

“NO MR CYBER THREAT!”

PSYCHOLOGICAL

A **Psychological Approach** to Managing the Fail-to-Challenge Vulnerability

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WHO ARE *WE?*



- ✦ Head of Cyber Awareness, Behaviours and Culture for UK Ministry of Defence
- ✦ Former British Army
- ✦ Forensic Psychologist
- ✦ Professional Social Engineer and Pentester

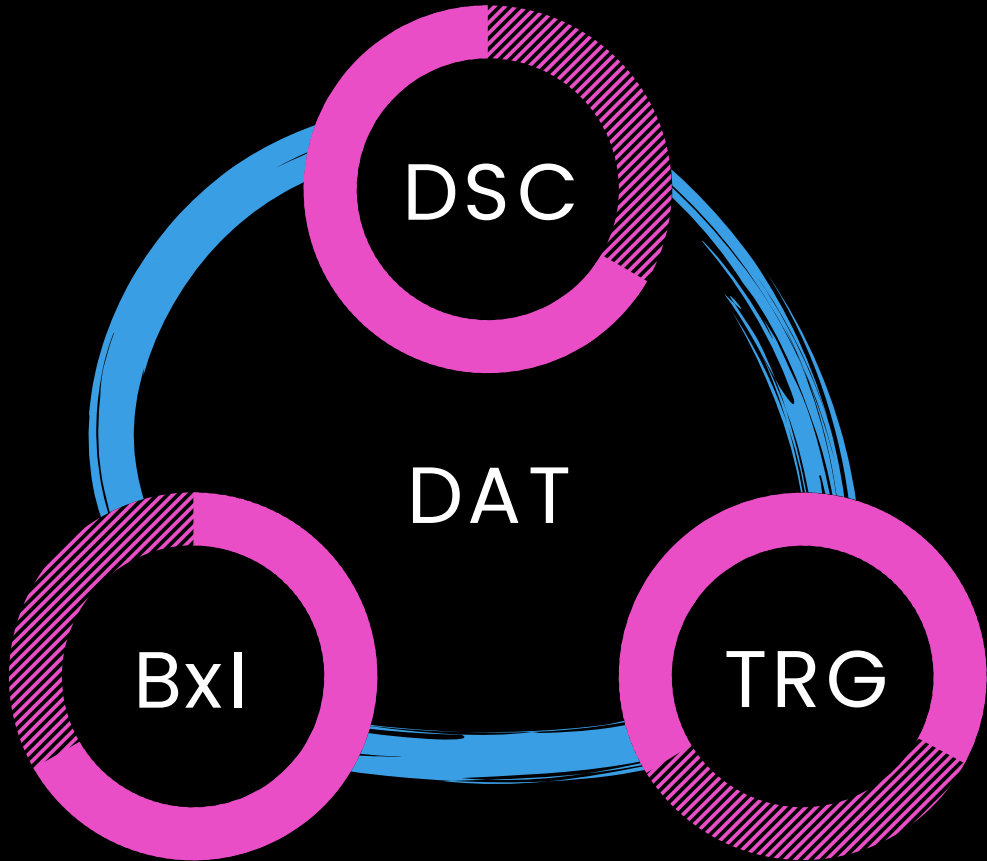


- ✦ Organisational change consultant with Atkins Global
- ✦ Behavioural Scientist for Cyber Awareness, Behaviours and Culture for UK Ministry of Defence
- ✦ Social Engineer

CYBER CONFIDENT

“To **demonstrably reduce cyber-security risk** across the MOD by establishing new, and reinforcing existing, positive behaviours through targeted and measurable interventions.”

**AWARENESS
BEHAVIOURS
& CULTURE**



WORK TO *DATE*



WHY MOTIVATION

- ❖ **Does training make things better?**
- ❖ **Challenge and Reporting**
- ❖ **Self-Determination Theory**
 - ❖ Intrinsic/Extrinsic
 - ❖ Autonomy, Competency, Relatedness



GAMIFICATION

Game

A **playful** activity which requires **action** to overcome a struggle

Gamification

Using gameplay mechanics for non-game applications

- Gameplay mechanics
 - The Knife-edge

- Railroading

- Difficulty wall

- Game worlds

- Winning** – against whom?



THREAT AVATAR

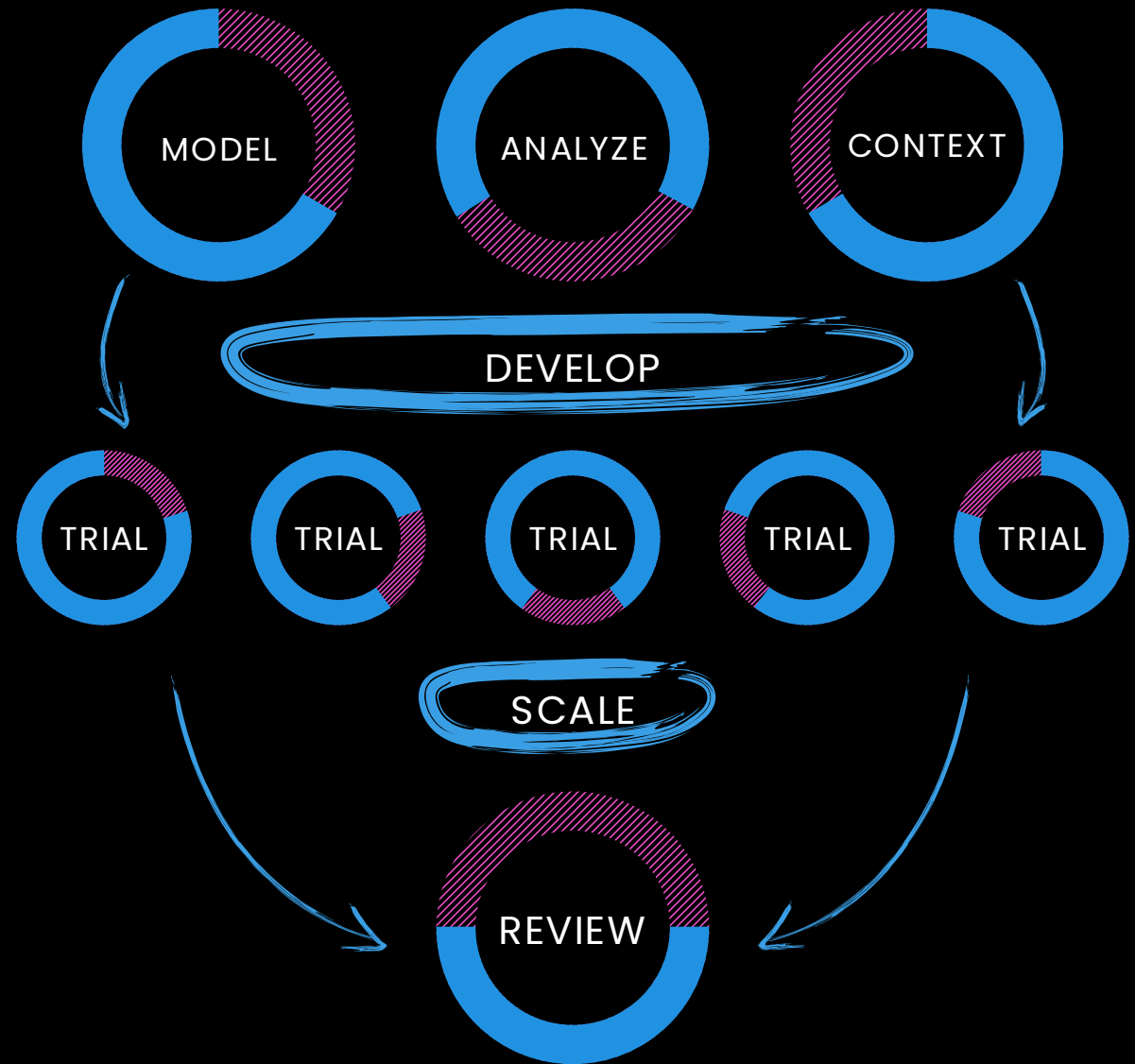


THREAT
AVATAR



INTERVENTIONS

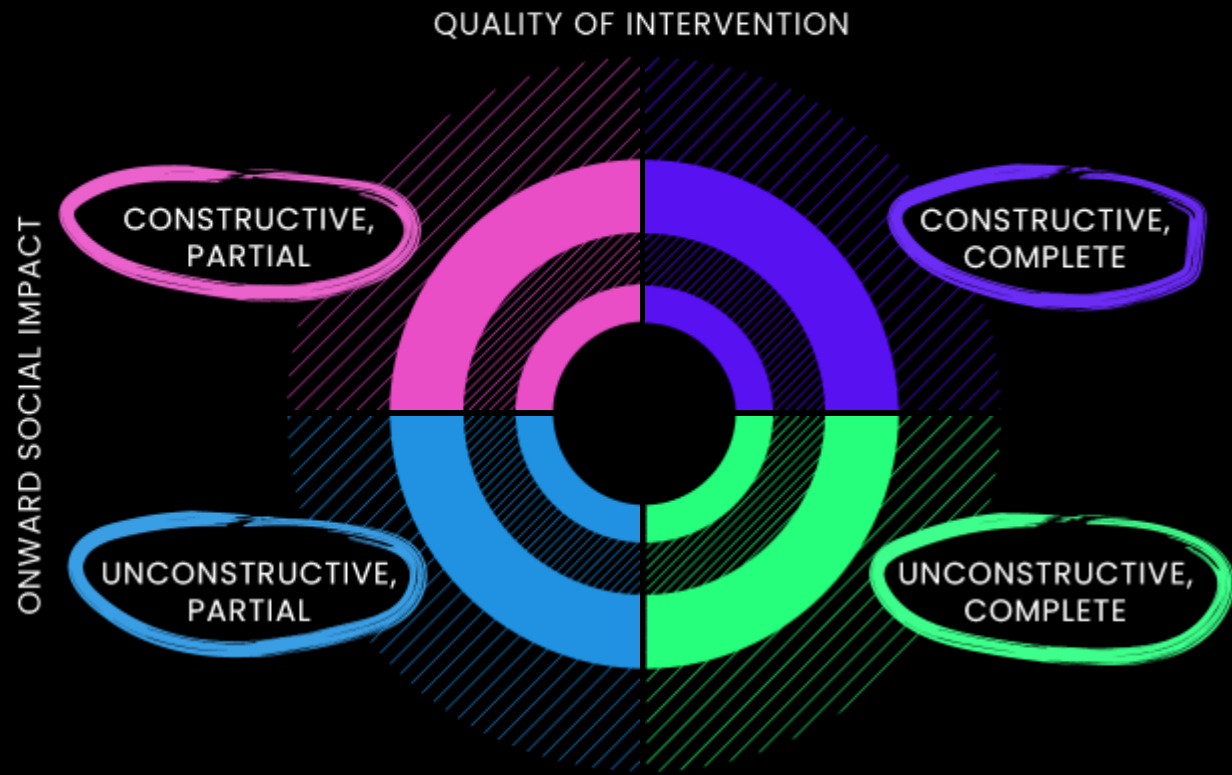
ONE TARGET AUDIENCE
ONE SPECIFIC BEHAVIOUR
GROUNDED IN *PROOF*



THE HUMAN NETWORK



WHAT IS CHALLENGE?



CHALLENGE *VULNERABILITY*

BEHAVIOURAL OBJECTIVE

REDUCE number of PEDS in IPZs

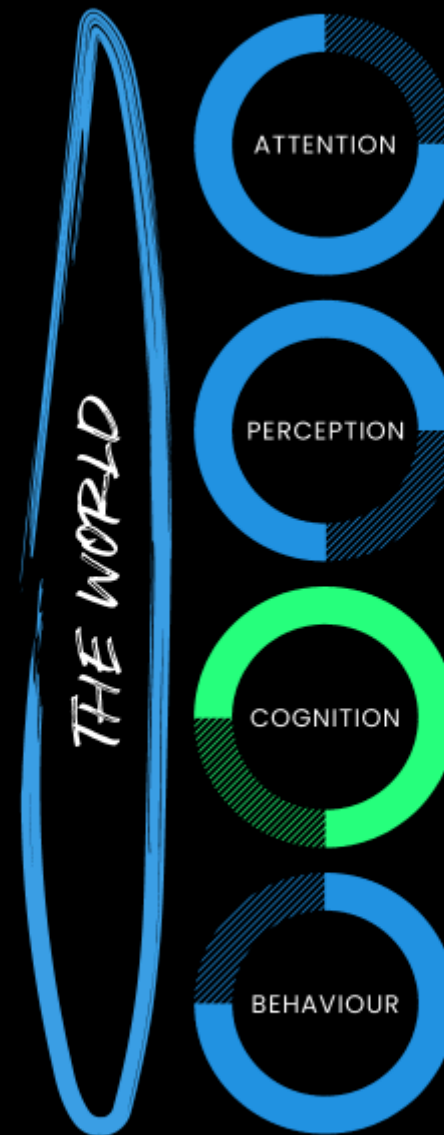


SUPPORTING BEHAVIOURAL OBJECTIVE

INCREASE peer challenge of risky behaviours



ISOLATE *COGNITION* AND DEVELOP A *SCRIPT*



INFORMATION PROCESSING MODEL



OUTCOMES

“No Mr Cyber Threat”


- 22 exercises
- 850 engagements
- Sensitive sites

“I shouldn’t have done that should I? Its so obvious now”

- 77% “engaging and useful”
- 62% “positive sentiment”
- 0% “negative sentiment”

“You won’t get me again – go on, try it!”

- 91% would now challenge
- 85% positive sentiment towards “challengers”
- Perceptions are changing

 **100%** OF SITES VISITED HAVE ASKED US TO RETURN TO REPLICATE THE EXERCISE

REMAIN POSITIVE

RISKS

Psychological Safety
Risk to staff...not getting shot/thrown off site
Neurodiversity
Cause an actual incident

CHANGES/ADAPTATIONS

Tailored the serials
Changed the tees
Built up our kit

CONTROLS

Eyes on
Authority to Test
Communication
Deebriefing

KEY

TAKEAWAYS

**We establish a very small
game world, very quickly**

**You can use well research
psychological theory to
impact risky behaviours in a
way that isn't just 'training'**

Don't Break People

“NO MR CYBER THREAT!”

THANK YOU

ANY QUESTIONS?