

Module 8 Journal Entry

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After watching the videos breaking down hacking scenes in movies and TV shows I started to realize just how different real cybersecurity is from movie portrayals. Films often depict hacking as an instantaneous and glamorous process that involves flashy code, crazy 3d graphics, and dramatic music, making it look like a high stakes video game. These scenes exaggerate and oversimplify the real trade of hacking and the patience and technical knowhow required. Real hacking involves reconnaissance, which could take years, social engineering, exploitation of subtle vulnerabilities, and more often than not failure.

Over time our understanding of hacking has changed. Older movies such as *WarGames* and *Hackers* created a somewhat romantic and rebellious image of hackers. When in reality most professional hackers, even malicious ones go to a normal job and lead a normal life. State Sponsored hacking is by far the most prevalent form of hacking and those people go to work everyday, get their tasks from their boss and carry out their job of “hacking” just like anyone else would. This doesn't even take into account that most of the work in hacking is social engineering and reconnaissance. Social engineering can take years to build the amount of adequate trust needed to exploit a company or government. Social engineering is also the most common form of hacking because it sometimes takes little to no technical knowledge and exploits the weakest link in any security system, the people.

References

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