RANSOMWARE MONITOR

Vuoi aiutarci a testare la piattaforma?

1. Accedi alla seguente rete WI-FI:
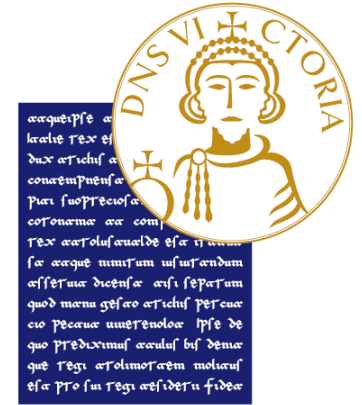   Open_Network

2. Inserisci le seguenti credenziali:
   username: janaralab@yahoo.it
   password: 45AkgYwN7!

University of Sannio
Department of Engineering

Social Engineering

Arnaldo Sgueglia

Definitions (1)

Social engineering uses influence and persuasion to deceive people by convincing them that the social engineer is someone he is not, or by manipulation.

Kevin Mitnick

Definitions (2)

Social engineering is any act that influences a person to take an action that may or may not be in his or her best interests.

Chirstopher Hadnagy

The SE Attack development

- **Open Source Intelligence (OSINT):** process of collecting information from open sources and public domain
- **Pretext Development:** develop a pretext to induce victims to do something
- **Attack Plan:** answering the 'what, when, and who' questions
- **Attack Launch:** launch the attack
- **Reporting:** collects all the information retrieved from the previous phase.

Open Source Intelligence
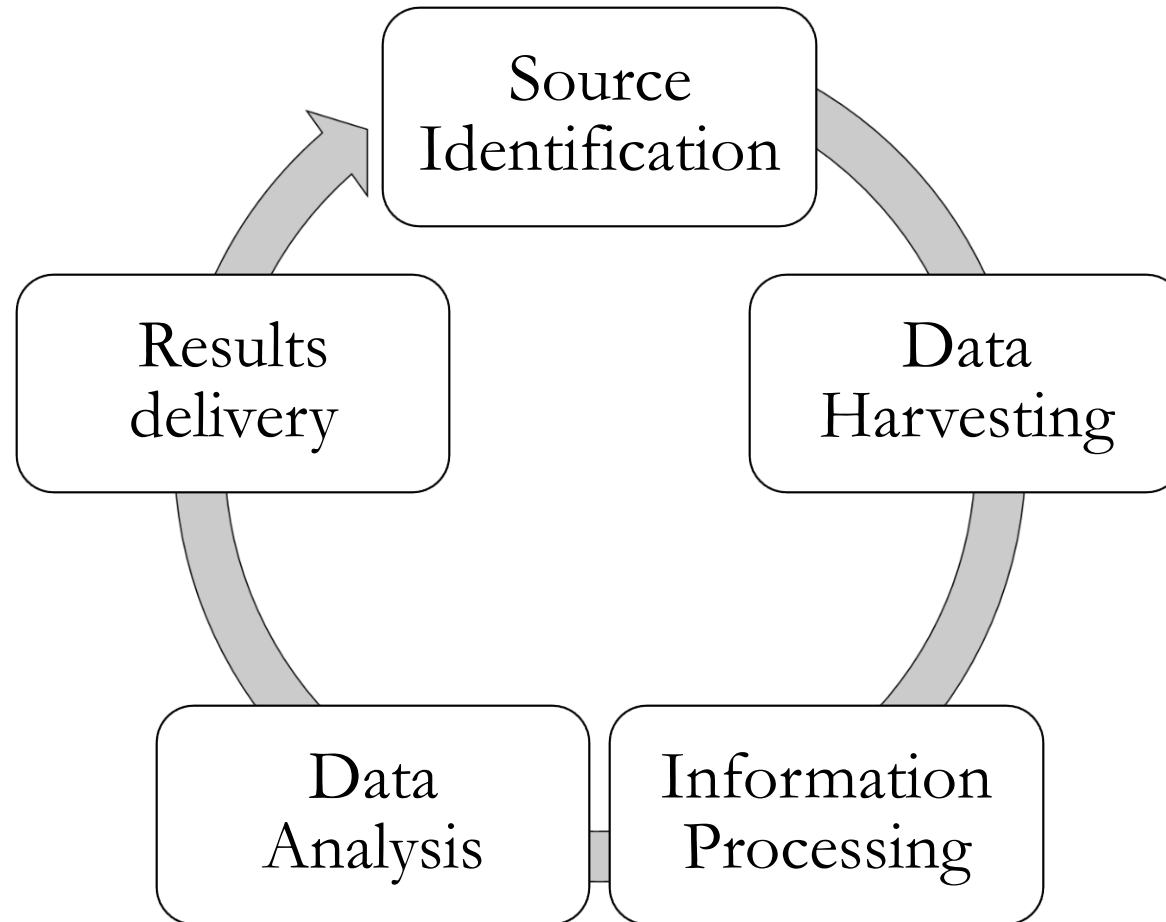
Technical vs Non Technical Intelligence

Technical

- Social media (Linkedin, Facebook, Twitter);
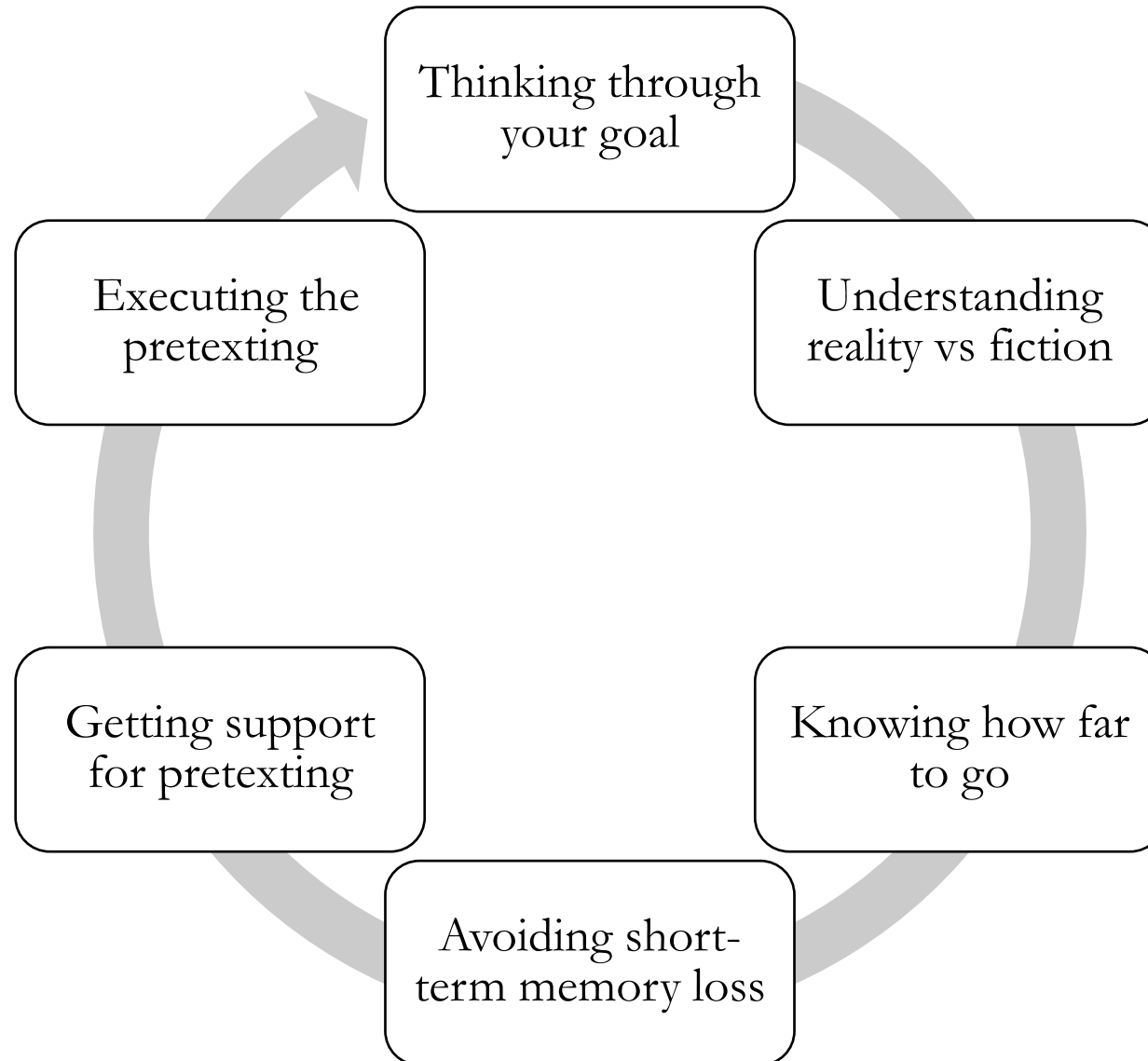- Search engines (Google, Doxing);
- …

Non Technical

Every information collected without technical tools (i.e., personal computers, smartphones, tablets)

Scenario: You want to collect some info about a specific person

Scenario: You want to enter the mailroom building of a large Healthcare facility.
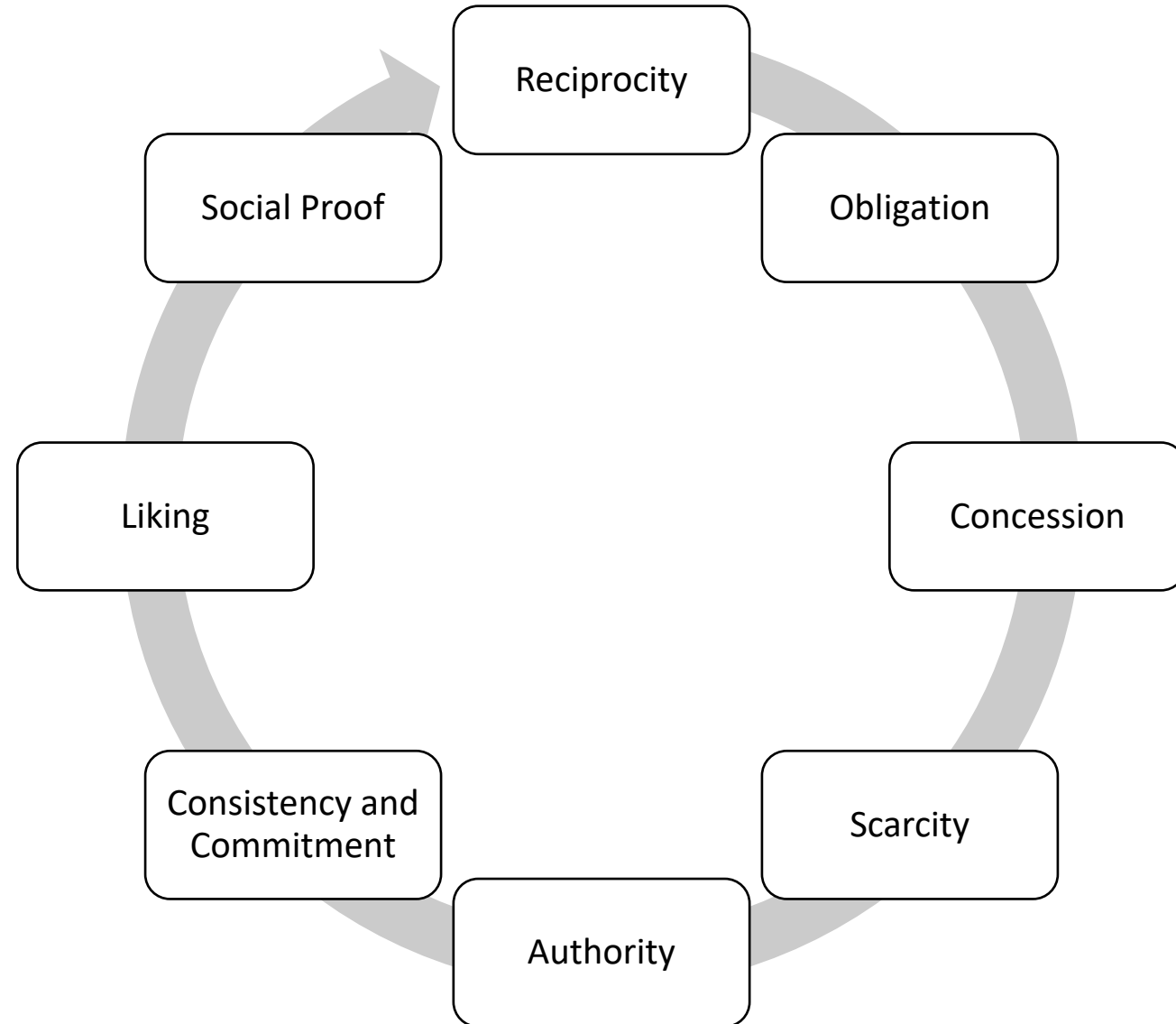
Principles of pretexting (1)

Principles of pretexting (2)

- **Thinking through your goals:** use info from the OSINT phase to find a pretext that satisfies what you have in mind

- **Understanding reality vs fiction:** use a pretext based on facts, emotions, and knowledge

- **Knowing how far to go:** knowing how far to go, not going too far

- **Avoiding short-term memory loss:** don't forget about each details someone you meet for the first time tells you

- **Getting support for pretexting:** be sure to have all the info at this point

- **Executing the pretext:** use your pretext

Attack plan – Psychological Triggers (1)

- Reciprocity
- Obligation
- Concession
- Scarcity
- Authority
- Consistency and Commitment
- Liking
- Social Proof

Psychological Triggers (2)

- **Reciprocity**: refers to reciprocal altruism in rapport-building
- **Obligation**: like Reprocity, but it's based on social norms or expected behaviors
- **Concession**: help the target make it 'the idea' to take the action you want
- **Scarcity**: refers to the different values of an object or an action in some situation

Psychological Triggers (2)

- **Authority**: refers to following the idea of people with higher roles than you

- **Consistency and Commitment**: refers to the consistency between what we say and what we do

- **Liking**: refers to the human behavior of associating them with people like them or who act like them

- **Social proof**: refers to the behavior of following others

Social Engineering Tools