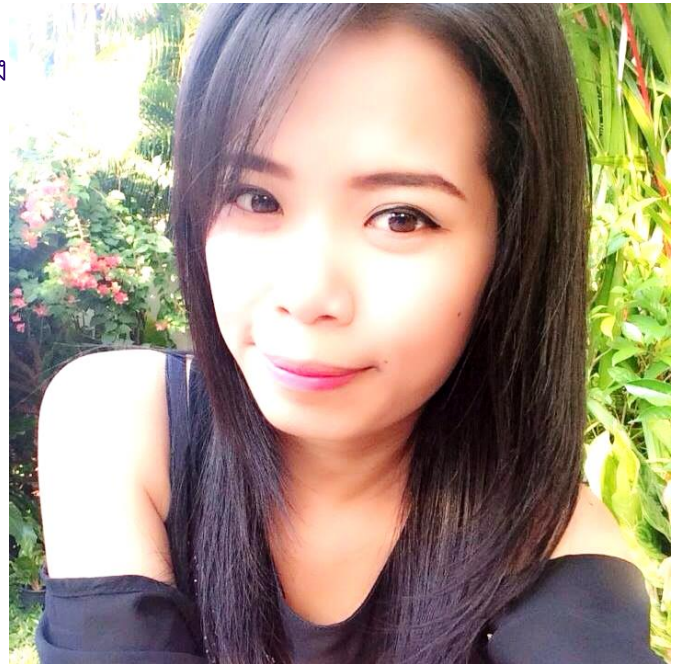


Hall of Fame/Shame by ฅนยุัจตัน ปังเส็ง

There are two security features that I intend to shame: Captchas in general and Friendphotocaptcha.



The main idea of captchas is to be able to differentiate between humans and bots, so that only the former group is able to get past them. They tend to trigger when actions are performed too fast on some websites. It appears to be a good defence against spambots, since they can cause distributed denial of service attacks through their rapid requesting and denying other users the service; however, they often are unable to (immediately) decipher the text. The problem is that some of these websites that use captchas (I know smogon.com's forums had bad ones) make it difficult for humans to decipher them too, thereby making this security quite an issue.

Facebook itself also has a bad security issue in itself. If logging in from an unrecognized computer, there is a chance it could trigger 'FriendPhotoCaptcha' with no other ways to bypass it. Seems like a good security feature, where you have to identify five friends based on one or two tags of them. The basis is that you should be able to recognize your own friends, while the intruder would not know who they are and be forced to guess. I myself got hit with it (but unfortunately, lack screenshots of it). The problem is that sometimes, all tagged photos of some questions may be of inanimate objects, so even you would be unable to tell who it could possibly be (and with Facebook, you don't necessarily need to tag faces). Worse still, you are capped at one attempt an hour and have limited time with each attempt. This may indeed make using a bot to hack through this more time efficient than the person who supposedly knows all the answers, being the rightful owner of the account.

Facebook, of course, also has other issues e.g. when you sign up for an account, you often need to give mobile number/government ID; you only have one chance to send friend request to any given person, with cooldown of at least 5 months. But that's for another day.