

Lecture notes for “Social Engg & Deception”

[Run these off the desktop computer which has an audio connection. Find via youtube searches]

[Youtube video Tiger Team symbolic motors 7:13@6:40 identify IT service comp; 5:36@0:00-3:30 all good]

[The art of deception book description]

Definitions:

- Social engg:
 - Manipulation of people into performing insecure actions or disclosing confidential information
 - Sociology & psychology... not technology
 - Exploit of the weakest point: humans
- Pretexting:
 - Using an invented scenario to persuade marks to reveal information
 - The “pretext” is the scenario
 - Impersonation of customer, superior, IT support, neighboring store with computer problems, police officer, etc.
 - Done by HP against their board of directors to find a leak (under investigation)
- Phishing:
 - Using fraud to learn private information
 - Often email with links to fraudulent website, requests information
 - Vishing done via VoIP

Techniques

- Road apple
 - CDRM or USB key left around, curious people will insert into computer, autorun executes exploit
- Quid pro quo
 - Help someone else, they feel indebted to help you
 - They do not even need to request or want the help; if you do it anyway, they still feel indebted
- Con games (Ocean's 11)

Tiger teams / Red teams / Penetration testers

- Hired to break into systems to test security
- Social Engg often used as part

[Stories from the students]