MULTIMEDIA AS AN EMERGING CYBER THREAT IN MODERN SOCIAL NETWORKS



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MULTIMEDIA IN OUR DAILY LIFE









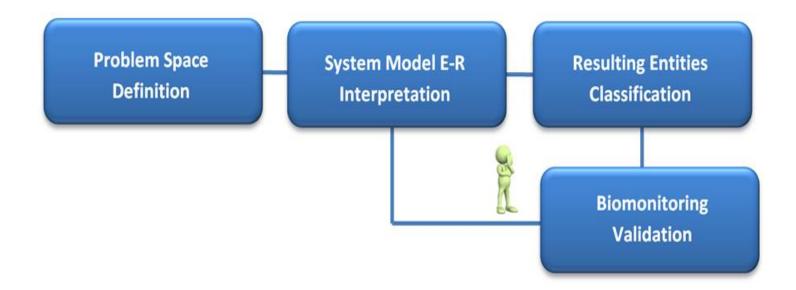








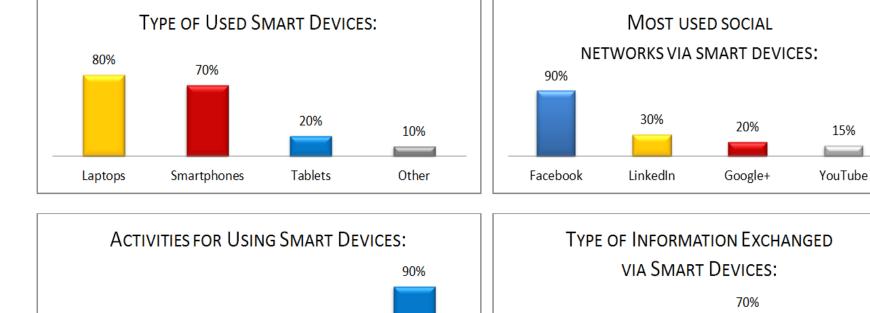
METHODOLOGICAL FRAMEWORK

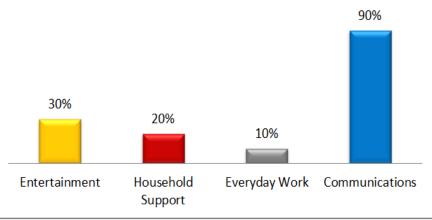


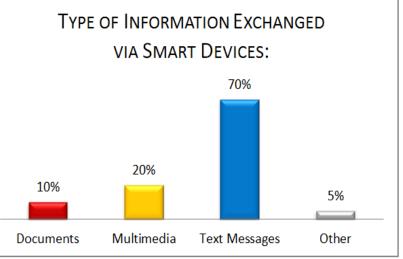
PROBLEM SPACE DEFINITION



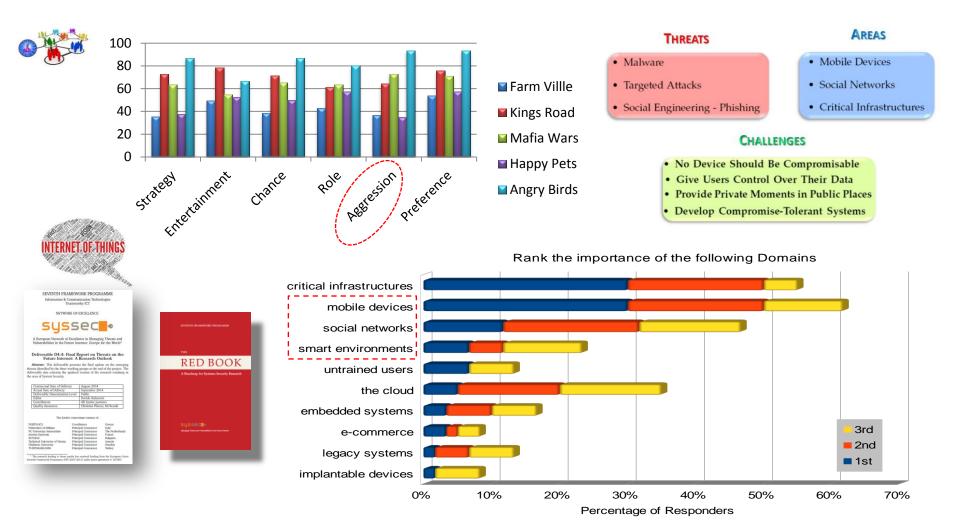
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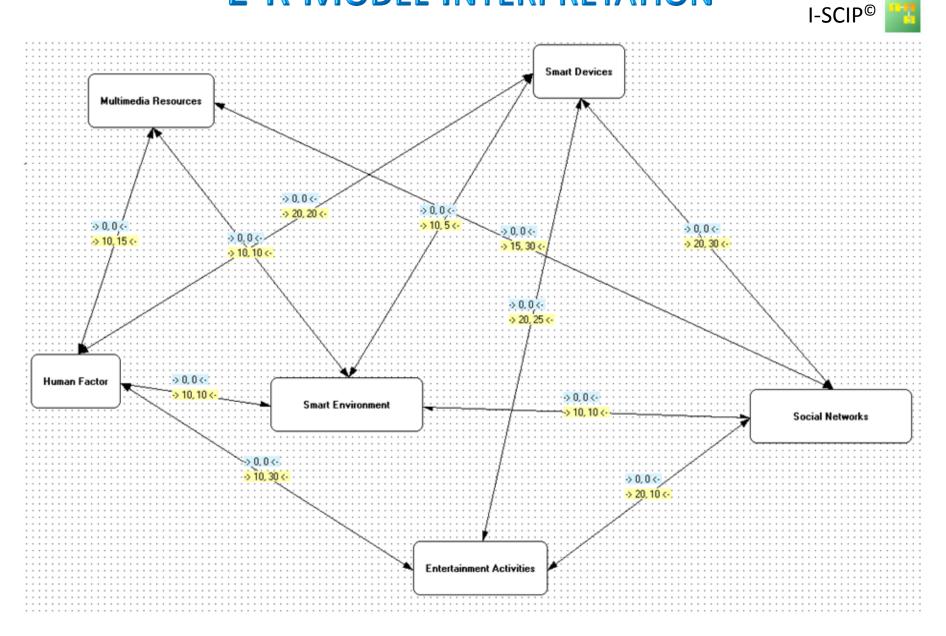




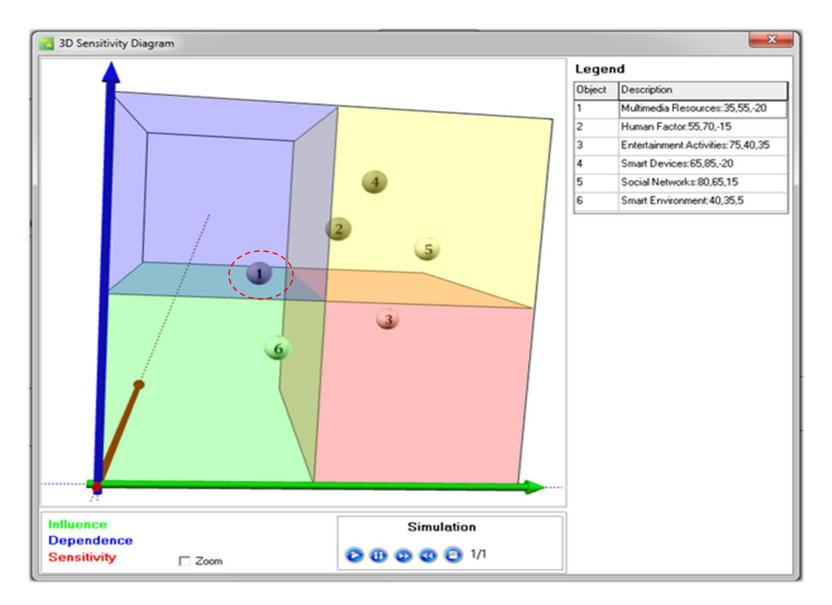
| Threat/Area | Human Factor | Digital Society | Governance | Economy | New Technologies | Environment of Living |
|-----------------------|--------------|-----------------|------------|---------|------------------|-----------------------|
| Social Engineering | | | | | | |
| Malware | | | | | | |
| Spam & Scam | | | | | | |
| Multimedia Influences | | | | | | |
| Espionage & Privacy | | | | | | |



E-R MODEL INTERPRETATION



RESULTING CLASSIFICATION

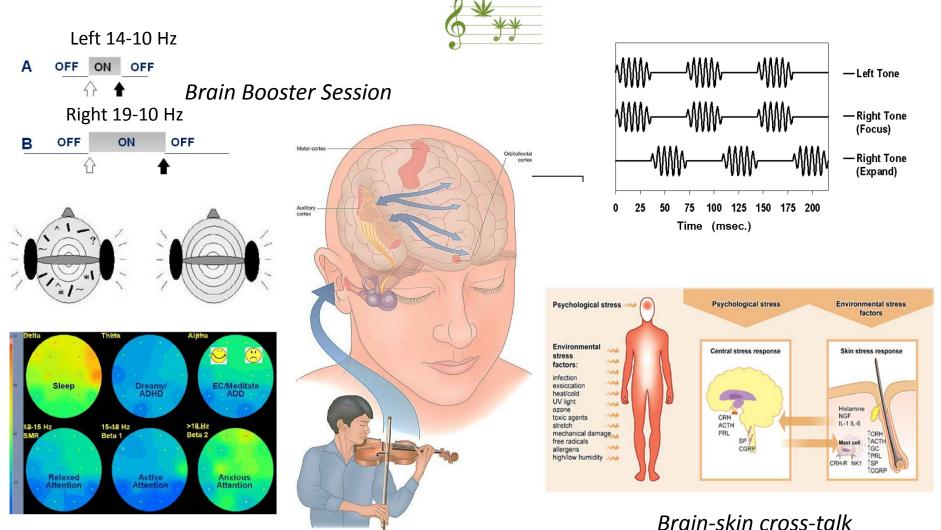


BIOMONITORING VALIDATION



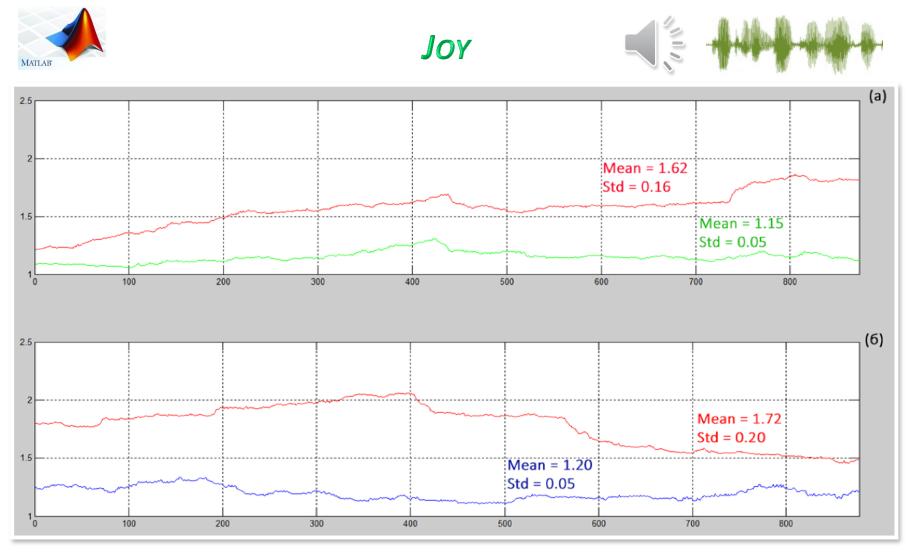
AUDIO ENTRAINMENT IDEA





SKIL Data Base

GSR FRACTAL DIMENSION DYNAMICS



FEAR

Higuchi, 1988

Georgiev, Minchev et al, 2009

DISCUSSION & FUTURE WORK

THE OBTAINED INITIAL MODELLING AND VALIDATION EXPERIMENTAL RESULTS ARE GIVING US THE POSSIBILITY TO MAKE AN ASSUMPTION THAT A QUANTITATIVE MEASUREMENT OF EXTERNAL MULTIMEDIA AUDITORY INFLUENCE TO NOWADAYS SOCIAL NETWORKS USERS IS POSSIBLE TO BE MADE UP TO A CERTAIN LEVEL. THIS. IN COMBINATION WITH PROBLEM MODELLING IS OF VITAL IMPORTANCE FOR THE CREATION OF PROTECTION SOFTWARE SERVICE IN NOWADAYS DIGITAL WORLD. IT IS IMPORTANT TO NOTE THE NECESSITY OF IMPLEMENTING THE PROPOSED METHOD IN A MORE COMPREHENSIVE MULTIMEDIA SENSE, INCORPORATING VISUAL INFORMATION AND INTEGRATING MOBILE PLATFORMS. THESE WILL PROVIDE A CAPABILITY FOR COMPLETE REAL-TIME USERS' BEHAVIOUR AND EMOTIONS BIOMETRIC DATA MONITORING AND MORE RELIABLE AND DETAILED CYBER THREATS IDENTIFICATION.



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THANK YOU FOR THE ATTENTION!

