A social engineering wargame

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Social networking is the new emailing texting IMing blogging photo sharing ...

(see Meeker, Devitt, & Wu, 2010)
Social networking seems to be easy...
...but plenty of unforeseen problems.
Learning about privacy is hard.

(see Fischer-Hübner & Lindskog, 2001; Cranor, Hong, & Reiter, 2007; Ovaska & Räihä, 2009; Edbrooke & Ambrose, 2012)
Privacy concerns are boring
It's not easy to balance the trade-off between security and usability.
Social engineering

The art of manipulating people into performing actions or divulging confidential information.
Most of the materials are children-oriented.
Social Lab tackles some of these problems providing a social engineering wargame
It works because there is no patch for human stupidity
Purpose of the game

Learn some of the techniques used by social hackers

Prevent these kind of attacks in real social networks
Wargames

Security challenges in which players must exploit a vulnerability in an application or gain access to a system.
Wargames

"hacker sandboxes"
Social engineering wargame

A privacy challenge in which players must gain access to user profiles in a "social sandbox" (a fake social network)
How to play Social Lab
1. Sign up

http://en.sociallab.es/signup
Welcome to Social Lab!

Social Lab is NOT a real social network. If you want to know what it is, click here ;)
Welcome to Social Lab!

Your first assignment as a social hacker will be to become a friend of Alice Johnson.

Good luck! ;)

Social Lab (less than a minute ago)

3. Solve social challenges
All the challenges are automated profiles with fake personal information...

(disclaimer: no privacy was harmed in the making of this site)
... but **real interactions between players** are also possible

(and can affect the results of the game)
Each time a **friendship request** is made, Social Lab **checks** if it involves an automated profile and if that is the case, it **schedules a task**

http://en.sociallab.es/profile/request/id/2
Scheduled tasks are like scripts

Alice Johnson (level 1 bot):

• Step 0: Accept friendship.

• Step 1: System message (level 2).
Currently, Social Lab provides a 10-level wargame of increasing difficulty.
And...

http://www.gnu.org/licenses/agpl-3.0.html
You can...

use it (in research, teaching)
download it
modify it
share your modifications
translate it
use it for other purposes (it's a social network)
Doing research in Social Lab is comfortable: HTTP logs and a backend application.
181 friendship requests between players (26 accepted, 7 rejected, 148 pending)

101 status updates

629 messages between players (13 public, 616 private)

Last week: more than 100 new players
Currently we offer:

**Info about the project:**
http://www.sociallab.es

**Social Lab's code:**
https://github.com/txipi/Social-Lab

**Demo servers:**
English version: http://en.sociallab.es
Spanish version: http://es.sociallab.es
References


References


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* see references in each slide