. The technologies required for this project include a simple website or digital platform that can display information clearly. It may also include basic tools such as text content, images, and short videos to make the guide more interactive and engaging. These technologies are chosen because they are easy to use and suitable for students. The project timeline will be divided into several stages. The first stage is research, where I collect information from reliable sources such as Google Scholar and cybersecurity websites [2]. The second stage is planning and design, where I organise the structure of the guide and decide what content to include. The third stage is development, where I create the content and design the layout. The final stage is testing and improvement, where I review the guide and make changes based on feedback. To manage the project effectively, I will follow a simple schedule. Week 1 will focus on research, Week 2 on planning and design, Week 3 on development, and Week 4 on testing and improvements. This schedule helps me stay organised and complete the project on time. There are also some constraints that may affect the project. One limitation is time, as there is a fixed deadline to complete the assignment. Another constraint is my level of technical knowledge, which may limit the complexity of the design. There is also a risk that the information used may become outdated quickly, as cybersecurity threats are constantly changing [3]. To support the planning process, I will use a Gantt chart to show the project stages and timeline visually. This helps to track progress and ensure that each task is completed on time. For the development method, I have chosen the Waterfall model. This method is suitable because it follows a clear and structured process, where each stage is completed before moving to the next one. It is easy to manage and works well for a project with defined goals like this one [4].

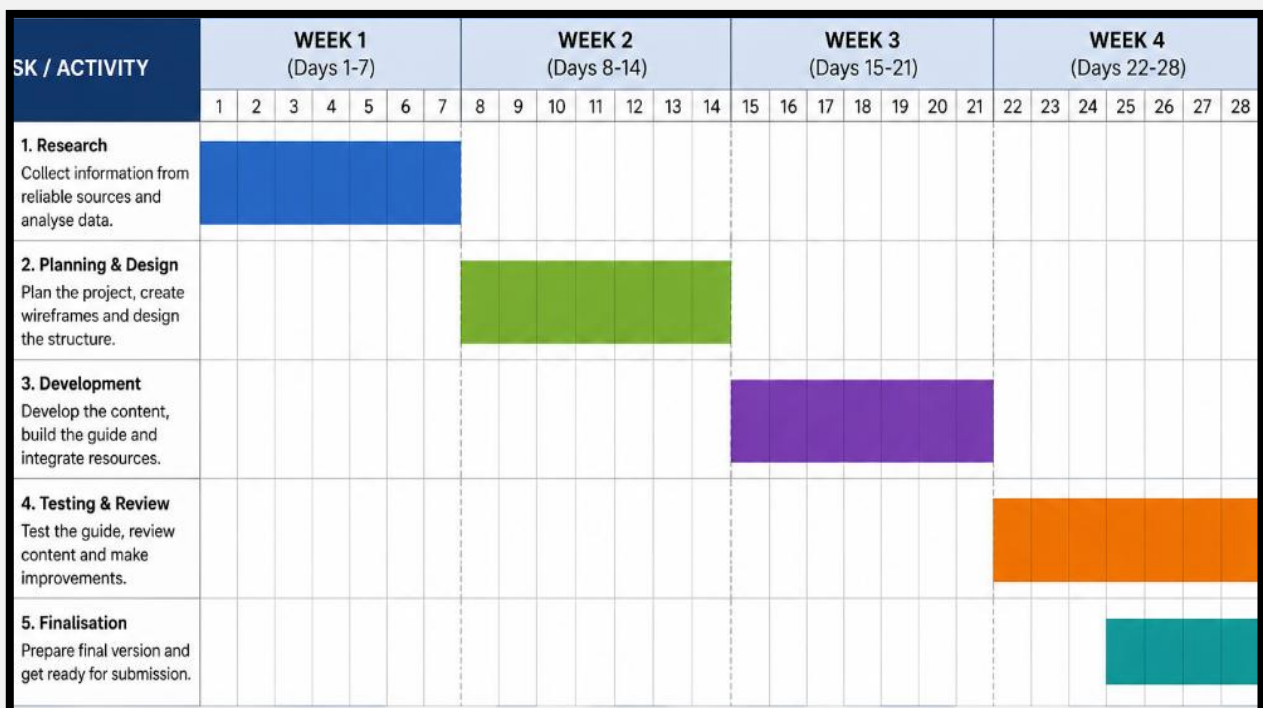
Q2:

For the design of this project, I will create a simple and user-friendly layout for the online safety guide. The first design is a wireframe that shows the structure of the guide. It includes a homepage with a title and introduction, followed by sections such as “Stay Safe Online”, “Create Strong Passwords”, and “Avoid Phishing”. Each section will contain short explanations, tips, and examples to help students understand the content easily.

The second design is a flowchart that shows how users will interact with the guide step by step. It starts with the student accessing the guide, then learning about online risks, applying the safety tips, and finally becoming safer online. These two designs help to explain both the layout and the user journey of the project.

Gantt Chart

Online Safety Guide for Students

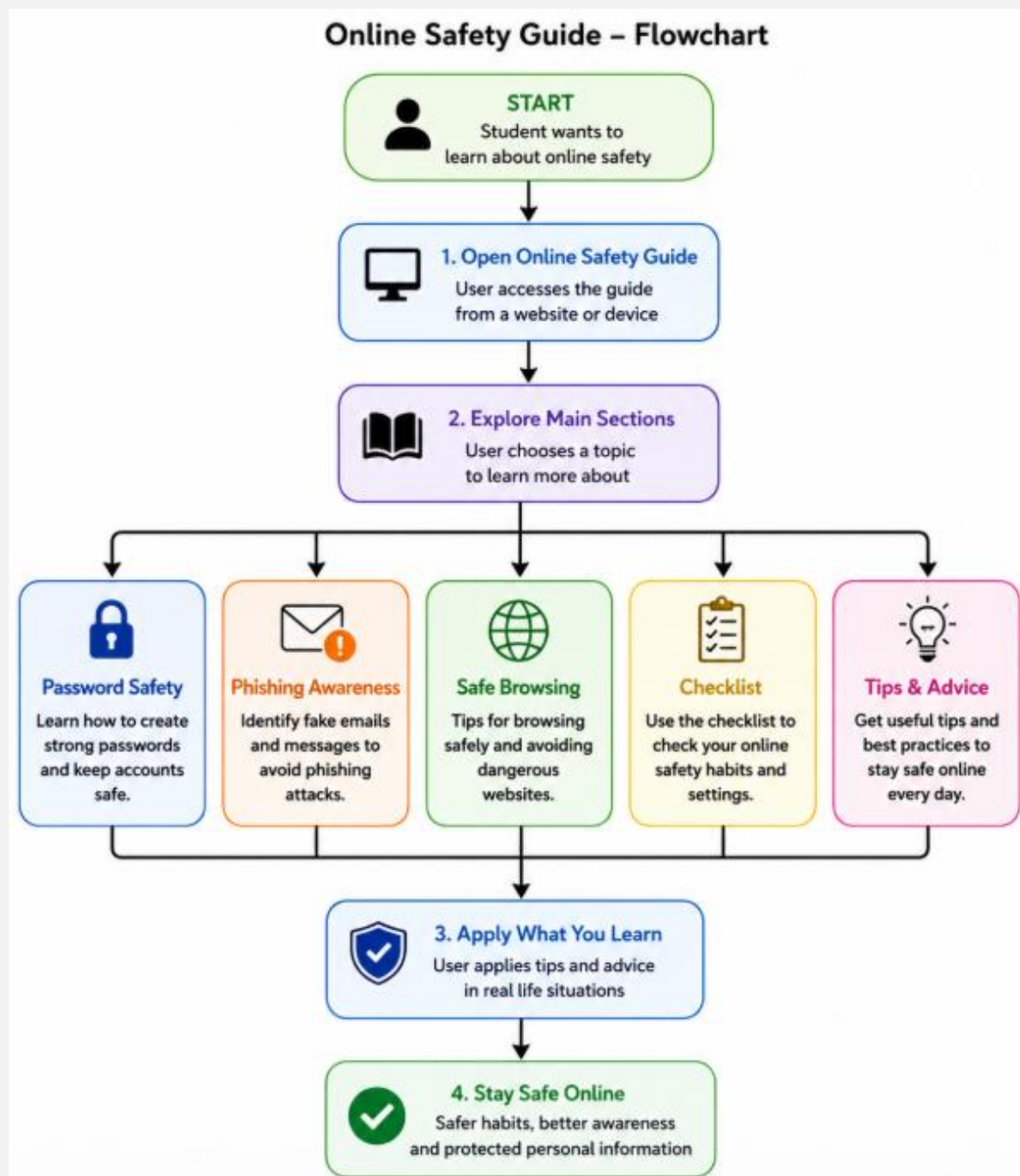


This Gantt chart shows the timeline and stages of the project over four weeks.

DESIGN WIREFRAME



DESIGN FLOWCHART



These two-design works show how the Online Safety Guide will be organised and how students will move through the guide step by step.

Task2 Enterprise

This project can be developed as a small educational digital business focused on improving online safety awareness among students. The proposed name for this project is “SafeNet Student Guide”. The business idea is to create an online platform that provides simple and practical guidance about cybersecurity, helping students understand risks such as phishing, weak passwords, and unsafe browsing [1]. The platform would be classified as a digital educational service and could be accessed through a website or mobile-friendly platform. To better understand the external factors affecting this project, a PEST analysis can be used. From a political perspective, there are increasing regulations and policies related to data protection and online safety, such as GDPR [5]. These laws encourage organisations to improve cybersecurity awareness, which supports the need for this project. From an economic perspective, the cost of developing this project is relatively low because it mainly requires basic tools such as a website and content creation. However, there may still be some costs related to hosting, design, and maintenance. From a social perspective, students are using the internet more than ever for learning, communication, and entertainment [2]. This increases the need for better awareness of online risks. Many students are not fully educated about cybersecurity, which creates an opportunity for this project to provide value. From a technological perspective, there are many tools available that make it easier to create and deliver this type of project, such as website builders, video tools, and mobile platforms. Technology also allows the content to be updated regularly. A SWOT analysis helps to understand the strengths and weaknesses of the project. One of the main strengths is that the project is simple, useful, and easy to access. It focuses on real problems that affect many students, which makes it relevant. Another strength is that the content can be delivered in a clear and interactive way, using tips, checklists, and short explanations. However, there are also some weaknesses. The project depends on users being interested and willing to learn. If students do not engage with the content, the impact will be limited. Another weakness is that the project may have limited technical features compared to more advanced platforms. There are also opportunities for this project. It could be expanded to include more content, reach a larger audience, or even be used by schools as part of their learning resources. It could also be developed into an app or include more interactive features in the future. At the same time, there are some threats. Cybersecurity information changes quickly, so the content may become outdated if it is not updated regularly [3]. There is also competition from other online safety platforms and resources that already exist [7]. This project can be applied in a real organisational context, such as schools, colleges, or educational platforms. Different departments, especially IT and student support services, could benefit from using this

guide to improve awareness among students. The project could help reduce risks and promote safer online behaviour. Overall, the “SafeNet Student Guide” shows how a simple project idea can be developed into a practical enterprise solution. It combines research, technology, and user-focused design to create a useful tool that can benefit students and organisations in the modern digital world [6].

Task3 Reflection

During this project, I developed a better understanding of cybersecurity and how important it is in today’s digital world [6]. At the beginning, I did not fully realise how many risks students face online, such as phishing attacks, weak passwords, and unsafe browsing. Through research, I learned that these problems are very common and can affect many people, especially students who use the internet daily [2]. This helped me understand why it is important to improve awareness and provide simple solutions. One of the main things I learned from this project is how to research using reliable sources such as Google Scholar and trusted cybersecurity websites. I also improved my ability to analyse information and identify the most important points to include in my project. This helped me create a guide that is clear, simple, and useful for students. Another skill I developed is planning and organisation. By following a structured process, I was able to manage my time better and complete each stage of the project step by step. Using methods like the Waterfall model helped me understand how projects are developed in a logical way, from planning to result [10]. I also improved my problem-solving skills by identifying challenges and thinking about possible solutions. For example, one challenge was making the content simple enough for students to understand while still being informative. Another challenge was ensuring that the information is relevant and up to date. To solve these issues, I focused on using clear language and selecting reliable sources. This project is useful for my future career because cybersecurity is an important area in IT. Understanding online safety and how to protect users is a valuable skill that can be applied in many jobs. It also helped me develop communication skills, as I needed to present information in a way that is easy to understand. Overall, this project helped me improve my research, planning, and technical understanding. It also increased my awareness of online risks and how to reduce them. I believe the skills I gained from this project will be useful in both my studies and future career.

Conclusion

In conclusion, this project focused on developing an online safety guide for students to help them understand and reduce online risks. Throughout the project, it became clear that many students are not fully aware of dangers such as phishing, weak passwords, and unsafe browsing, which can lead to serious problems like data loss or hacked accounts. By using research from reliable sources, the project was able to identify these issues and provide a simple and practical solution. The guide was designed to be easy to understand and accessible, using clear explanations, tips, and structured content to support students in improving their online safety. The project also showed how important cybersecurity is in today's digital world and how education can play a key role in reducing risks. Although there are some challenges, such as keeping the information up to date and ensuring user engagement, the overall impact of the project is positive. It provides a useful tool that can help students become more aware, responsible, and safe when using the internet, and it also supports the development of important skills for future studies and careers.

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