

ACTIONABLE SECURITY AWARENESS: CONVERT THE WEAKEST LINK INTO THE SAFETY FORCE

*Cyber security awareness by gamification:
Kaspersky Lab CyberSafety Trainings*

APPROACHES TOWARDS SECURITY EDUCATION

“Old fashion”

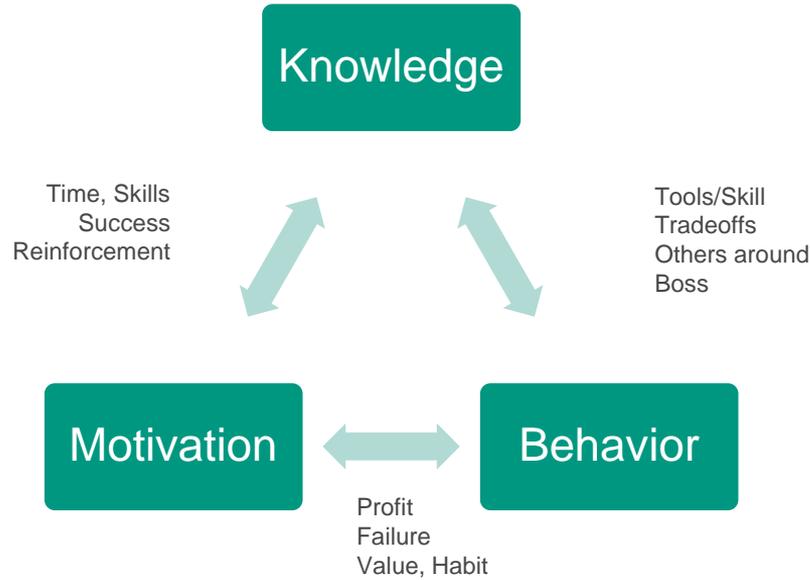


Low efficiency
Not measurable



- 93% likelihood to apply knowledge in the daily work
- 90% decrease in mistakes
- 50-60% lower risk \$ volume
- 30x ROI

CYBER SAFETY CULTURE: PSYCHOLOGY



Most awareness programs address just Knowledge, while this is not the way people live their lives

Behavior is the actual target of awareness, and it is tightly linked with both knowledge and motivation

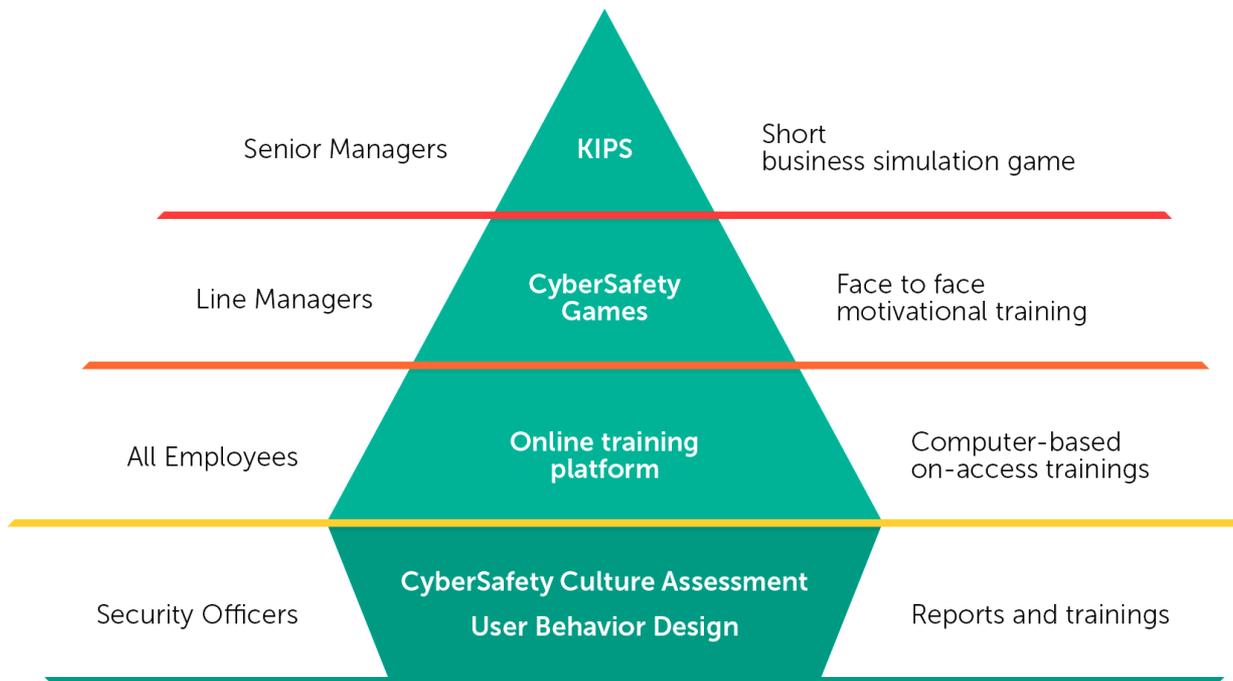
The approach we propose (Cyber Safety Culture) is Influential and measurable. At 3 levels – Knowledge, Behavior, Motivation.

AWARENESS WORKS = PEOPLE BEHAVE

	WHAT WE EXPECT FROM PEOPLE AFTER THE “AWARENESS PROGRAM”
BUSINESS MANAGERS	Team-work with IT Security Take some responsibility for cyber safety
LINE MANAGERS	Create cyber-safe environment Enforce cyber-safe behavior of employees
EMPLOYEES	Share cyber safety values Act cyber safely Report Near Misses Cooperate with IT Security team

Kaspersky CyberSafety Culture methodology is based on Industrial Safety Programs used by DuPont, BP, Shell, Siemens, and millions of enterprises.

SECURITY AWARENESS TRAININGS FROM KASPERSKY LAB



Kaspersky CyberSafety Awareness Trainings structure



1. INTERACTIVE PROTECTION SIMULATION



For decision makers in
Business, IT and Security



- Strategy simulation for decision makers on the Cyber Security
- Team-work
- Competition
- Strategy & mistakes

SCENARIOS	
Corporate	Protecting the enterprise from ransomware, APTs, automation security flaws
Financial	Protecting the financial institutions from high-level emerging APTs
E-Government	Protecting the public web servers from attacks and exploits
Industrial	Protecting Industrial Control systems

2. CYBERSAFETY GAMES TRAINING



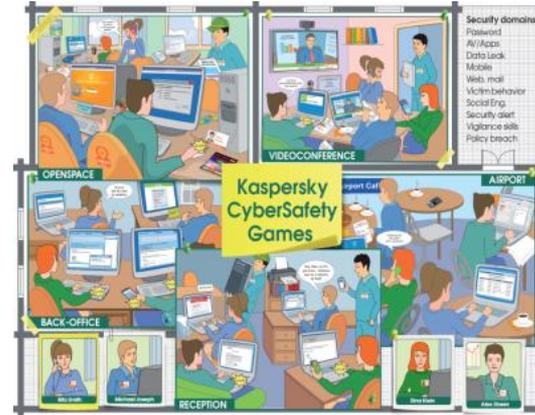
For line managers

Gamification



To engage people to compete,
and learn by doing

1-day on-site by Kaspersky trainer,
20-50 people

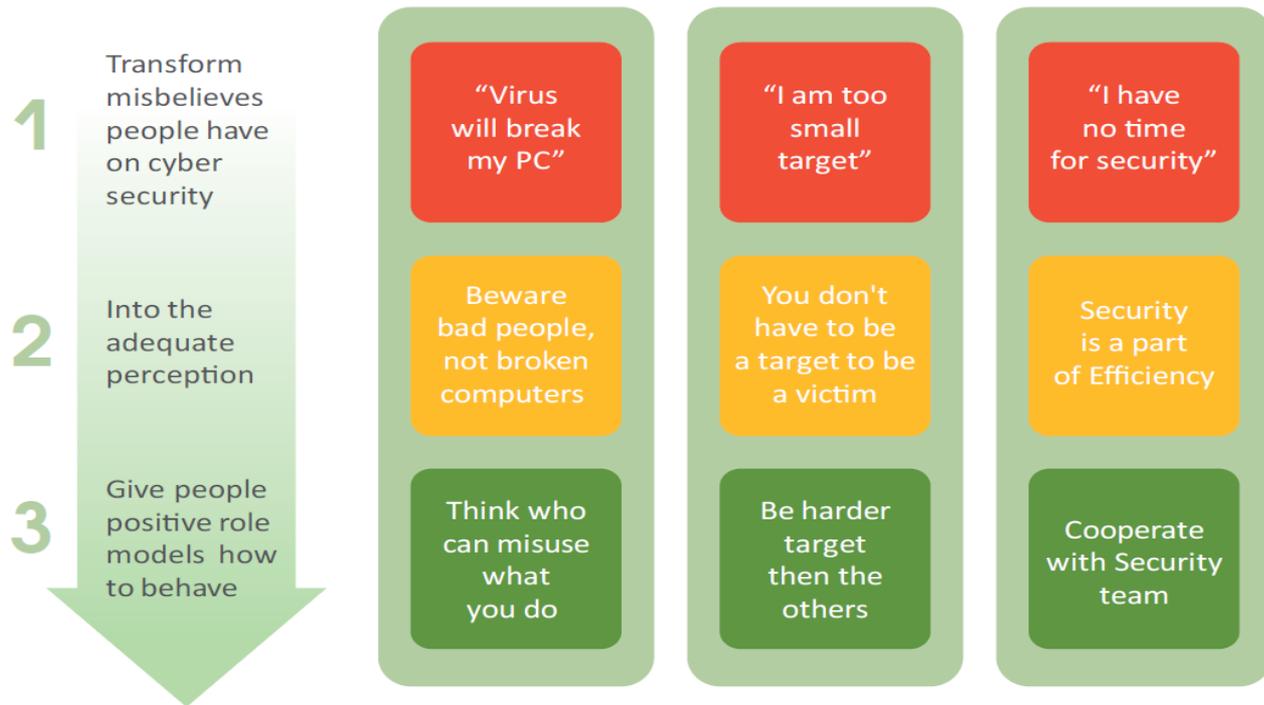


10 security domains in typical workplaces

or

Train-the-Trainer model –
for enterprise T&D

BUILDING BEHAVIOR BY FIGHTING MISBELIEFS



3. ONLINE TRAINING PLATFORM



For all employees

Skills training modules

+

Simulated phishing attacks

Knowledge Assessment

Analytics and Reporting



čeština

Deutsch

español

Español

français

italiano

日本語

한국어

Nederlands

Norsk

polski

português

русский

svenska

ภาษาไทย

tiếng Việt

简体中文

繁體中文



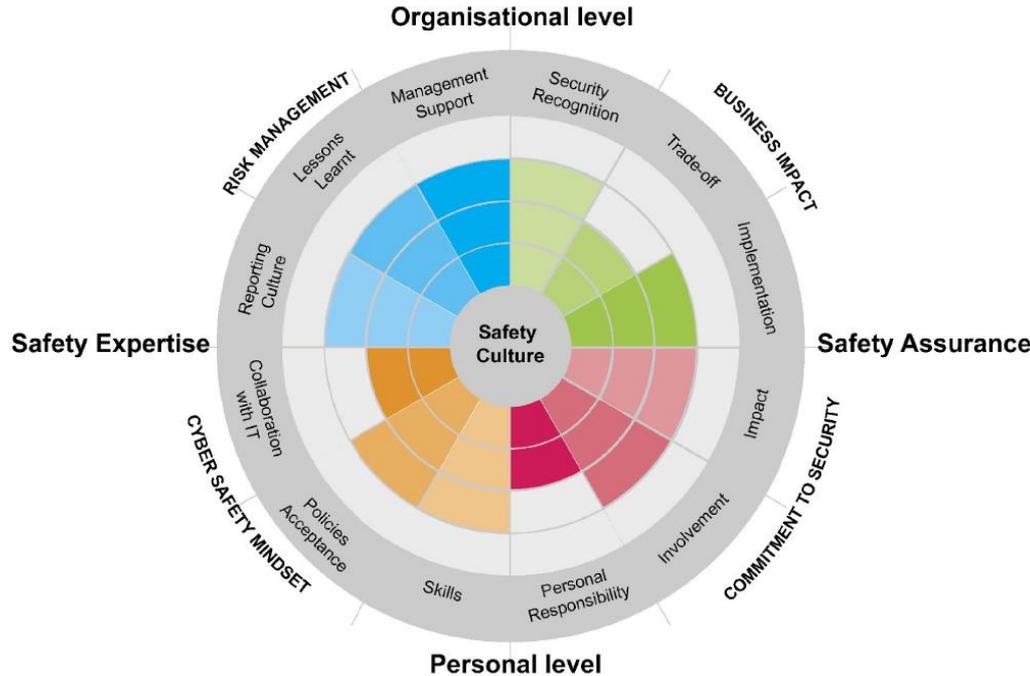
Cloud-based Platform with multiple administrative roles



4. CYBERSAFETY CULTURE ASSESSMENT



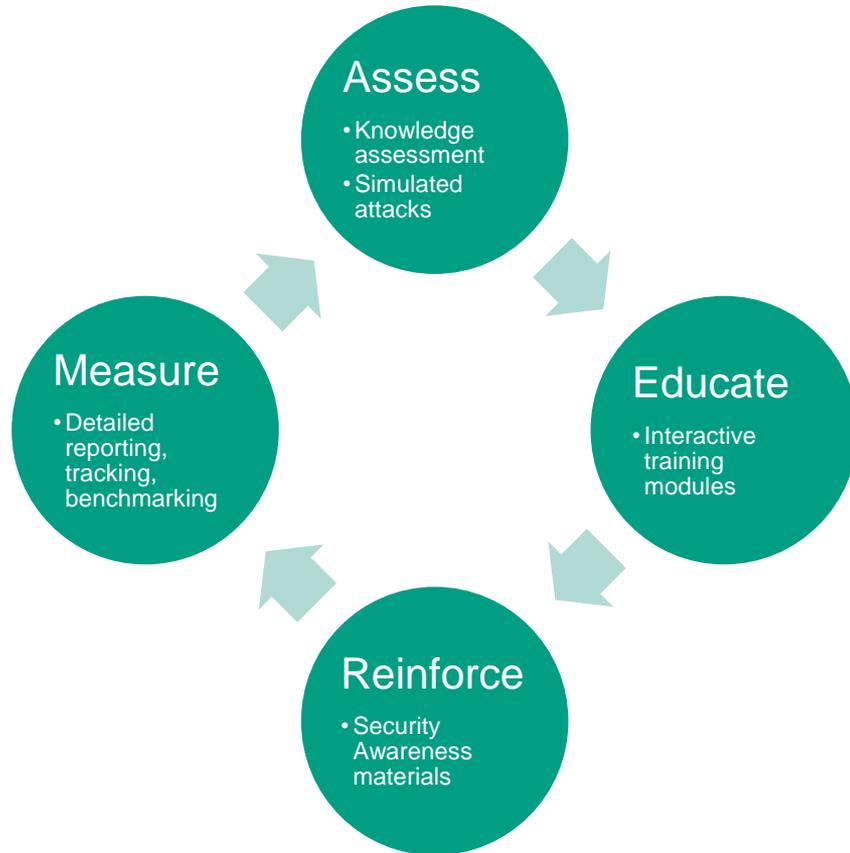
For Chief Information Security Officers



Analyses actual everyday behavior and attitude toward cyber security of the all management levels of the enterprise.

Cloud-based survey.
Takes ~15 minutes to complete for an employee.
Consolidated report

CONTINUOUS TRAINING METHODOLOGY



Continue during the year,
cycle by cycle.

We provide Best Practice
Guide and technical support.

CYBERSAFETY CULTURE – CASE STUDIES



Licensed CyberSafety games Training providers



CASE STUDY. STAR-3 – NATIONAL CYBER DRILL OF QATAR. 2015



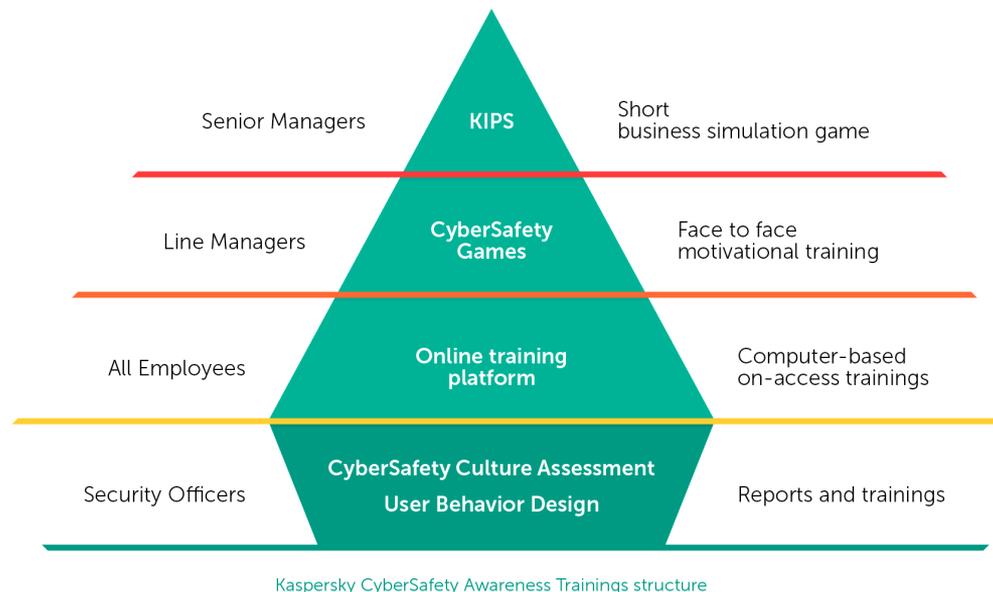
National Cyber Drill was based on Kaspersky Interactive Protection Simulation

Games were held for 4 different economy sectors:

- Financial
- Industrial
- Corporate
- Government

THE VALUE

- 93% likelihood to apply knowledge
- 90% decrease in the number of incidents
- 50-60% reduction* of the cyber risk monetary volume
- 30x ROI
- Measurable security awareness program results



An aerial photograph of a city skyline at sunset. The sun is low on the horizon, casting a warm orange glow over the city. The skyline is filled with various skyscrapers and buildings. In the foreground, there are several large, modern buildings and a highway interchange. The overall scene is a mix of urban architecture and natural light.

WE PROTECT WHAT MATTERS MOST

KASPERSKY LAB