

ABSTRACT

METHOD AND SYSTEM FOR AUTHENTICATING USERS

A method and a system for authenticating users by implementing artificial intelligence techniques is provided. A graphical user interface (GUI) is rendered on a computing device of a user by a server. The GUI displays objects in random motion. The objects are selected in a sequential manner by the user to form a pattern. With each selection of the object, a corresponding confidence score is determined that is based on a set of factors. Further, the selected object becomes static and the remaining objects that are yet to be selected continue to move in random motion. On forming the pattern, the aggregate of confidence scores is determined to authenticate the user.

[FIG.6]