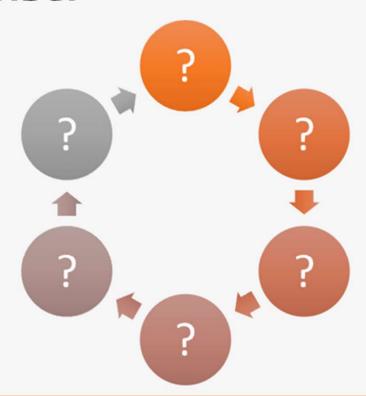
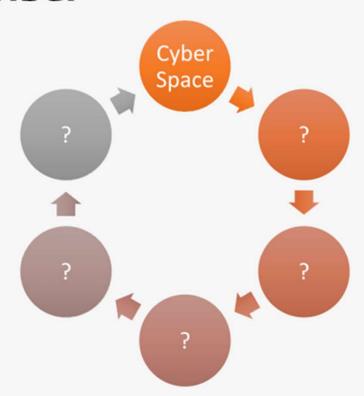
Week 1

Information Security and Internet

Keamanan Informasi dan Internet







Cyber Space

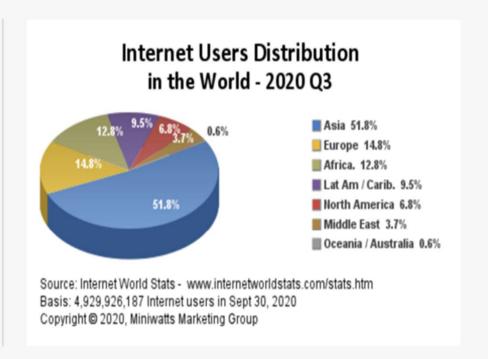
Cyber Space

- Apa itu "Cyber Space" ?
 - Ruang / Wadah
 - Dunia Maya
 - Internet

Cyberspace atau Dunia Maya, media elektronik dalam jaringan komputer yang banyak dipakai untuk keperluan komunikasi satu arah maupun timbal-balik secara online.

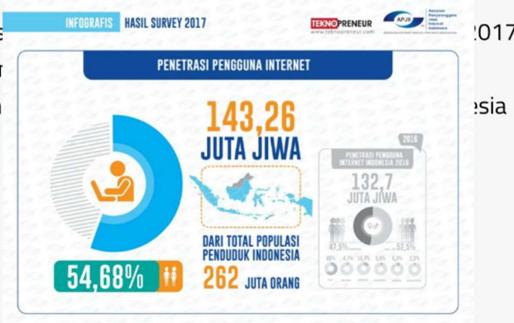
World Internet Usage and Populations

TOP 20 COUNTRIES WITH HIGHEST NUMBER OF INTERNET USERS - 2020 Q1										
	Country or Region	Internet Users 2020 Q1	Internet Users 2000 Q4	Population, 2020 Est.	Population 2000 Est.	Internet Growth 2000 - 2020				
1	China	854,000,000	22,500,000	1,439,062,022	1,283,198,970	3,796 9				
2	India	560,000,000	5,000,000	1,368,737,513	1,053,050,912	11,200 9				
3	United States	313,322,868	95,354,000	331,002,651	281,982,778	328 9				
4	Indonesia	171,260,000	2,000,000	273,523,615	211,540,429	8,560 9				
5	Brazil	149,057,635	5,000,000	212,392,717	175,287,587	2,980 9				
6	Nigeria	126,078,999	200,000	206,139,589	123,486,615	63,000 9				
7	Japan	118,626,672	47,080,000	126,854,745	127,533,934	252 9				
8	Russia	116,353,942	3,100,000	145,934,462	146,396,514	3,751 9				
9	Bangladesh	94,199,000	100,000	164,689,383	131,581,243	94,199 9				
10	Mexico	88,000,000	2,712,400	132,328,035	2,712,400	3,144 1				
11	Germany	79,127,551	24,000,000	83,783,942	81,487,757	329 9				
12	Philippines	79,000,000	2,000,000	109,581,078	77,991,589	3,950 9				
13	Turkey	69,107,183	2,000,000	84,339,067	63,240,121	3,455				
14	Vietnam	68,541,344	200,000	68,541,344	200,000	34,250 9				
15	United Kingdom	63,544,106	15,400,000	67,886,011	58,950,848	413 9				
16	Iran	67,602,731	250,000	83,992,949	66,131,854	27,040 9				
17	France	60,421,689	8,500,000	65,273,511	59,608,201	710 9				
18	Thailand	57,000,000	2,300,000	69,799,978	62,958,021	2,478 9				
19	Italy	54,798,299	13,200,000	60,461,826	57,293,721	415 9				
20	Egypt	49,231,493	450,000	102,334,404	69,905,988	10,940 9				
TOP 20 Countries		3,241,273,512	251,346,400	5,233,377,837	4,312,497,691	1,289 1				
Rest of the World 1,332,876,622			109,639,092	2,563,237,873	1,832,509,298	1,216 9				
Total World 4,574,150,134			360,985,492	7,796,615,710	6,145,006,989	1,267 9				



Populasi Pengguna Internet di Indonesia

- Hasil Survey APJII (As
- 56 % Pengguna Interr
- 143,26 Juta Jiwa Pen



Populasi Pengg





Hasil Survey APJII (As

56 % Pengguna Interr

143,26 Juta Jiwa Pen



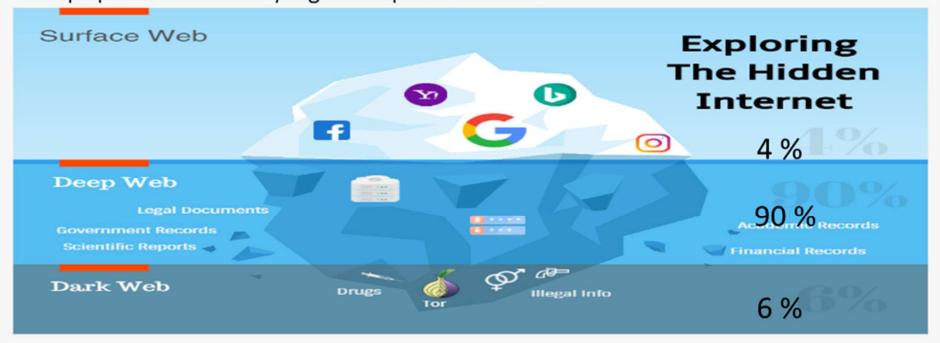
Survei APJII 2018 Penetrasi Pengguna Internet 171,17 JT 64,8%

Informasi di Internet

Berapa persen informasi yang kita dapat di internet?

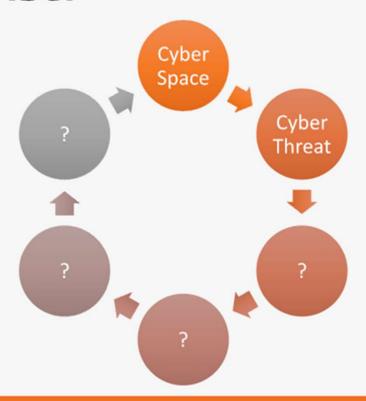
Informasi di Internet

Berapa persen informasi yang kita dapat di internet?



Cyberspace – Internet

- Internet menjadi lahan berharga bagi berbagai sektor industri dan finansial
- Internet merupakan sebuah entitas yang tidak ternilai harganya – yang dari masa ke masa, akan semakin meningkat harga dan nilainya, karena semakin banyak aktivitas yang terjadi di sana.



Cyber Threat

Paradoks dalam Perkembangan Internet

- Ancaman Pertama, dalam Segi Finansial gangguan pada aktivitas keuangan
- Ancaman Kedua, dalam Segi Aktivitas Social gangguan pada aktivitas internet
- Ancaman Ketiga, dalam Segi Informasi penyalahgunaan informasi
- Ancaman Keempat, dalam Segi Aktivitas Terlarang Faham sesat, pornografi, perjudian
- Ancaman Kelima, dalam Segi Program Jahat penyebaran malware, virus dll











Cyber Threat

Black Hats

 Individuals with extraordinary computing skills, resorting to malicious or destructive activities. Also known as crackers



White Hats

 Individuals professing hacker skills and using them for defensive purposes. Also known as security analysts



Gray Hats

 Individuals who work both offensively and defensively at various times



Suicide Hackers

 Individuals who aim to bring down critical infrastructure for a "cause" and do not worry about facing 30 years in jail for their actions



Crackers Threat

Unstructured Threats

- Insiders
- Recreational Hackers
- Institutional Hackers

Structured Threats

- Organized Crime
- Industrial Espionage
- Hacktivists

National Security Threats

- Terrorists
- Intelligence Agencies
- Information Warriors



Cyber Threat

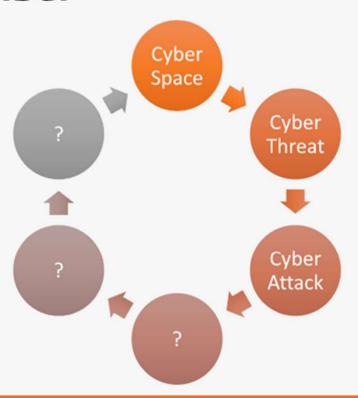
- Pada tahun 2017 Ancaman kerawanan (Vulnerebility) tercatat 14.709 kerawanan.
- Pada tahun 2019 Ancaman kerawanan (Vulnerebility) tercatat 17.306 kerawanan.
- Pada tahun 2020 Ancaman kerawanan (Vulnerebility) tercatat 17 447 kerawanan
- Ancaman tersebut Expoits dan Malware.



Cyber Threat

- Cloud Computing
- Vulnerability of The IOT
- Cyber Criminals
- Silent of Cyber security Researcher
- Impractical Expactations from the IT Departement
- Wannacry affected 300.000 Computers over 150 contries
- Equifax Hack 143 Million Social media
- Ransomware Attacks 4000 ransomware attack each day globaly
- Email 1 in 131 emails contains a Malware
- Rising Cyberattacks 36%
- Malware 230.000 Malware sample are created every day.





Cyber Attack: Kategori Serangan Dunia Maya

3 Jenis serangan di dunia maya berdasarkan

- Kumpulan jenis serangan dimana teknol menjadi alat atau senjata untuk melakul
- Kumpulan peristiwa dimana komputer a sasaran pusat serangan dari pelaku keja
- 3. Komputer atau teknologi digunakan unt IT as a Storage Device yang tersimpan di dalam perangkat teknologi minungan di dalam perangkat teknologi minungan di dalam perangkat teknologi minungan di dalam perangkat teknologi digunakan unt



IT as a Target

Cyber Attack

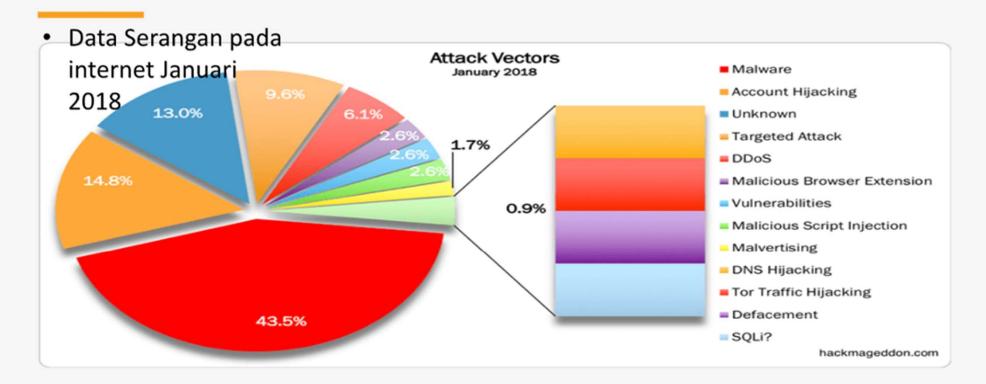
- Data Negara dengan tingkat serangan yan
- Situs untuk melihat live attack
- www.norse-corp.com

https://www.akamai.com/us/en/solutio ns/intelligent-platform/visualizing-akam ai/real-time-web-monitor.jsp

Overall Rank	Country	Overall Proportion	Malicious Code Rank	Spam Host Rank	Command and Control Server Rank	Phishing Host Rank	Bot Rank	Attack Rank
1	United States	31%	1	1	1	1	2	1
2	China	10%	3	2	4	8	1	2
3	Germany	7%	7	3	3	2	4	3
4	France	4%	9	4	14	4	3	4
5	United Kingdom	4%	4	13	9	3	6	6
6	South Korea	4%	12	9	2	9	11	9
7	Canada	3%	5	23	5	7	10	5
8	Spain	3%	13	5	15	16	5	7
9	Taiwan	3%	8	11	6	6	7	11
10	Italy	3%	2	8	10	14	12	10

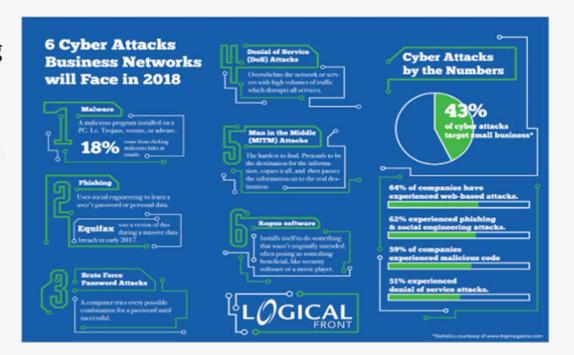


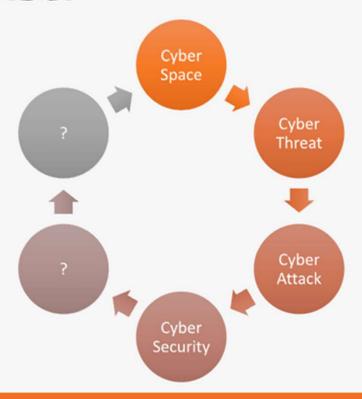
Cyber Attack



Cyber Attack in Business Networks

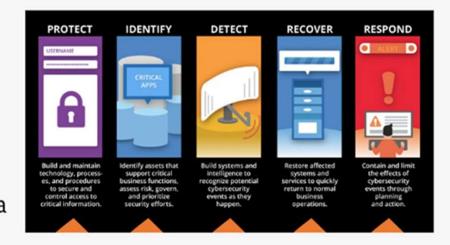
- 43% target adalah bisnis kecil
- 64% web perusahaan diserang
- 62% dari Phising dan Social Engineering
- 59% dari perusahaan terinfeksi Malicious code
- 51% terkena DDOS





Cyber Security

- Serangan yang sudah bersifat destruktif
- Serangan yang sudah berakibat fatal
- Serangan yang dapat melumpuhkan suatu negara



"Harus ditangkal dan diproteksi"