

# **Digital Security Awareness**

## using Gamification

Frank Joy

## Digitalization

- Ranks 1st in entire Europe
- Ranks 3rd in entire World



PIONEERS IN COMPETITIVENESS SINCE 1989

Source : https://www.imd.org/wcc/world-competitiveness-center-rankings/world-digital-competitiveness-rankings-2019/

(\*\*\*

USA

SINGAPORE

SWEDEN



## **Digital Security**

- 20th rank in entire Europe
- 32nd rank in entire World

A second s				
Member State United Kingdom	<b>Score</b> 0.931	Regional Rank	Global Rank	
France	0.931		3	
		2		
Lithuania	0.908	3	4	
Estonia	0.905	4	5	
Spain	0.896	5	7	
Norway	0.892	6	9	
Luxembourg	0.886	7	11	
Netherlands	0.885	8	12	
Georgia	0.857	9	18	
Finland	0.856	10	19 20 21	
Turkey	0.853	11		
Denmark		12		
Sermany	0.849	13	22	
Croatia	0.840	14	24	
taly	0.837	15	25	
Austria*	0.826	16	28	
Poland	0.815	17	29	
Belgium	0.814	18	30	
Hungary	0.812	19	31	
Sweden*	0.810	20	32	
The Republic of North Macedonia	0.800	21	34	
Switzerland	0.788	22	37	
Ireland	0.784	23	38	



### There are only two systems in the world

### **One that is attacked**



### The other waiting to be attacked



## FindIT's Target Group

SMEs (Små och medelstora företag)

Backbone of Sweden

Class size	Number of enterprises			Number of persons employed			Value added		
	Sweden		EU-28	Sweden		EU-28	Sweden		EU-28
	Number	Share	Share	Number	Share	Share	Billion €	Share	Share
Micro	683 703	94.6 %	93.1 %	803 041	24.6 %	29.4 %	52.5	22.1 %	20.7 %
Small	32 613	4.5 %	5.8 %	721 013	22.0 %	20.0 %	45.1	19.0 %	17.8 %
Medium- sized	5 725	0.8 %	0.9 %	618 264	18.9 %	17.0 %	44.3	18.7 %	18.3 %
SMEs	722 041	99.9 %	99.8 %	2 142 318	65.5 %	66.4 %	141.9	59.7 %	56.8 %
Large	1 038	0.1 %	0.2 %	1 128 078	34.5 %	33.6 %	95.7	40.3 %	43.2 %
Total	723 079	100.0 %	100.0 %	3 270 396	100.0 %	100.0 %	237.6	100.0 %	100.0 %



Source: 2018 SBA Fact Sheet -European Commission

### Facts

- SME's are considered as soft targets.
- Nearly half of all cyberattacks are committed against small business
- 60 % of small companies that suffer a cyberattack are out of business within 6 months
- Top security concerns are targeted phishing attacks on employees, advanced persistent threats, ransomware, denial-of-service attacks and social engineering
- CISCO says that small companies are inclined to pay the ransoms , so that they can quickly get back to normal operations after a ransomware attack.

#### ALTERNATION AND THE



Krypto miljon



EOR

LED

3,998 views | Mar 30, 2018, 10:15am

Security

**Ransomware Victim** 

Lee Mathews Contributor ①

The alarm bells were blaring this week at Boeing. In the early hours Wednesday morning, computers on the aerospace giant's network were being attacked by the WannaCry virus.

**Boeing Is The Latest WannaCry** 

Ett kryptovirus har dragit in m senaste två åre

Publicerad: 09 juli 2018

AV FINWIRE

NYHETER son 29 apr 2018

f Dela på Facebook

hand ha varit "perversa", enligt en expert.

...

in

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O1:35. Målet för den virusattack som drabbat datorer över hela världen tycks främst ha varit Ukraina, enligt säkerhetsexperter. De första rapporterna om problem kom från banker i Ukraina, Kievs största flygplats och ett stort ryskt oljebolag.

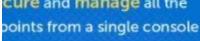
UPPDATERAD 2017-06-28 PUBLICERAD 2017-06-28

Även tisdagens världsomspännande it-attack mot företag och organisationer ska ha genomförts med

#### xposed in HealthCare Data









**Free Trial** top Central

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### Solution

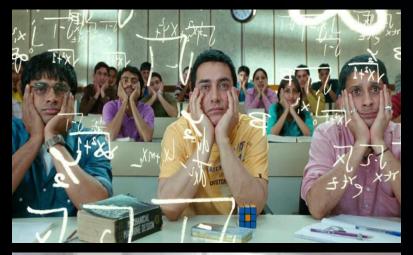
- We have to invest our time, money and resources to deal with cyber security
- Above all educate Humans, who are responsible for the 90% of the cyber attacks.
- Humans are the First Line of Defence in a organisation. We have to make them strong and aware to avoid cyber attacks by Education and training

• The best way to help SMEs to avoid cyber attacks is to provide cyber security awareness training to its employees.



### Existing Solution for Cyber Security Awareness

#### Give a Presentation or Lecture





Online course -watch videos and answer questions







## FindIT's Solution

### Gamification

Gamification is taking what's fun about games and applying it to situations that maybe aren't so fun.

At its core, gamification is about engaging people on an emotional level and motivating them to achieve their goals

Elements in a Game

- Use Visual Aids
- Keep Training Short and to the Point
- Infuse Fun
- Use Rewards
- Know the Audience
- Ensure That Training is Ongoing





### Process

• Currently FindIT is in a process of gathering information from SMEs within the its network regarding their needs and current status about its Cyber Security.



## Take Aways .

- Its time to take cyber security as a high priority need.
- Encourage a cyber culture in your organization
- Follow best practise inside the working environment.
- Work as a team to fight againt cyber crime
- Security by design
- Constant Learning



### Thanks for your time

Please feel free to contact me or the findIT team

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## IT-Forum 2019 23rd Oktober Sandbacka Science Park

