



Media  
Informatics  
Group



# Investigating Security Indicators for Hyperlinking Within the Metaverse



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## Your connection is not secure

The owner of [redacted] has configured their web site improperly. To protect your information from being stolen, Firefox has not connected to this web site.

[Learn more...](#)

Report errors like this to help Mozilla identify and block malicious sites

Go Back

Advanced

www.example.com

**www.example.com**  
**Connection is Not Secure**  
 Logins entered on this page could be compromised.

**Permissions**  
 You have not granted this site any special permissions.

spiegel.de

← Security  
 spiegel.de

**Connection is secure**  
 Your information (for example, passwords or credit card numbers) is private when it is sent to this site. [Learn more](#)

**Certificate is valid**



## Your connection is not private

Attackers might be trying to steal your information from **testsslerror.bytebitebit.com** (for example, passwords, messages, or credit cards). [Learn more](#)

NET::ERR\_CERT\_COMMON\_NAME\_INVALID

Help improve Chrome security by sending URLs of some pages you visit, limited system information, and some page content to Google. [Privacy policy](#)

Advanced

Reload

# Research Questions

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**RQ1**

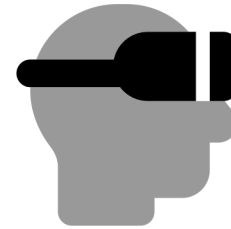
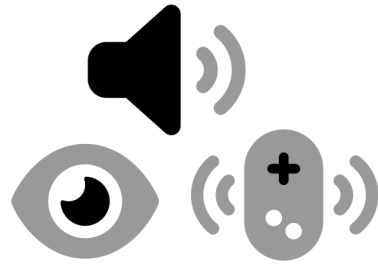
What are the general design dimensions for security indicators in the metaverse?

**RQ2-5**

Which security indicators are the most **effective, usable**, have the best **notification qualities** and which would participants **like to use** in their daily VR experience?

# Method

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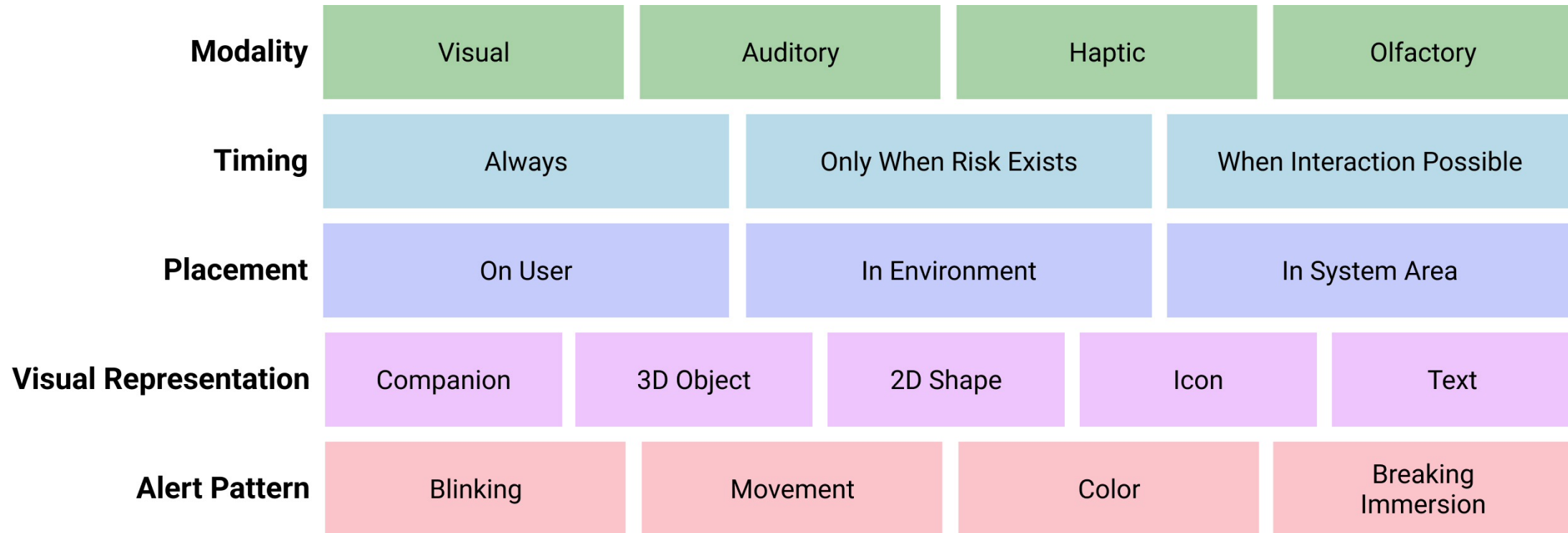
# Study I: Expert Interviews

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- 8 participants with 3+ years of experience with VR and security
- Presentation of established indicators and methods of attracting attention in VR
- Discussion of novel indicators for VR focusing on the different parameters, form factors, and functionalities
- Analyzed with thematic analysis

# Results I: Design Space

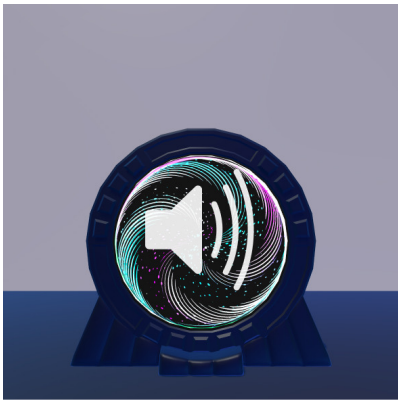
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# Results I: Indicator Selection

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Selection Criteria: Only one modality (i.e., sense) at a time and each modality at least once



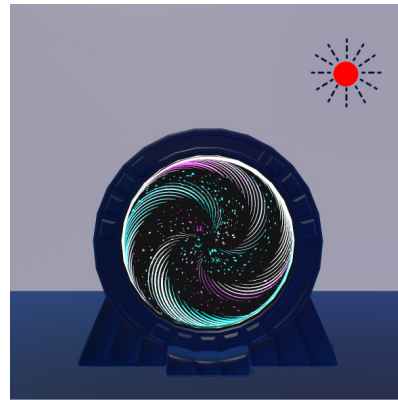
Auditory When Interaction Possible  
Breaking Immersion

Audio



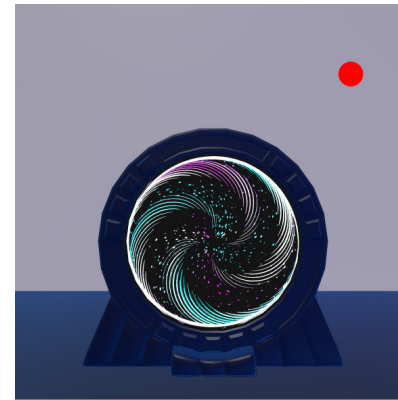
Haptic When Interaction Possible  
Breaking Immersion

Haptic



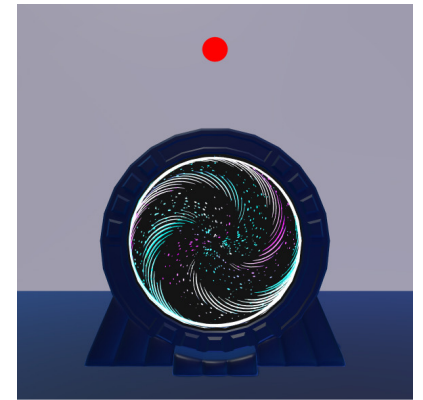
Visual When Interaction Possible  
On User 2D Shape Blinking Color

Blinking



Visual When Interaction Possible  
On User 2D Shape Color

Peripheral



Visual When Interaction Possible  
2D Shape In Environment Color

Static



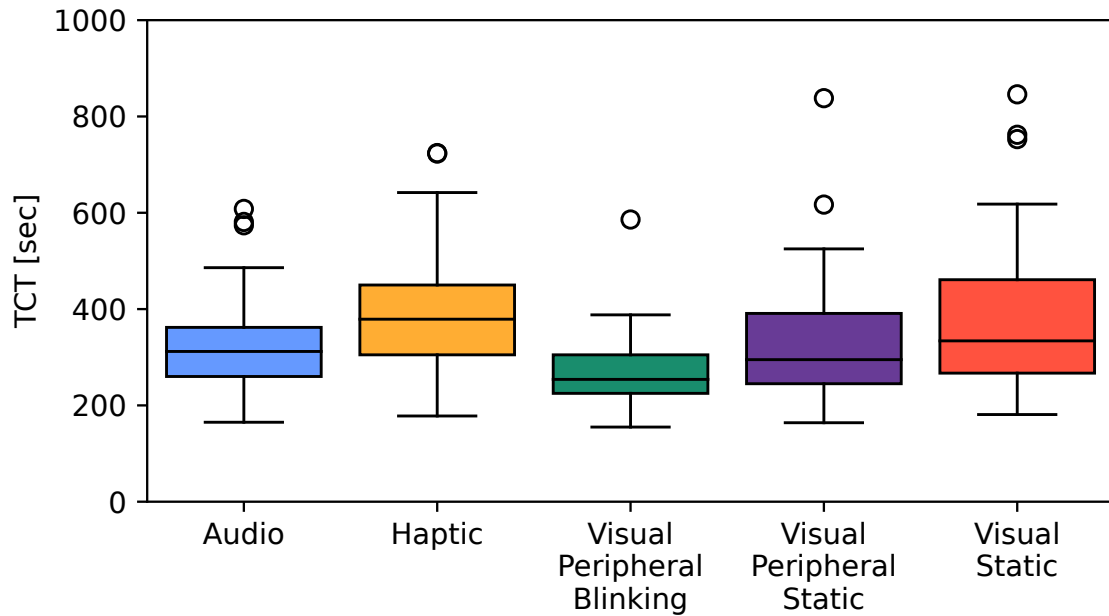
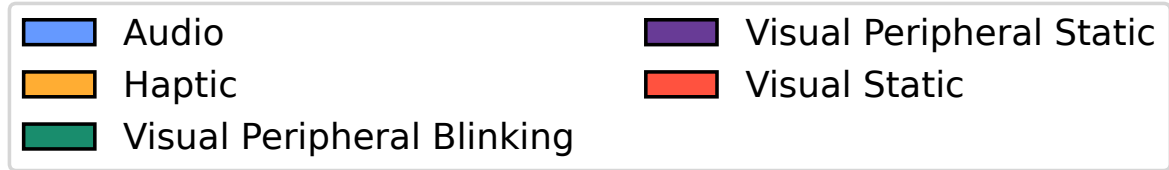
# Study II: Lab Study

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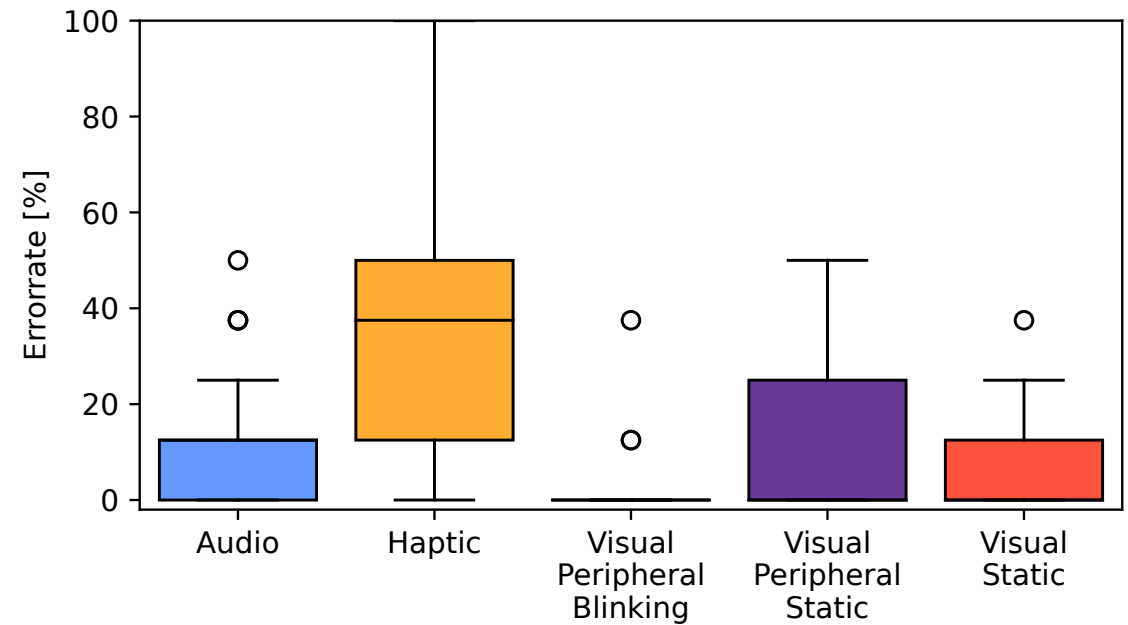
- Maze VR game (N=25) to simulate security-relevant decisions in VR
- Goal: Finding the exit as quickly and with as many points as possible
- 4 secure (+10 points) and 4 insecure (-10 points) optional portals



# Results II: Effectiveness

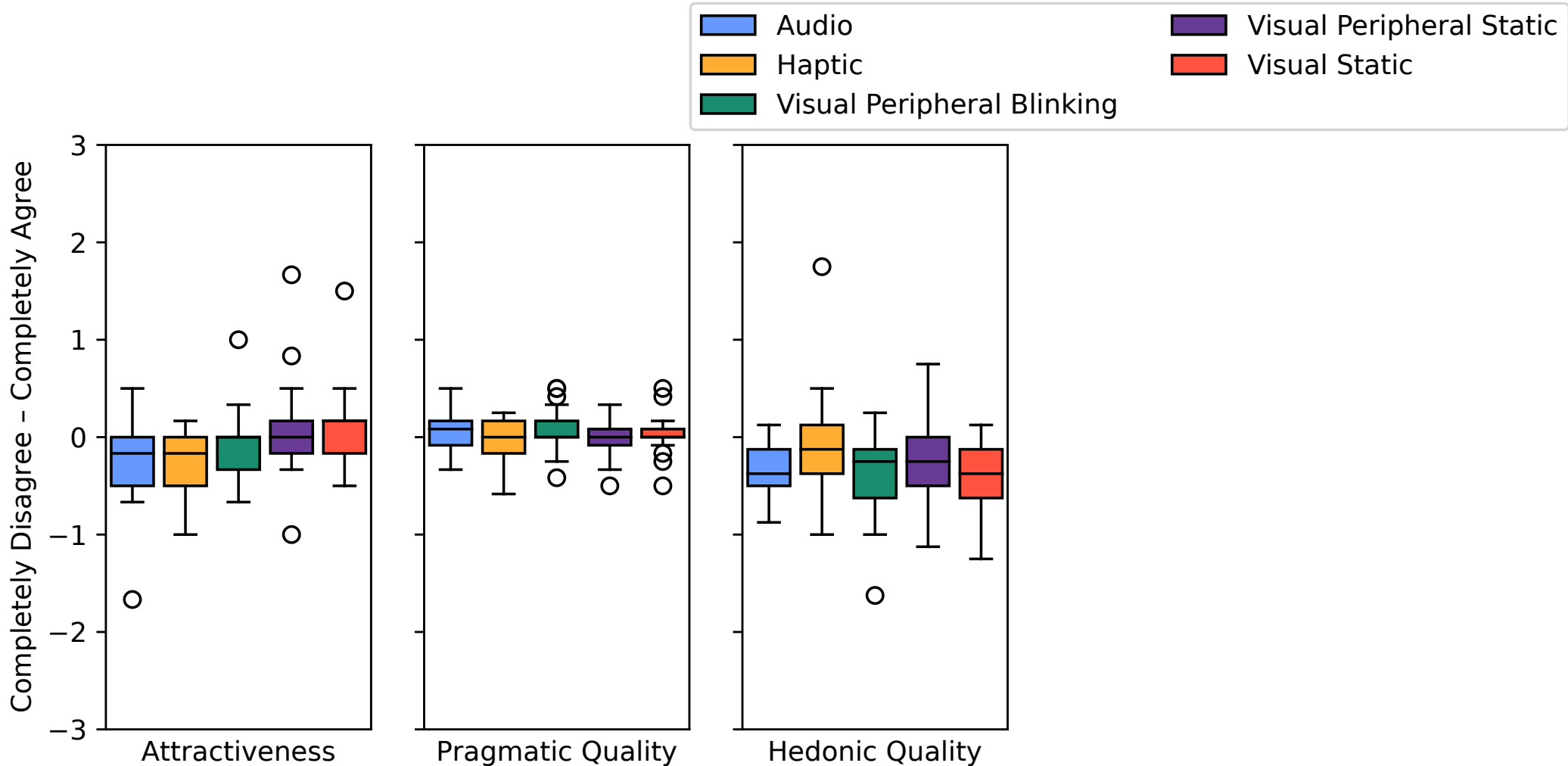


Time taken to complete the maze.

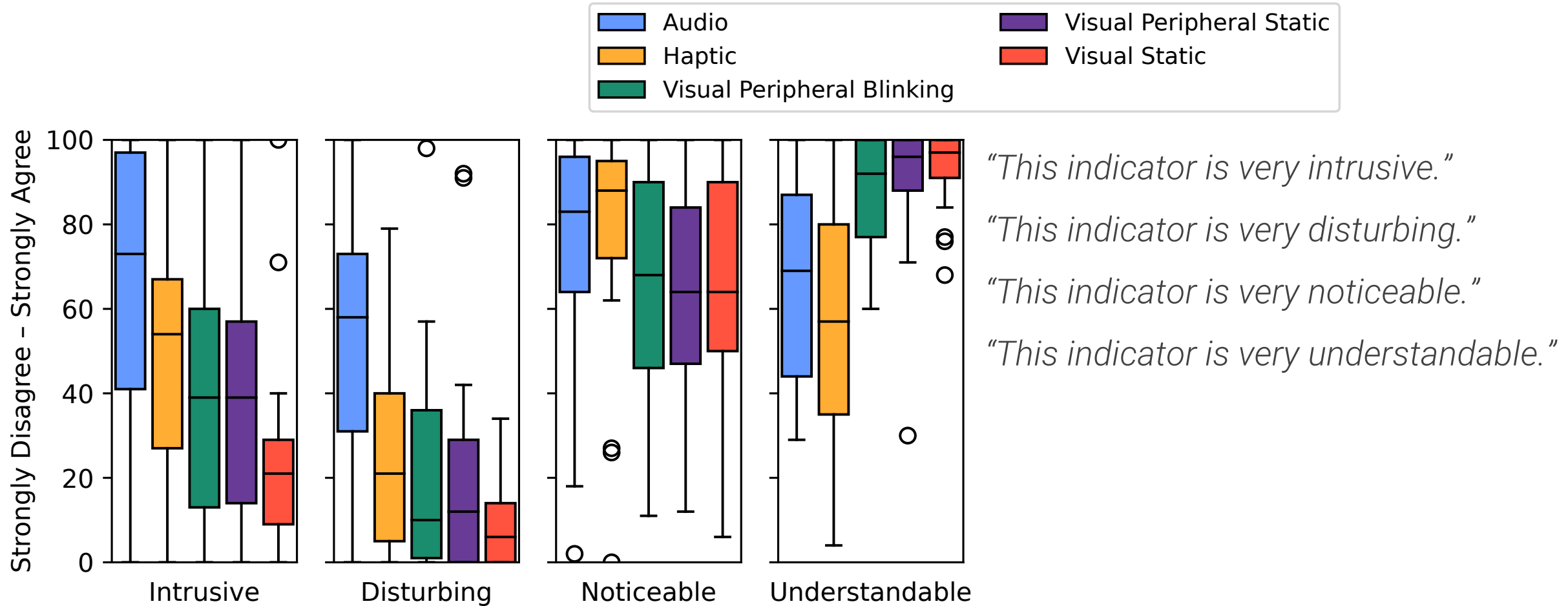


Ratio of insecure portals taken.

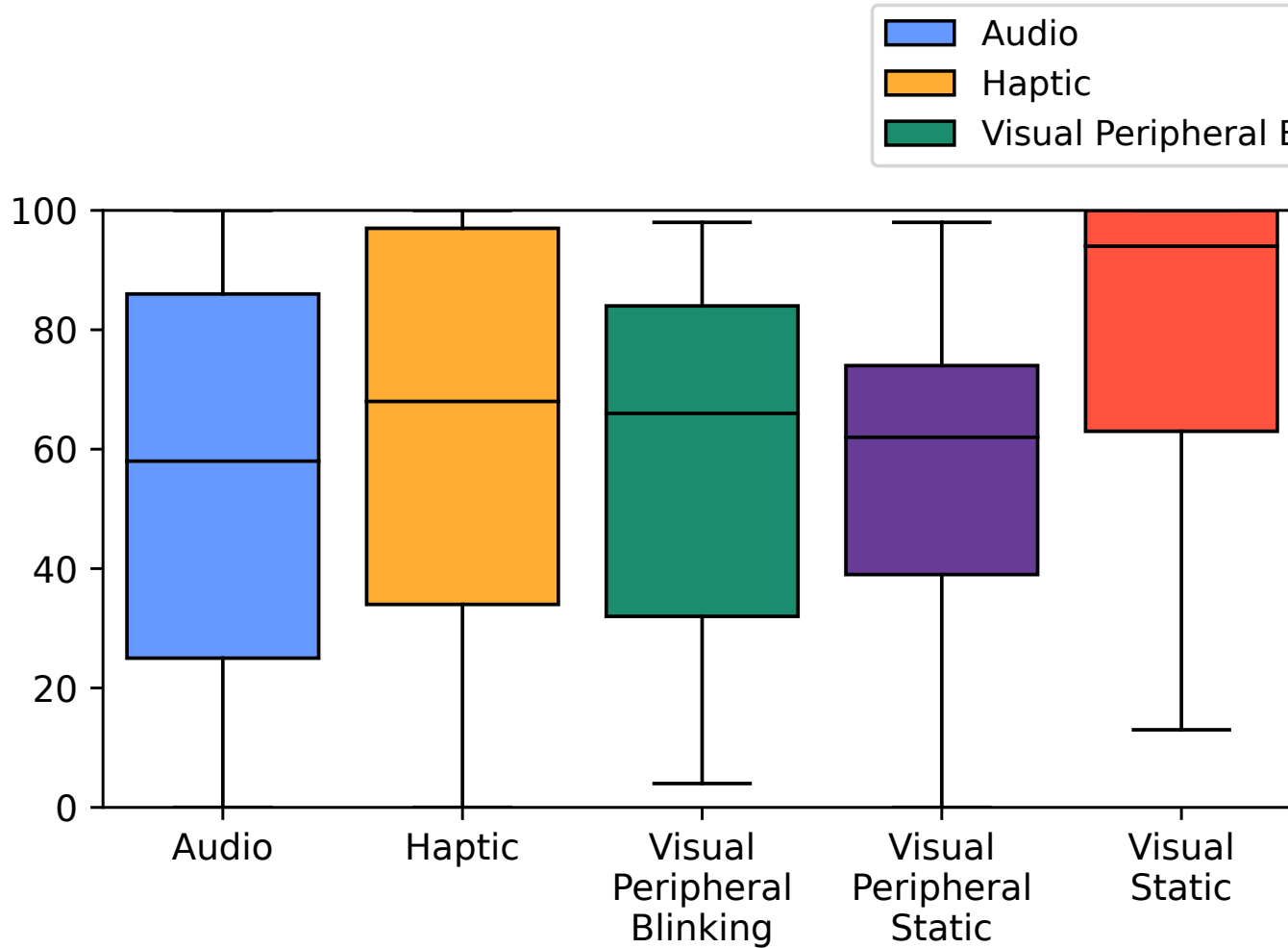
# Results II: User Experience



# Results II: Notification Quality



# Results II: User Preference



*"I would like to use the security indicator in my daily VR experience."*

# Takeaways

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Use visual indicators for frequent messages/interactions.

Use haptic security indicators to alert users.

The right indicator can help balance the users' attention.

Use audio indicators as a complementary modality.