

Social Engineering

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Social engineering to test physical and virtual interfaces of companies to the world in general.

Traditionally the goal of the social engineer is to obtain information in order to bypass the IT security infrastructure of the organization.

This may include valid user login credentials to gain access remotely, bypassing a firewall, obtaining dial up numbers, gaining entry to a building to connect to a LAN.

Einstein wrote:

"Only two things are infinite, the universe and human stupidity, and I'm not sure about the former"

Which is a little harsh, but does illustrate the point of the social engineer!

Many techniques of the social engineer have been written about, probably the best known work is 'The Art of Deception' by Kevin Mitnick.

However, it is very difficult to implement these writings simply by reading about them: It is the skill of the individual, in terms of sheer confidence, interpersonal ability and 'thinking on their feet' that makes a good social engineer.

This is where SecureTest excels – it is the combination of technically skilled individuals with excellent people skills, an unusual combination.

The Rules of Engagement

Attempt to gain physical access to customer buildings both in and out of office hours.

It is absolutely essential that a procedure be agreed upon in advance that covers the eventuality that the engineer is apprehended by a customer employee or otherwise.

Sample procedures are available that have been used successfully in the past.