

# Social Engineering

## Lecture 5: Some psychological aspects

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# An only half-joking warning

- “Do not poke shit, it starts to stink.” - an Estonian folk wisdom
- The topic is interesting but excessive doses can be harmful
- Remember those guys:



[https://upload.wikimedia.org/wikipedia/commons/8/8e/Hayden\\_Christensen\\_as\\_Anakin\\_Skywalker.jpg](https://upload.wikimedia.org/wikipedia/commons/8/8e/Hayden_Christensen_as_Anakin_Skywalker.jpg)



[https://upload.wikimedia.org/wikipedia/en/a/aa/Christopher\\_Lee\\_as\\_Saruman\\_LOTR.jpg](https://upload.wikimedia.org/wikipedia/en/a/aa/Christopher_Lee_as_Saruman_LOTR.jpg)

# Disputed stuff

- We will briefly visit several psychology-related subtopics in SE
- This area of psychology seems to be notoriously riddled with controversies and contradictions
- On the one hand, what is a solid theory for some, can be considered pseudoscience by others (e.g. neurolinguistic programming)
- On the other hand, some stuff gets dismissed for being not in line with some modern prevailing ideas/discourses
- Note: the phenomena and practical applications (incl. in social engineering) are not really disputed, scientific classification and explanations are
- Thus, read, think and decide by yourselves!

# Human cognitive biases

- There are bugs in human hardware - and some of them exist in animals as well
- See a list at [https://en.wikipedia.org/wiki/List\\_of\\_cognitive\\_biases](https://en.wikipedia.org/wiki/List_of_cognitive_biases) (a very good overview) and a diagram with links at [https://upload.wikimedia.org/wikipedia/commons/6/65/Cognitive\\_bias\\_codex\\_en.svg](https://upload.wikimedia.org/wikipedia/commons/6/65/Cognitive_bias_codex_en.svg) (note: too large and detailed to fit a slide; again, this is ONE possible interpretation!)
- Most of them can be – and are - used in social engineering!

# Examples: decision-making

- **Bandwagon thinking** (aka groupthink or herd mindset)
- **Courtesy bias** (aka political correctness / woke / SJW; not offending anyone prevails honesty and truth)
- **Curse of knowledge** (aka ivory tower; difficulty in understanding 'lesser folks')
- **Gambler's fallacy** (connecting probabilities of unrelated events; "Heads vs tails")
- **IKEA effect** (aka "made with my own hands" giving intrinsic value – inflation by participation)
- ...

# Examples: social biases

- **Authority bias** (aka “experts have said that”, “much better than *ordinary* washing powder” etc)
- **Barnum (-Forer) effect** (aka subjective validation, or “this is exactly about me” - taking well-crafted generic information – e.g. horoscopes – as being personalized)
- **Halo effect** (aka “she is a good actor, let’s vote for her”)
- **Just world hypothesis** (aka “karma is a bitch” or “he must have deserved it!”)
- **System justification / status quo effect** (aka “do not rock the boat!”)
- ...

# Examples: memory errors/biases

- **Bizarreness effect** (aka “can’t forget something that crazy!”)
- **Cross-race effect** (aka “The Chinese are all alike”)
- **Hindsight bias** (aka “I knew that all along!”)
- **Picture superiority effect** (aka “a picture is worth 1000 words”)
- **Rosy retrospection** (aka “the grass was greener then”)
- **Suggestibility** (aka “thanks for reminding, I remember that now”)
- ...

# Discussion break

- Look at the diagram of biases at [https://upload.wikimedia.org/wikipedia/commons/6/65/Cognitive\\_bias\\_codex\\_en.svg](https://upload.wikimedia.org/wikipedia/commons/6/65/Cognitive_bias_codex_en.svg) . Find a bias/group (one not already discussed above) and its application in SE

# Modes of thinking (Hadnagy 2011)

- **Sight (visual thinking)** – remember the scene/situation, learn by seeing, “I see what you mean”. Need visual input to decide
  - Light, size, colour, movement speed, focus
- **Hearing (auditory thinking)** – remember the sound, learn by hearing, “Sounds OK”. Need careful choice of words
  - Volume, tone, pitch, tempo, distance
- **Feeling (kinesthetic thinking)** – remember the feeling, learn by doing/touch, “I can grasp that”. Need recalling the feel
  - intensity, area, texture, temperature, weight
- In SE, understanding the target’s dominant mode can help a lot

# Microexpressions

- **(Semi)automatic** (hard to control – but can be mimicked by a skilled person) **mechanisms** how people convey emotions. Very short duration (often under a second)
- Haggard and Isaacs 1966, Paul Ekman since the 1990s
- Again, disputed in more recent times
- **Negative:**
  - Fear
  - Anger
  - Disgust
  - Sadness
  - Contempt
- **Positive:**
  - Amusement
  - Pride in achievement
  - Satisfaction
  - Relief
  - Contentment

# Use in SE (based on Hadnagy 2011)

- **In elicitation** – by using a suitable (emotional) pretext and good impersonation skills (e.g. fear, anger and disgust when playing someone who has just been mugged in the street)
- **In detecting deception** by the other side – looking for different microexpressions when the person
  - Contradicts him/herself
  - Hesitates
  - Notably changes his/her behaviour
  - Uses hand gestures

# Rapport (revisited)

- The state of 'clicking' with another person
- Feeling 'sync', kinship, likeness
- Some ways of building:
  - **Coordination/mirroring**
    - **Emotional** ("I am on your side")
    - **Posture** (matching body language)
    - **Voice** (tone and tempo)
  - **Attentiveness** (showing connection, e.g. nodding)
  - **Commonality** (references to common interests etc)

# Neurolinguistic programming

- Richard Bandler and John Grinder (1970s)
- A theory about connecting neurological processes to language and behaviour
- Various aspects and offshoots exist, some of them heavily contested (and some considered BS/pseudoscience)
- Yet, the main point of social engineering – using language to activate some “bugs” in human mind (e.g. memory errors and other biases) to achieve desired behaviour – is close enough

# The Voice

- (Apparently, not just the Jedi and Bene Gesserit ;) )
- Playing with the tone:
  - “Don’t you agree?” ( ▲ ) vs “Don’t you agree?” ( ▼ )
- NLP suggests using lower tone for subconscious commands:
  - “Remember how **clean your room** looked last Christmas?”  
(also refers to a pleasant memory)
- NB! Sentences must be well-crafted

# Gestures and posture

- Can be a powerful boost to speech
- Cultural differences!
- **Anchoring**: repeated use of certain gestures in certain contexts (e.g. Churchill's famous use of "V", but also using right hand for good things, left for bad)
- **Mirroring**: using similar (but not same) body language
- **Placement of hands**:
  - Elbows: kept against body in danger
  - Hands: look for subconscious movements

# An old Estonian example

- From years ago – probably one of the few examples of written NLP used in Estonian media (selling a sausage brand called “Näpi vorst”)
- Note: reconstructed from memory, the original was in Estonian – I’ve tried to translate the wordplay

always buy

**POKE** valley

**SAUSAGE** for

**SOME MORE** people as

it is tasty and eating it

**FEELS GREAT**

# Discussion break

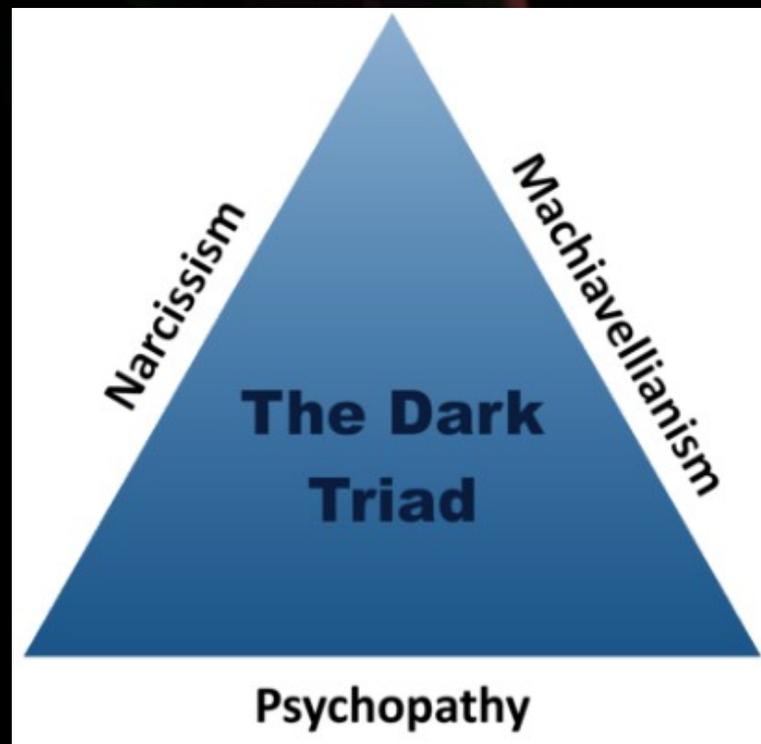
- Does NLP work? Is it universal?
- If you have any experience/contact with NLP, bring an example
- Could the choice of natural language (English, French, Estonian...) have an impact on NLP attempts? Would any languages be more suitable than others for this?
- Can (skilled) use of expletives (“dirty words”) work as a form of NLP?

# Dark Psychology

- Suggested by some authors as a separate discipline to study evil behaviour (harming others deliberately) in humans
- Contrasts the Positive Psychology (since around 2000; focuses on the quality of life and positive experiences/traits)
- A thought-provoking idea: 99% of evil behaviour has a purpose, 1% is just 'for shits & giggles' (= rational vs irrational evil)
- For further reading: e.g. *Dark Psychology* by James W. Williams (search the Web for more)

# The Dark Triad

- Paulhus & Williams 2002
  - **N**: inflated ego, no empathy
  - **M**: manipulative, no morality, self-centred
  - **P**: antisocial, impulsive, callous, no remorse
- Some authors add **sadism** – enjoyment of cruelty
- NATURAL SOCIAL ENGINEERS



[https://upload.wikimedia.org/wikipedia/commons/b/b5/The\\_Dark\\_Triad.png](https://upload.wikimedia.org/wikipedia/commons/b/b5/The_Dark_Triad.png)

# A big problem

- Most of us live wearing backpacks:
  - **Social norms** (e.g. “violence is bad”)
  - Moral and religious **dogmas**
  - **Manners and etiquette**
  - **Guilt and remorse** after misbehaving
  - **Conscience**
- There are people who walk without the backpack...
- ... and unfairly but surely reach the top



[https://upload.wikimedia.org/wikipedia/commons/a/a9/Tropical\\_Rucksack\\_3.JPG](https://upload.wikimedia.org/wikipedia/commons/a/a9/Tropical_Rucksack_3.JPG)

# Discussion break

- Think (on your own) about your encounters with the Dark Triad
- What can be done when having to deal with a DT person?
- Can a “backpack” be
  - put on someone not having it (education? persuasion? force?)
  - lightened, still without dropping it at one point?

# PUA & more

- Seduction by manipulation
- ‘Pick-up artists’ are mostly male – but there is a parallel, mostly female ‘art’ of gold-digging
- From just ‘guys who want to get laid’ to several subcultures (“manosphere”)
- **Controversial** in several ways
  - **More obvious:** psychological abuse of (mostly) women
  - **More subtly**, but perhaps more interestingly: the practical effectiveness of some types will challenge the current mainstream understanding of sex/gender – for instance, <https://www.apa.org/topics/personality/men-women-difference>
- Some practitioners seem to know enough of dark psychology to actually put people in danger
- SE is used both as **main method** and a **marketing tool** (quite many of them seem to offer their services as consultants/teachers!)

# A brief look on methods

- A common *modus operandi* seems to be
  - **preparation phase** (ct Information gathering and elicitation)
  - **baiting/pickup** (sometimes scripted; ct pretexting – preferable pretext seems to be a ‘good catch’ – wealth, position. contacts...)
  - **raising intrigue/interest** (depending on the Short vs Long game)
  - **rapport-building** (depending on the Short vs Long game)
  - **‘roller-coaster’ phase** (alternating between positive and negative feedback cycles)
  - **attack** (various scenarios; can involve additional means)
  - **disengaging** (Short) or **further manipulation** (Long)

# A social engineering view on PUA etc

- A specific branch
- In general, **specific groups/direction** (men => women)
- Uses **a variety of techniques** from general SE (see lecture 1)
- Can be both **Short** and **Long Game**
- **Communication is the key** (the 4 questions of initial contact should also apply to these scenarios)
- **Elicitation** is used more widely (response rather than information!)
- Initial contact scripting <= **“Click, whirr!”**
- **Pretexting** is important, but might be somewhat narrower

# Discussion break

- Could PUA etc work on deeper emotional level (sex vs love)?

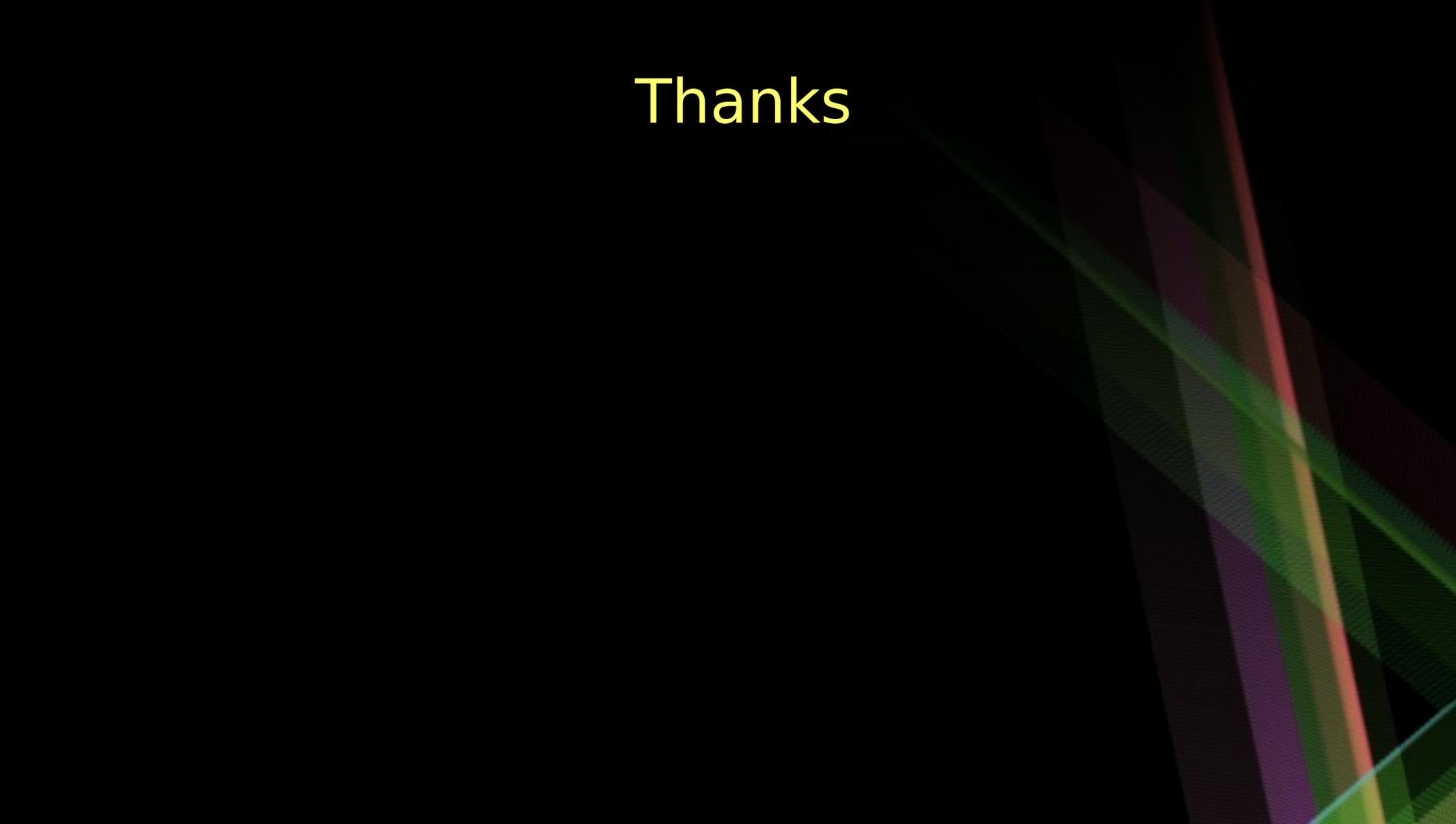
# Summing up

- Another well-known (and small) hero:
  - When you look at the dark side, careful you must be. For the dark side looks back.
  - Is the dark side stronger? No, no. no. Quicker, easier, more seductive.
  - A Jedi uses the Force for knowledge and defense, never for attack.
  - May the Force be with you. :)
- Next time: Influence



[https://en.wikipedia.org/wiki/File:Yoda\\_Empire\\_Strikes\\_Back.png](https://en.wikipedia.org/wiki/File:Yoda_Empire_Strikes_Back.png)

Thanks

The background of the slide is black. On the right side, there are several overlapping, semi-transparent geometric shapes. These shapes include triangles and quadrilaterals in various colors: a prominent green shape, a purple shape, and a reddish-pink shape. The shapes are layered, creating a sense of depth and movement. The word "Thanks" is centered in the upper left quadrant in a bright yellow-green color.