Social engineering (computing)

In the context of computing, social engineering is the psychological manipulation of people into performing actions or divulging confidential information. A type of confidence trick for the purpose of information gathering, fraud, or system access, it differs from a traditional "con" in that it is often one of many steps in a more complex fraud scheme (Anderson, 2008). It has also been defined as "any act that influences a person to take an action that may or may not be in their best interests (Security Through Education, 2023).

Phishing

Phishing is a form of social engineering and scam where attackers deceive people into revealing sensitive information (Pickle & Christensson, 2023) or installing malware.

References

Anderson, R. J., & Anderson, R. J. (2008). Chapter 2. In *Security engineering: A guide to building dependable distributed systems* (2nd ed., p. 17). essay, John Wiley & Sons. ISSBN: 0470068523. https://books.google.dk/books?id=ILaY4jBWXfcC

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