

Social Engineering

Human Factors in Information Security

Masters Seminar on Computer Security Threats and Counter Measures, University of Fribourg, 2007

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- Social Engineering Attack Pattern
- Example of Reverse Social Engineering
- Psychological Triggers
- Multilayered Defense
- Conclusion

Introduction

- What we know so far:

Intrusion Detection

RSA

Triple DES

PGP

Proxies

VPN

Firewalls

Asymmetric Encryption

Symmetric Encryption

WPA

Unix Salt

Introduction

- What we know so far:

Intrusion Detection

RSA

Triple DES

PGP

Proxies

VPN

Unix Salt

Symmetric Encryption

Symmetric Encryption

WPA

Weakest link in information security: HUMAN

Introduction

- Aim of this presentation is to understand following relation:

Computer Security ⊂ Information Security

Definition

- Definition of “Social Engineering”:

“... is the art and science of getting people to comply to your wishes.” (Harl's Talk at Access All Areas III, 1997)

“... getting people to do things they wouldn't ordinarily do for a stranger.” (Kevin D. Mitnick, “Art of Deception”, 2002)

Social Engineers

- Probably most successful “social engineer” so far:



Kevin D. Mitnick (born 1963)

- ▶ Convicted for breaking into the computer systems of Fujitsu, Motorola, Nokia, and Sun Microsystems. ⇒ 4 years prison
- ▶ Now founder of security firm: “Mitnick Security Consulting”.

Social Engineers

- Who is Kevin D. Mitnick NOT?



- ▶ A particularly knowledgeable computer programmer.
- ▶ “... a malicious hacker.” (cite Kevin D. Mitnick, “The Art of Deception”, 2002)

Social Engineering Methods

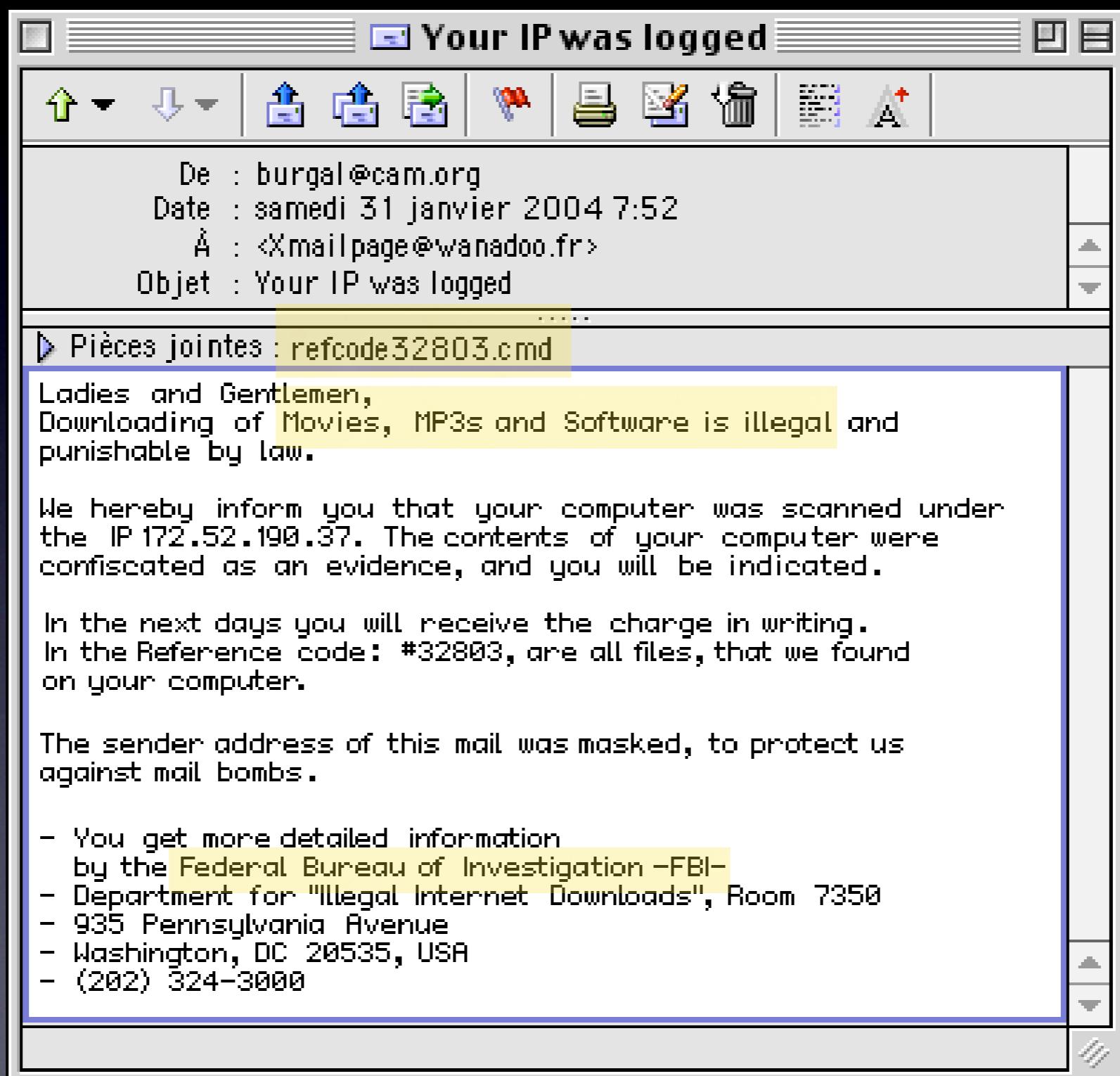
- Human based attack

Any medium that provides one-to-one connection, e.g. face-to-face, telephone, electronic mail.

- Computer based attack

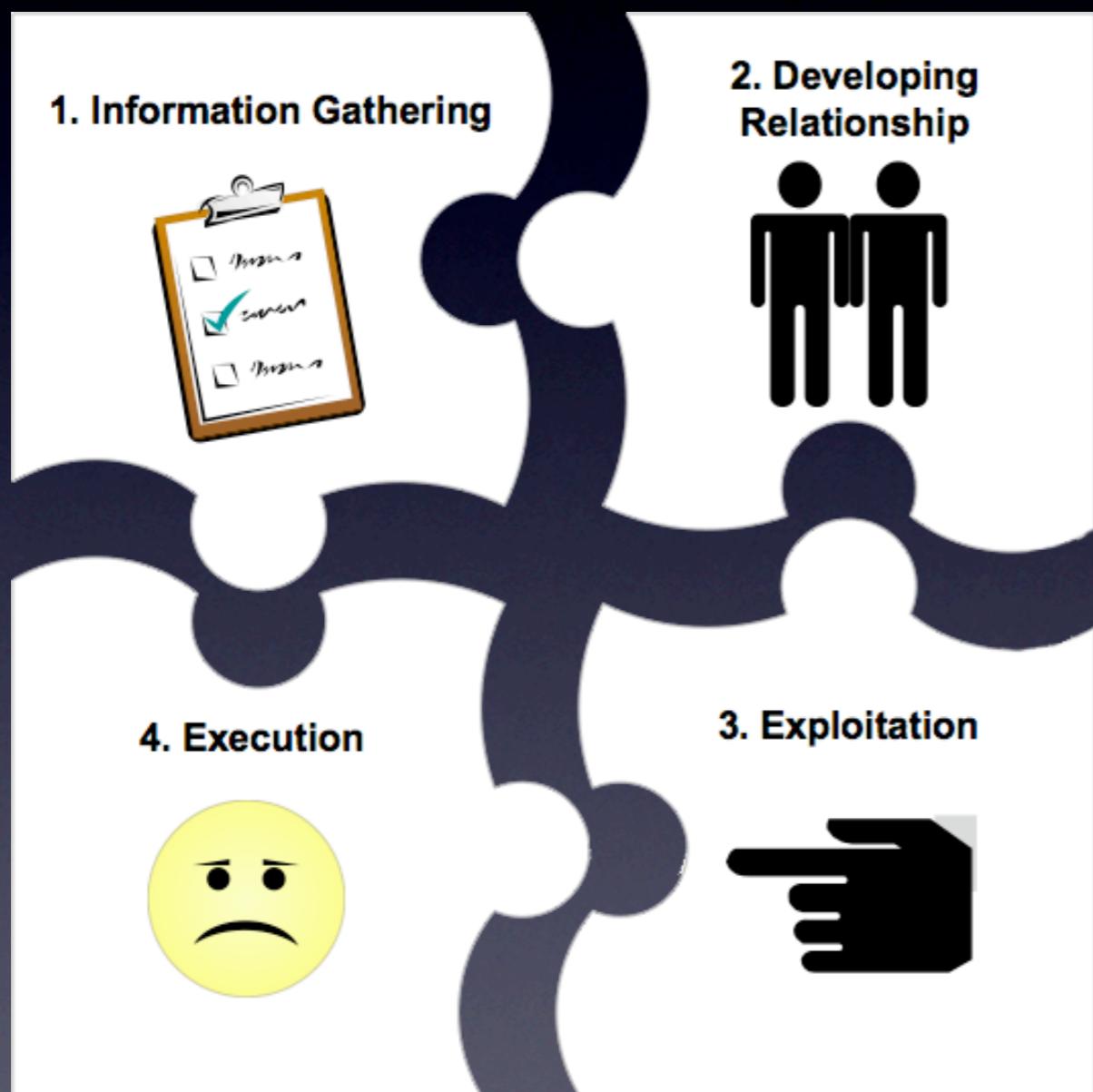
Trick somebody into supplying valuable information, e.g. pop-ups, phishing.

Sober Virus



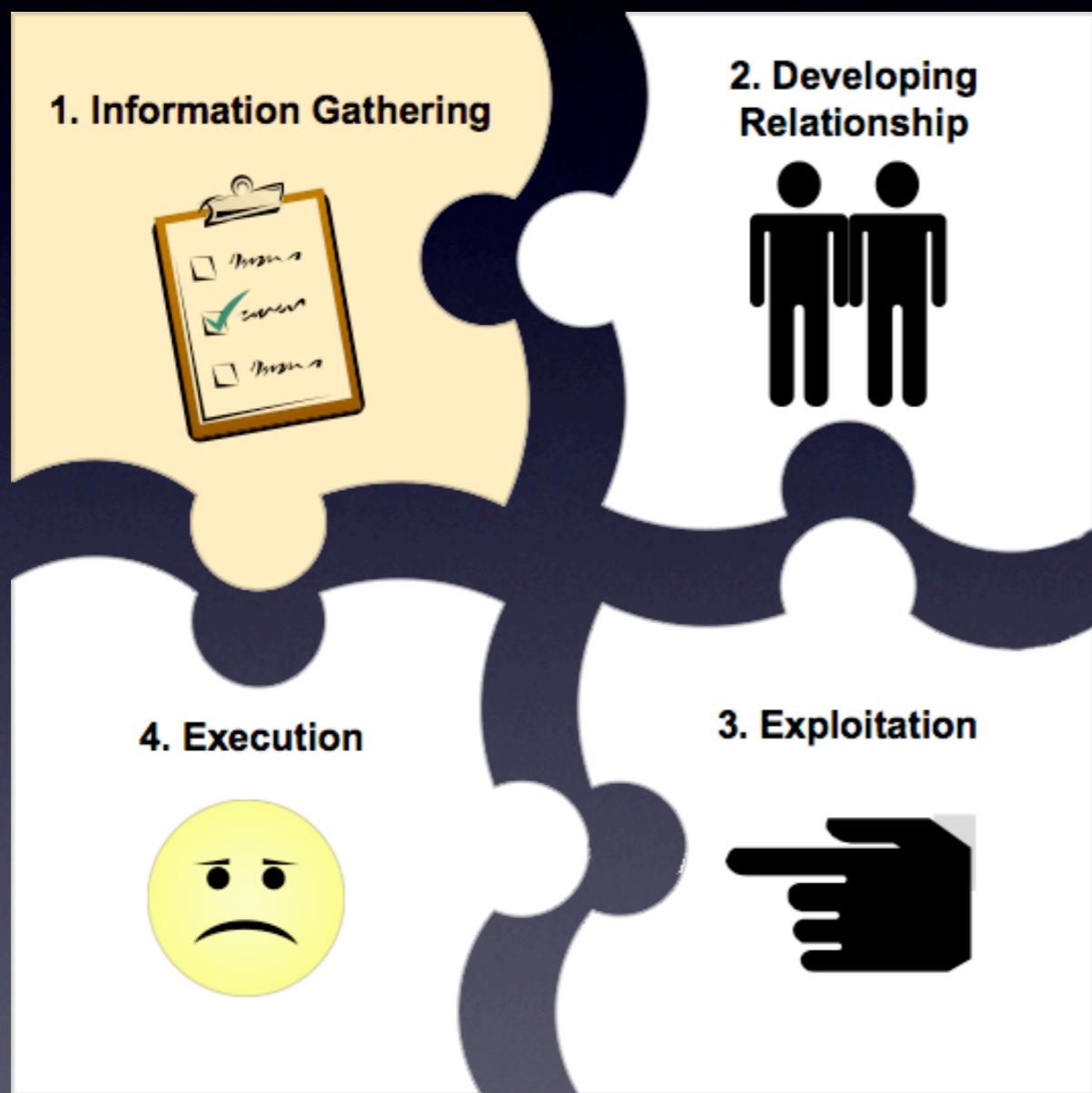
Social Engineering Attack Pattern

Attack - Pattern



- Each attack is unique
- Possibly multiple cycles

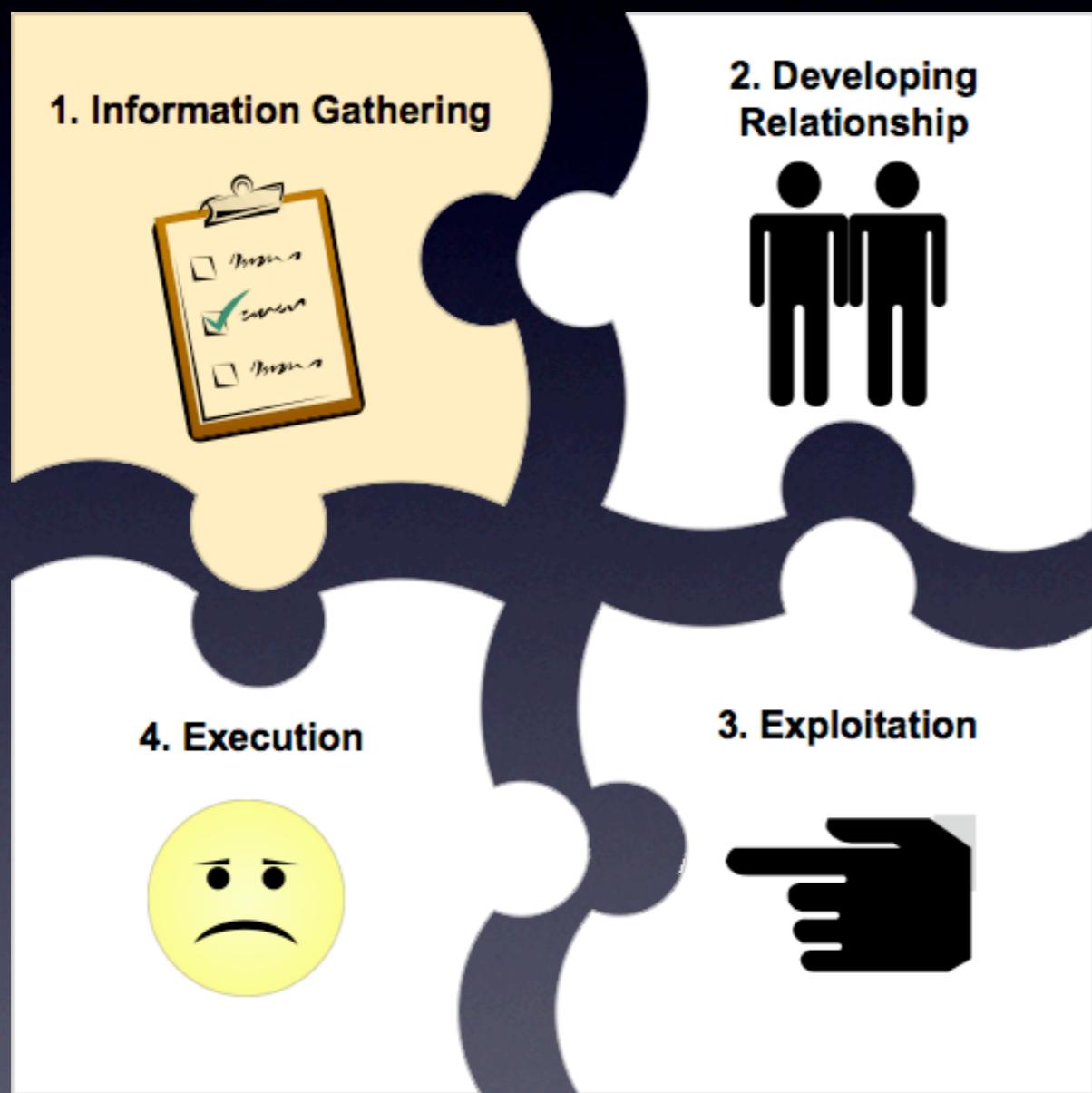
Attack - Pattern



I. Information Gathering

- Open source information e.g. phone lists, date of birth, flyers.

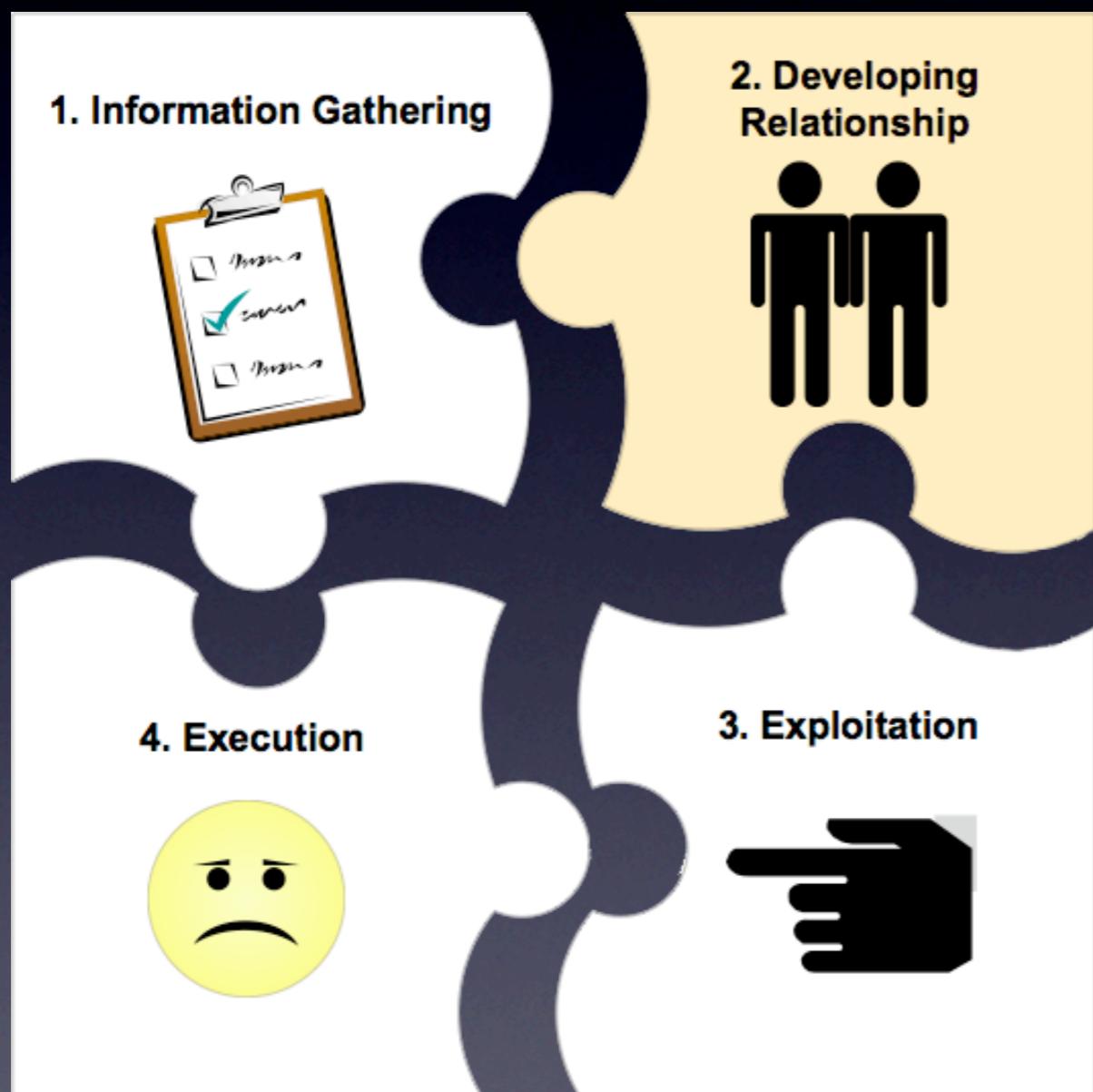
Attack - Pattern



I. Information Gathering

- Dumpster diving (100% legal)

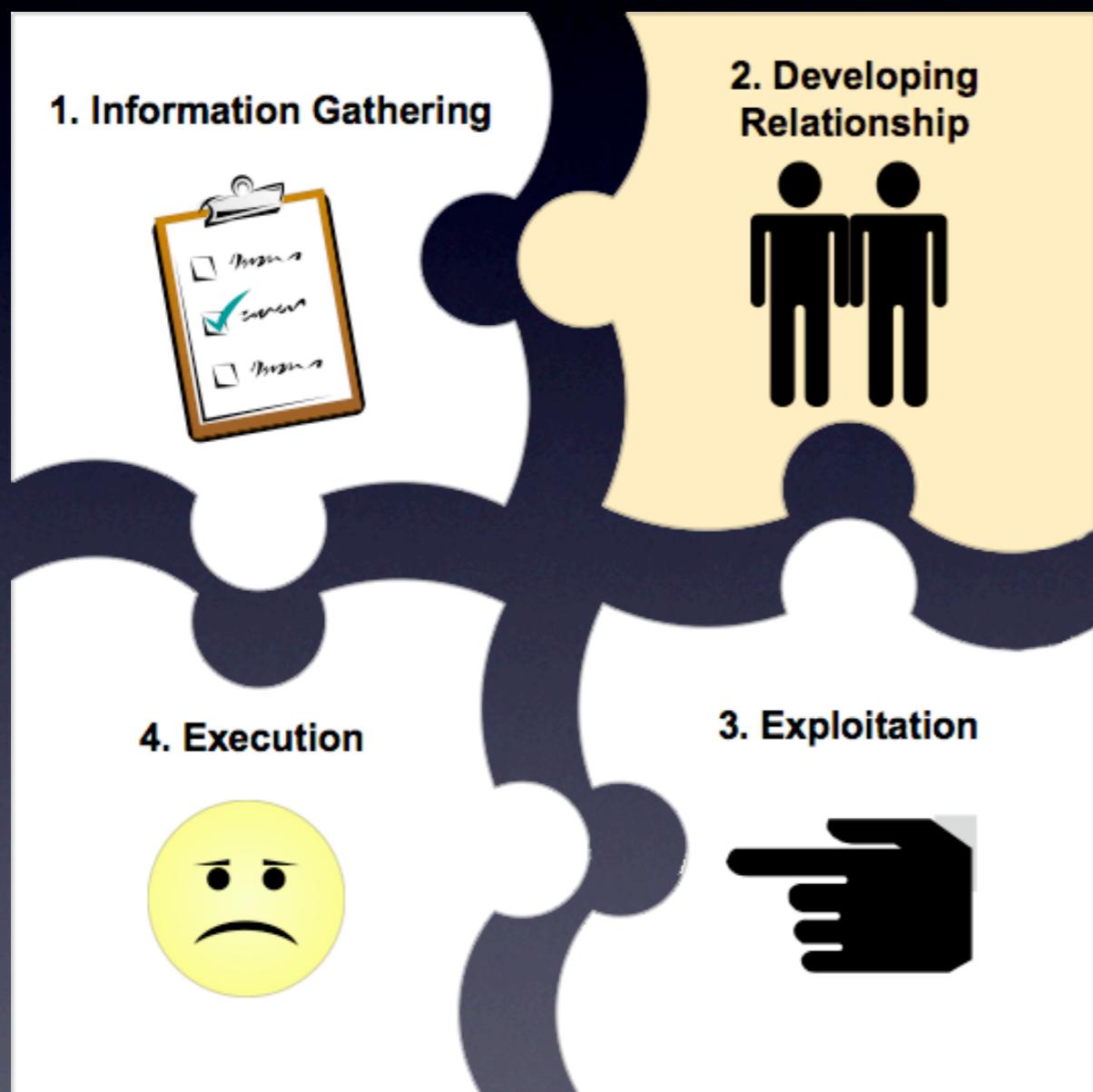
Attack - Pattern



2. Developing Relationship

- Insider information
- Company Language
- Misrepresenting identity

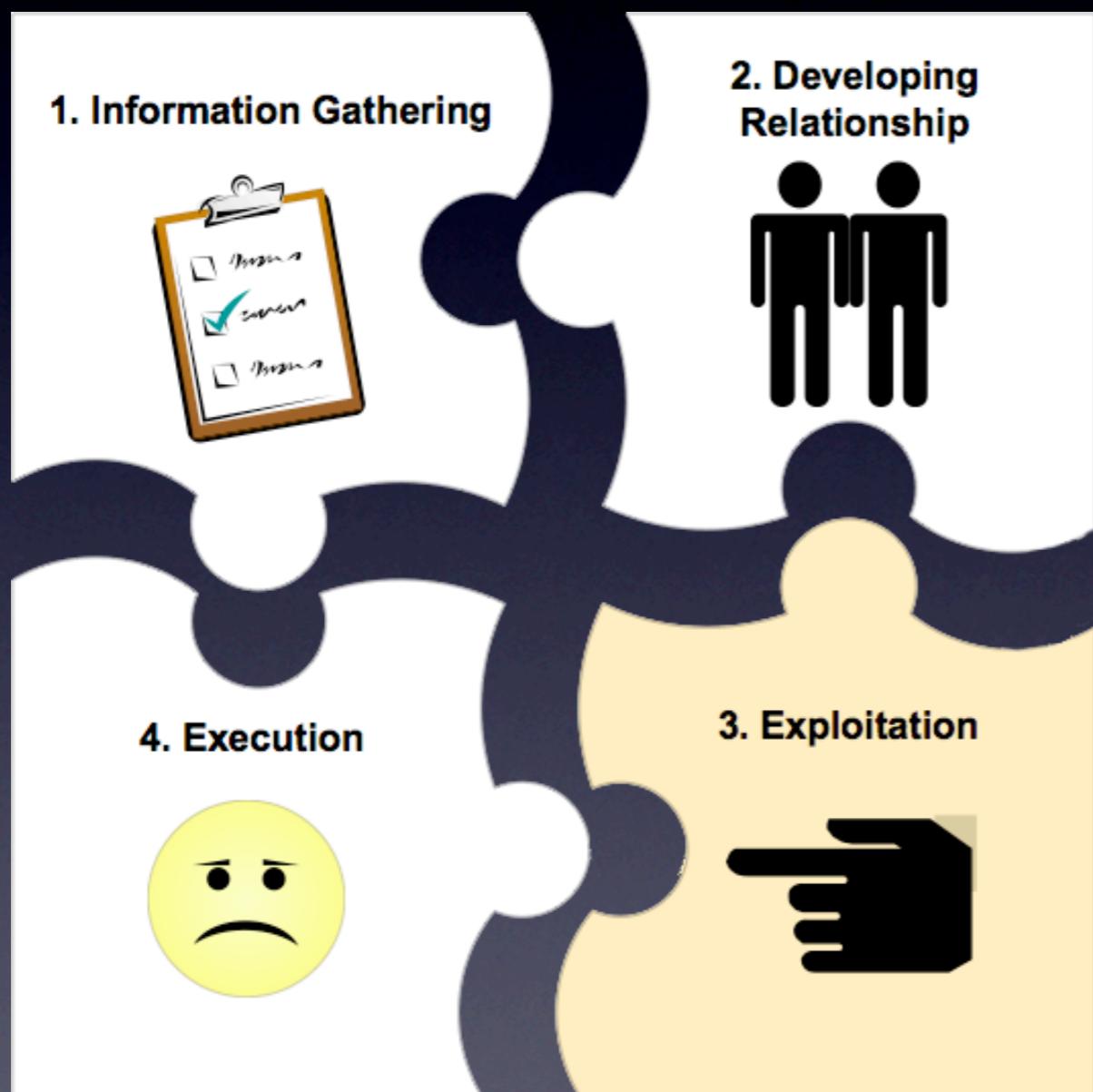
Attack - Pattern



2. Developing Relationship

- Cite people known to victim
- Need for help
- Authority (name dropping)

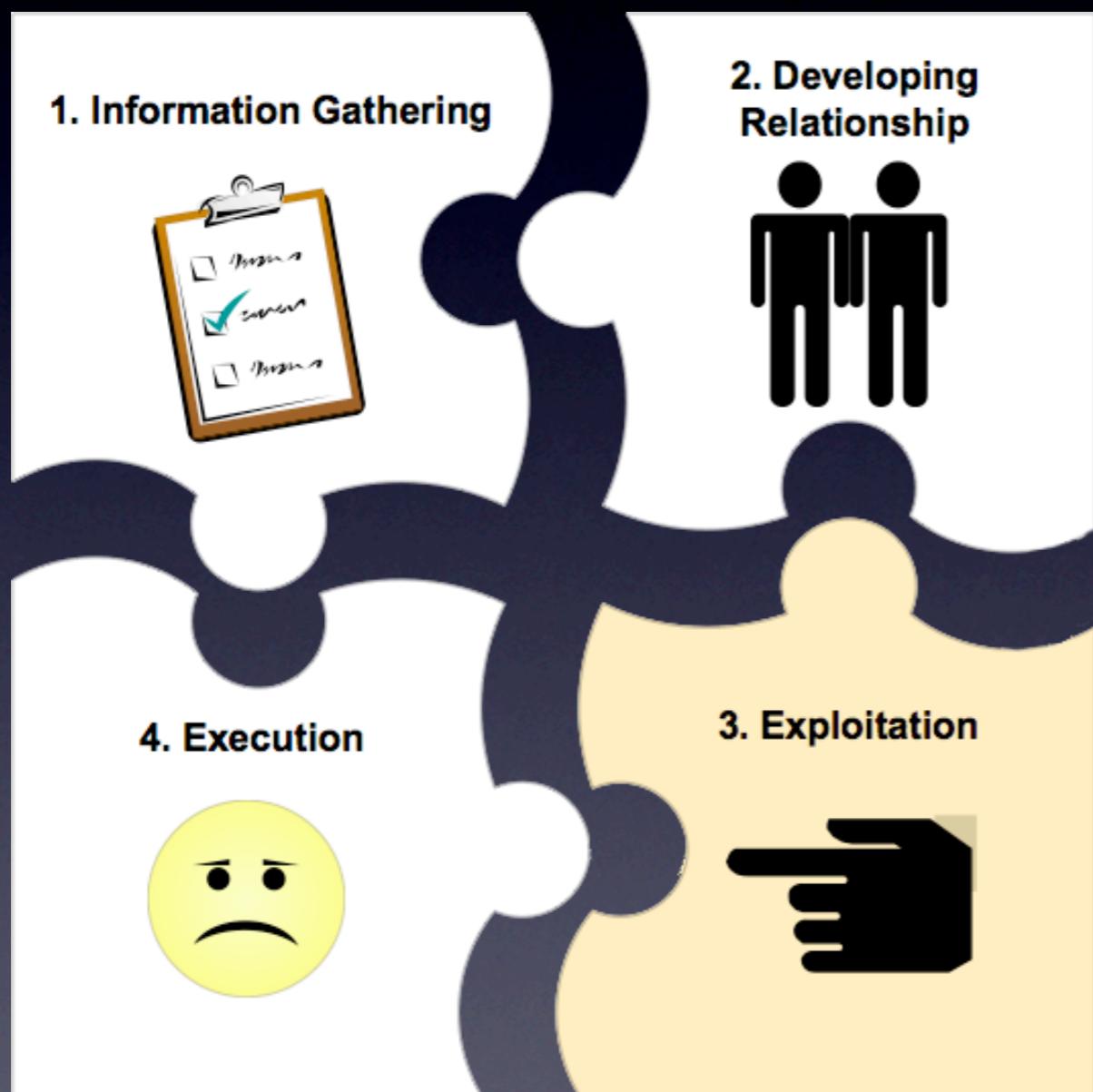
Attack - Pattern



3. Exploitation

- Ask for information/ action on the part of the victim

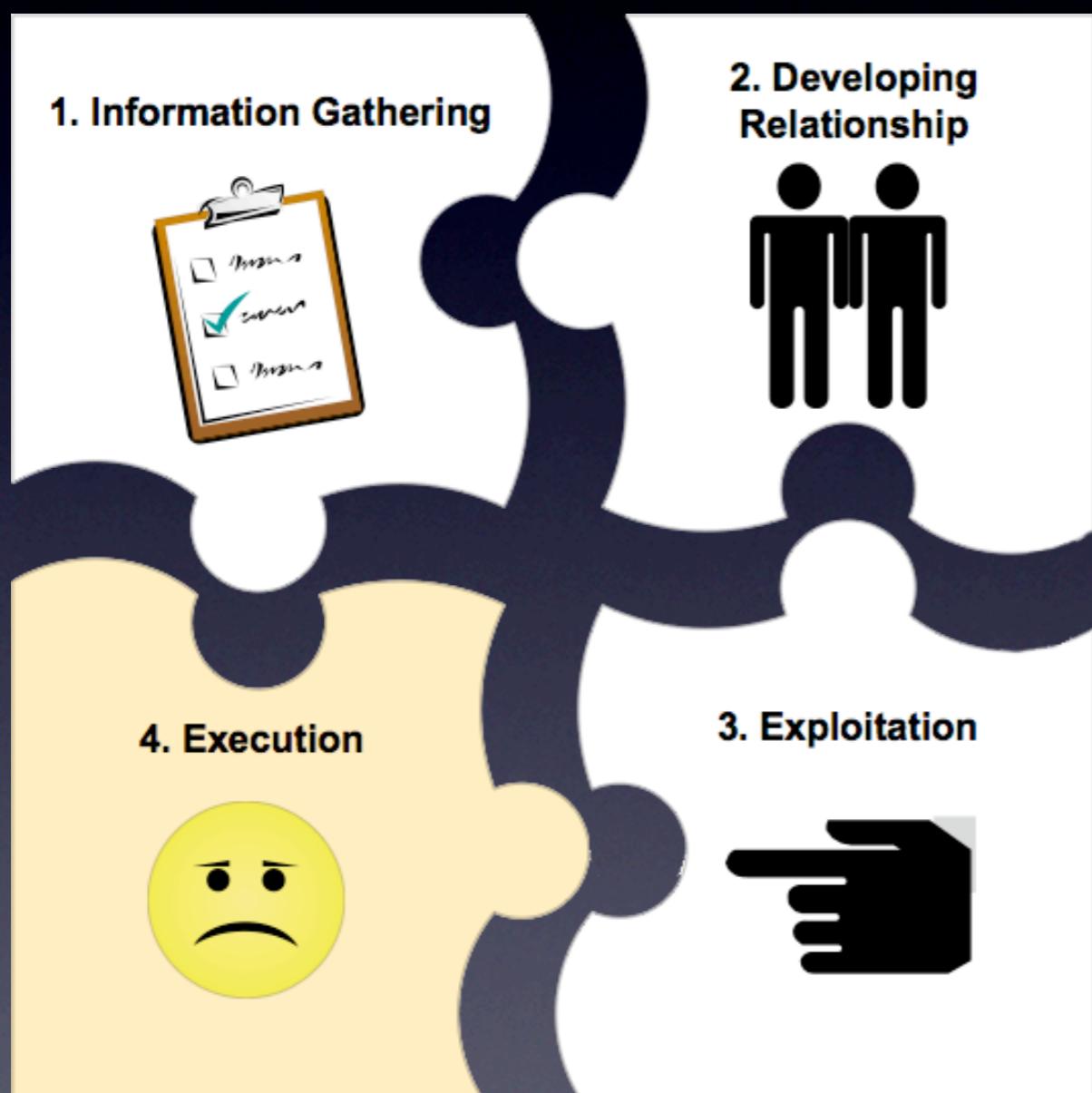
Attack - Pattern



3. Exploitation

- Reverse social engineering: manipulate victim to ask attacker for help

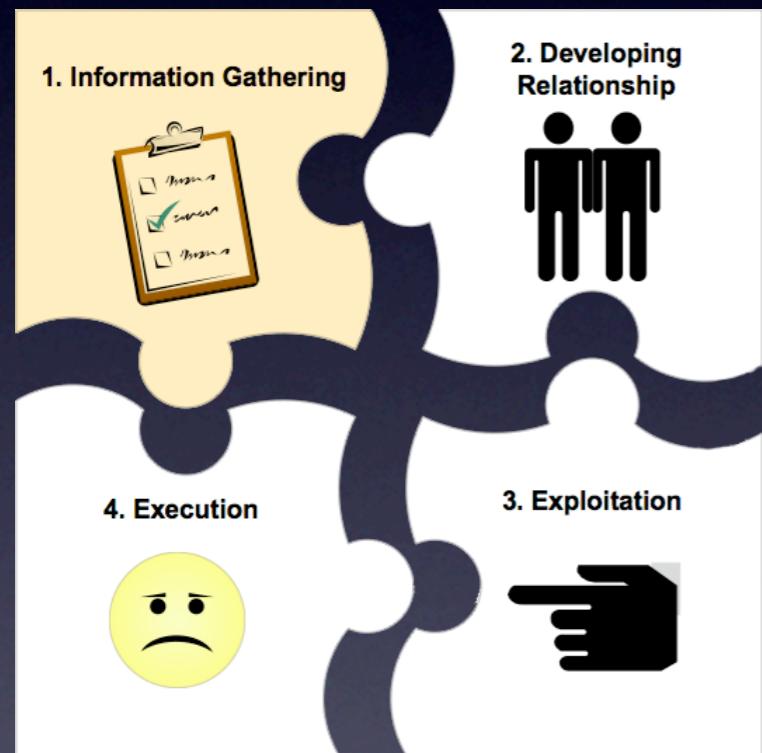
Attack - Pattern



4. Execution

- Have fun! (But be nice!)

Example: Reverse Social Engineering Scenario



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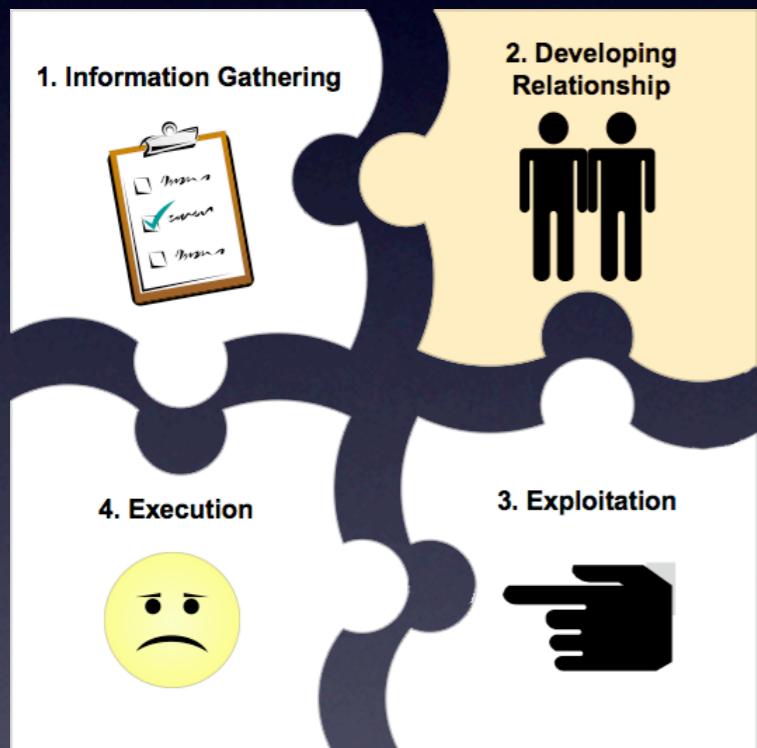
I. Information Gathering

Story from the book “The Art of Deception” by Kevin Mitnick.

- The attacker gets information about the IT infrastructure as well as telephone numbers of IT security and management people.

Example: Reverse Social Engineering Scenario

2. Developing Relationship

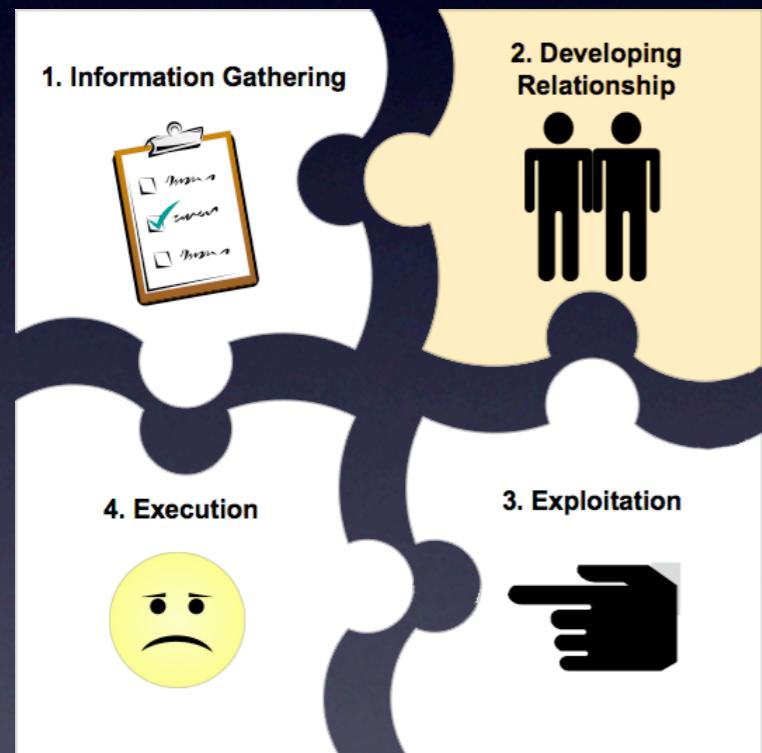


- Attacker calls person in management, pretends to be from help-desk:

Attacker: “We have network problems here, does your PC work now?”

Target: “Everything works fine.”

Example: Reverse Social Engineering Scenario



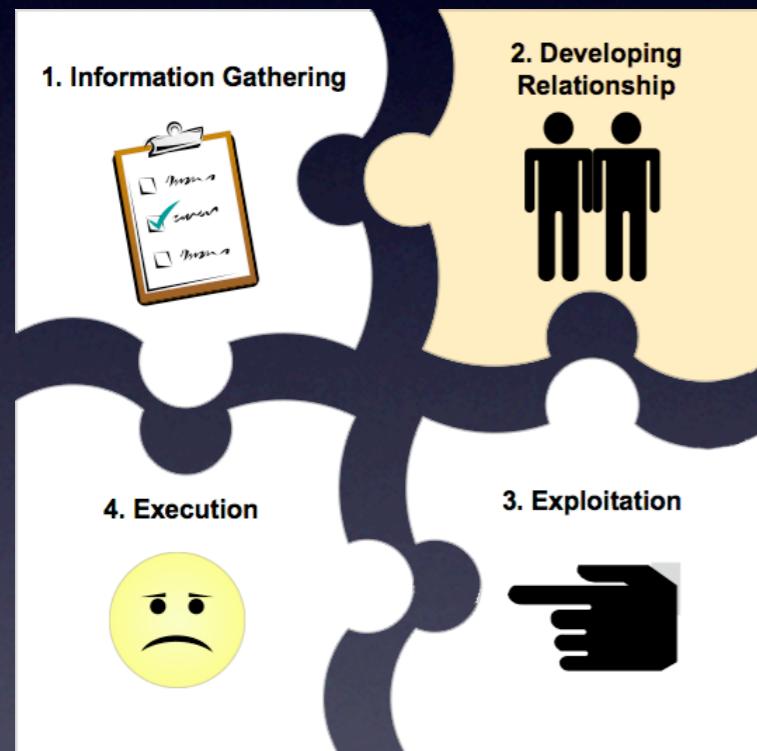
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2. Developing Relationship

Attacker:“Ok, just in case something goes wrong, call me at 22232...”

Target:“Alright, I write your number down.”

Example: Reverse Social Engineering Scenario



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2. Developing Relationship

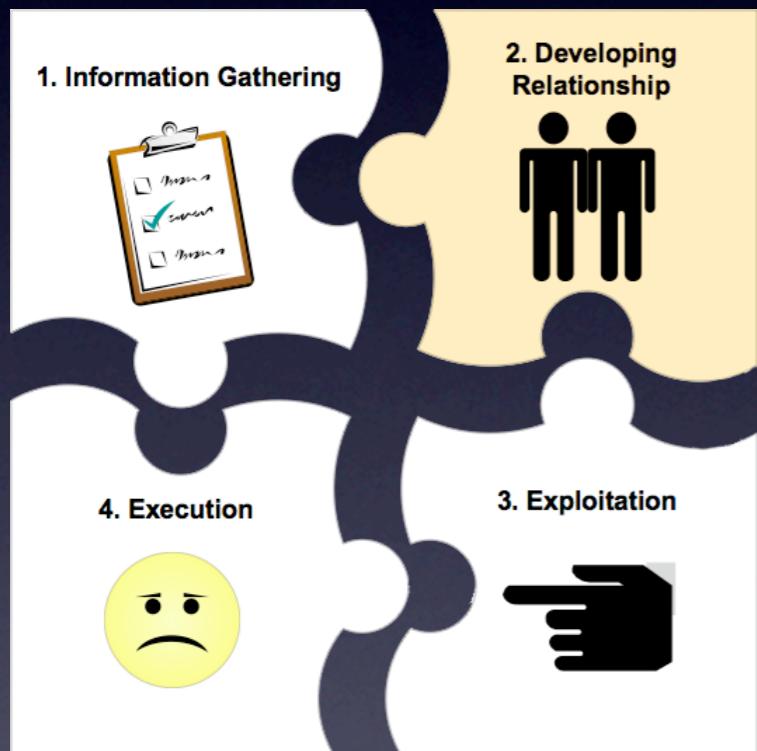
- Attacker calls IT support.

Attacker: “This is Eddie, we have a problem with the network. Can you disable port 34-2?”

IT guy: “Ok, in a few minutes.” (shortened conversation!)

Example: Reverse Social Engineering Scenario

2. Developing Relationship



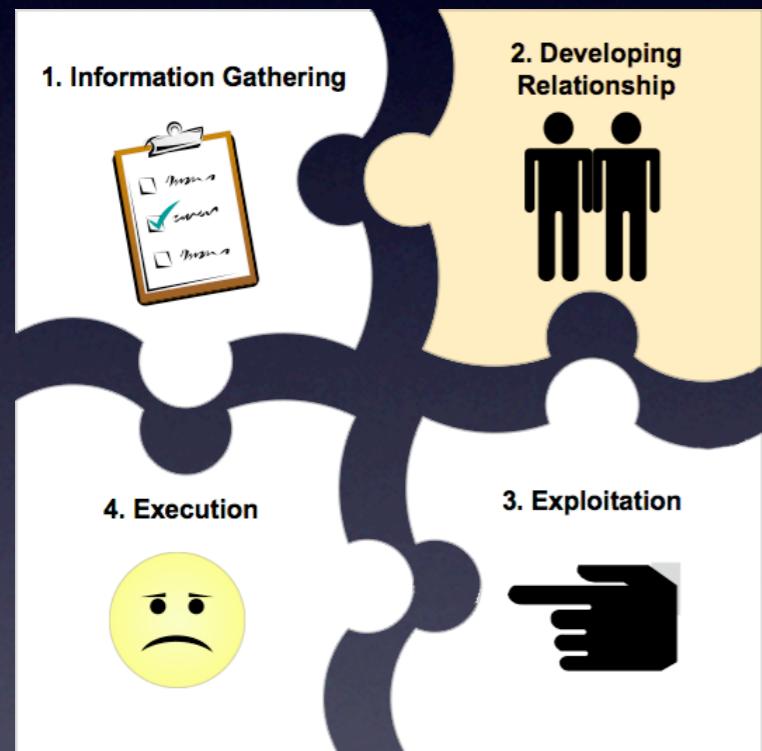
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- Attacker is being called by target as the network is down.

Target: “This is Maggie, the network doesn’t work.”

Attacker: “Ok I will look at the network. We need about 30 minutes for repairing your connection.”

Example: Reverse Social Engineering Scenario

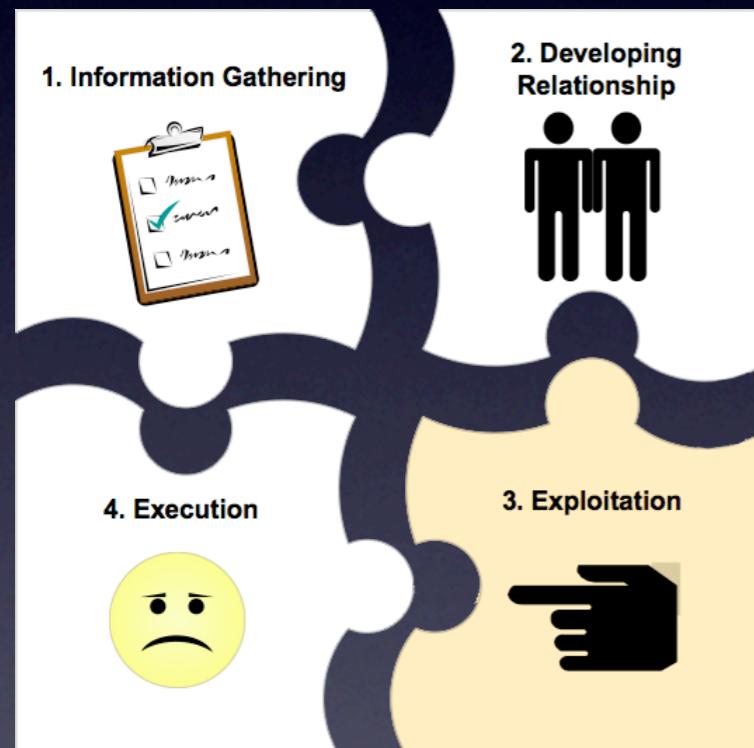


2. Developing Relationship

- Attacker calls IT support for enabling port 34-2.

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Example: Reverse Social Engineering Scenario



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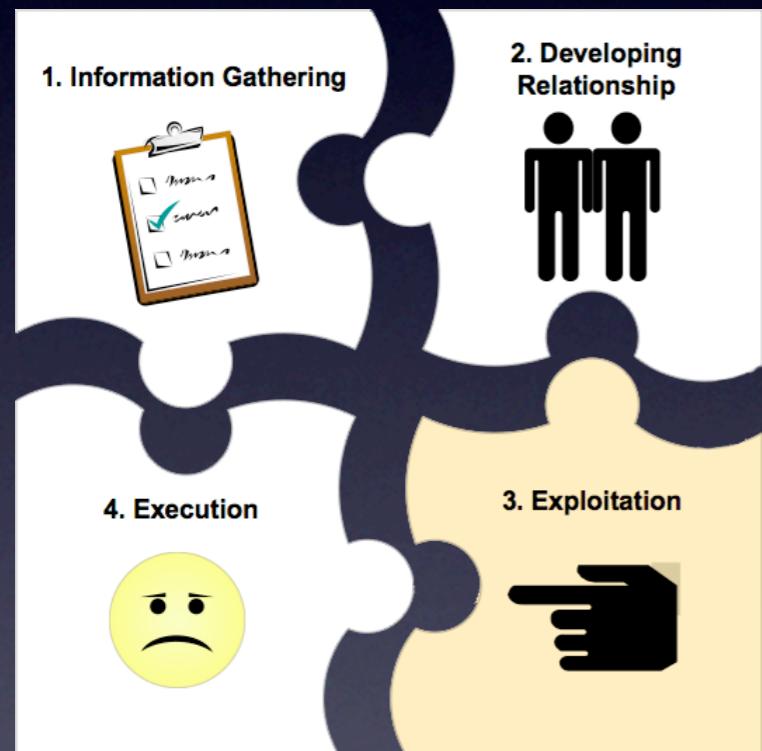
3. Exploitation

- Attacker calls target.

Attacker: “Does the connection work now?”

Target: “Yes, thanks a lot!”

Example: Reverse Social Engineering Scenario



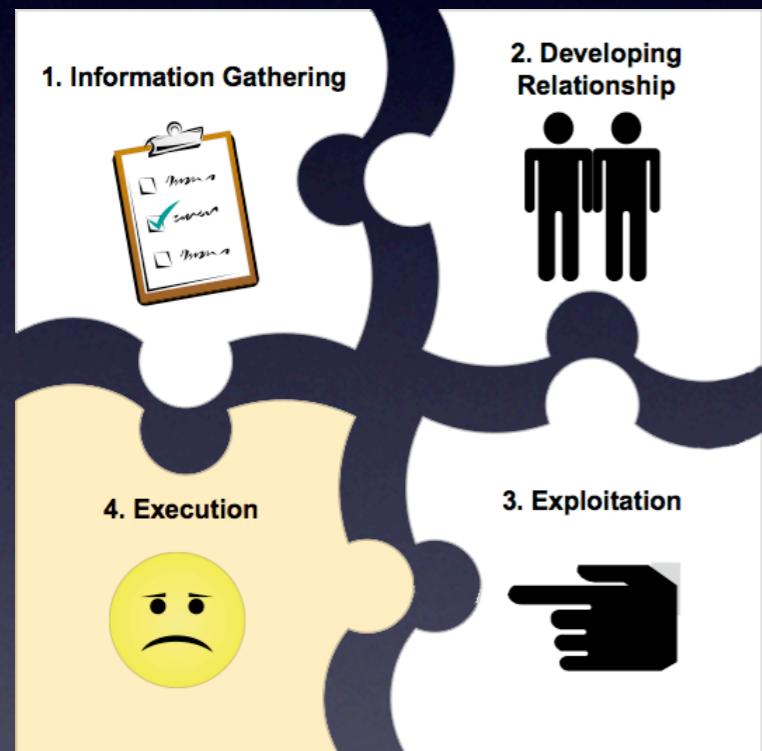
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3. Exploitation

Attacker: “Listen if you want to make sure that your connection doesn’t go down again, **you need to install a program**.”

- Attacker prompts the target to install a hidden vnc server.

Example: Reverse Social Engineering Scenario



4. Execution

- Attacker is able to get secret files from the target computer.

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Psychological Triggers

Psychological Triggers

- **Strong Affect**

Triggers strong emotions such as

- ▶ fear
- ▶ excitement
- ▶ panic



⇒ Bad evaluation /not logical thinking

Psychological Triggers

- **Overloading**

Having to deal with a lot
of information.

- ▶ sensory overload
- ▶ people absorb information rather than evaluate



Psychological Triggers

- **Reciprocation**

If someone gives/promises us something we should return favor.

- ▶ Someone who helps does not do any harm.
- ▶ Reverse social engineering uses this trigger.

Psychological Triggers

- **Deceptive Relationships**

Building relationships for exploiting other persons.

- ▶ sharing information
- ▶ discussing a common enemy

Psychological Triggers

- **Diffusion of Responsibility and Moral Duty**

Target is made to feel that he/she is not solely responsible for his/her actions.

Psychological Triggers

- **Authority**

People are conditioned to respond to authority.

- ▶ Fake director
- ▶ Fake vice-president



Psychological Triggers

- Integrity and Consistency

“do what you say you are going to do”

People have a tendency to believe that others are expressing their true attitudes when they make a statement. (luckily!)

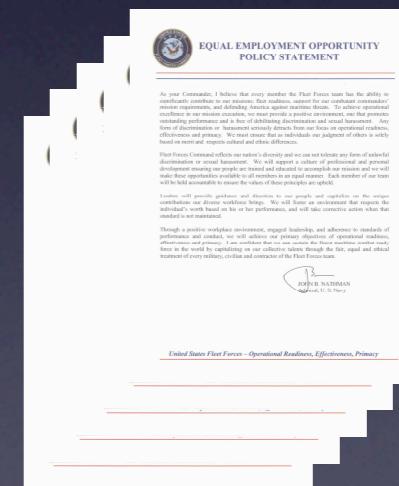
Multilayered Defense

Multi-layered Defense

- Foundational Level (**Level 0**)

Security Policy addressing social engineering:

- ▶ access control
- ▶ changing regular passwords
- ▶ shredding paper etc.



Multi-layered Defense

- Parameter Level (**Level I**)

Security awareness training for all users:

- ▶ Know what has value
- ▶ Friends are not always friends
- ▶ Passwords are personal etc.

Multi-layered Defense

- Fortress Level (**Level II**)

Resistance training for key personnel:

- ▶ Help Desk personnel
- ▶ Costumer Service
- ▶ Receptionist etc.



Multi-layered Defense

- Persistence Level (**Level III**)

Ongoing regular and creative reminders:

- ▶ Screen-savers
- ▶ Popups etc.



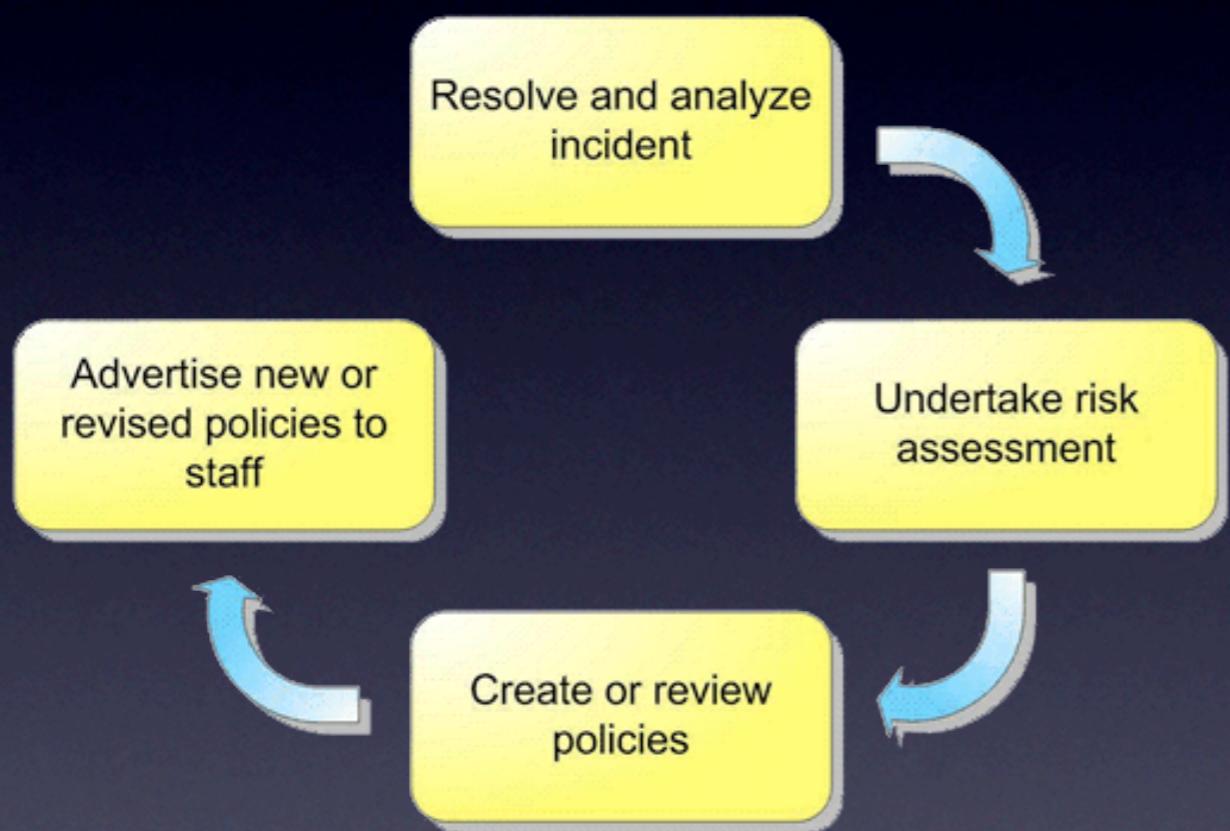
Multi-layered Defense

- Gotcha Level: Social Engineering Land Mines (SELMs) (**Level IV**)

Traps that are set up to expose and stop attack.

 - ▶ Centralized Security Logs
 - ▶ Call Backs by Policy
 - ▶ Key Questions (e.g. Bogus question) etc.

Multi-layered Defense



- Offensive Level:
Incident Response
(**Level V**)

Undertake risk assessment:

- ▶ Create logs in database.
- ▶ Inform other potential victims.

Conclusion

- Computer Security ⊂ Information Security
 - Develop good policies
 - Train people
 - Do not forget help personal e.g cleaning people etc.

Security is not a product, it is a process!

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