

## Summary

Subject of final qualifying work: Project development system for the protection of educational institutions from malicious content (for example, 30Secondary school in Pyatigorsk).

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Organization customer: 30Secondary school in Pyatigorsk.

Urgency of a subject of research: there is no educational software in improving students information literacy today, despite the high demand.

The aim of research: Developing of the game, which explains children how to safely conduct themselves in social networks and working with e-mail.

Targets: develop software for tablet PCs, using the programming language Objective-C; create graphics and music.

The theoretical and practical significance: associated with the rapid spread of the Internet and it's availability for children. That's why there is a need to improve their literacy in the field of network security.

Results of the research: Educational game for children of primary school age. Described lack of information security culture among children. Studied ways of explain children the principles of security in social networks in the form of a game. Game tested on the students of the 30 Secondary school in Pyatigorsk.

Recommendations: To equip the entrance to the school turnstiles with fingerprint scanners, workstations software upgrade.