

# **OSEEC:** The Open-source Social Engineering **Education Course**





Unit A - Carnegie

Week 5 - Part 2
How To...Part 4, Sections 7-9





### Part Four:

Be a Leader: How to Change People Without Giving Offense or Arousing Resentment





## Principle 7:

Give the other person a fine reputation to live up to.





# Principle 8:

Use encouragement.

Make the fault seem easy to correct.

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## Principle 9:

Make the other person happy about doing the thing you suggest.



### Reflection:

- 1. Be sincere. Do not promise anything that you cannot deliver. Forget about the benefits to vourself and concentrate on the benefits to the other person.
- 2. Know exactly what it is you want the other person to do.
- 3. Be empathetic. Ask yourself what it is the other person really wants.
- 4. Consider the benefits that person will receive from doing what you suggest.
- 5. Match those benefits to the other person's wants.
- 6. When you make your request, put it in a form that will convey to the other person the idea that he personally will benefit.

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### Exercise:

useful wisdom from

## How to Win Friends & Influence People

#### Part 1

#### **Fundamental Techniques in Handling People**



1. Don't criticize, condemn, or complain.



2. Give honest and sincere appreciation.



3. Arouse in the other person an eager want.





https://medium.com/the-mission/infographic-how-to-win-friends-influence-people-998ae2ecddc5

Originally Posted by Jackie Blum.





### The Innocent Lives Foundation



www.innocentlivesfoundation.org



### **Thank You!**

# oseec.github.io