

# Cyber by Sighbear First Recap

How do Sighbear / Cyber bits fit together

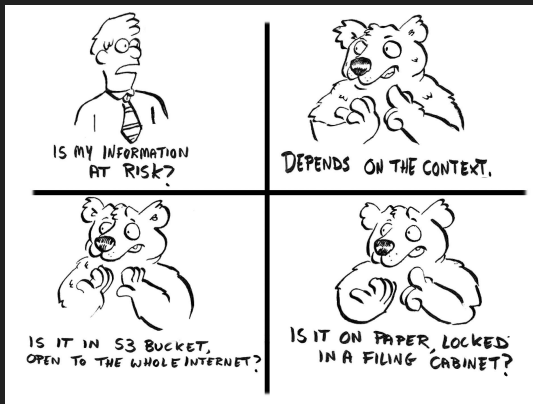
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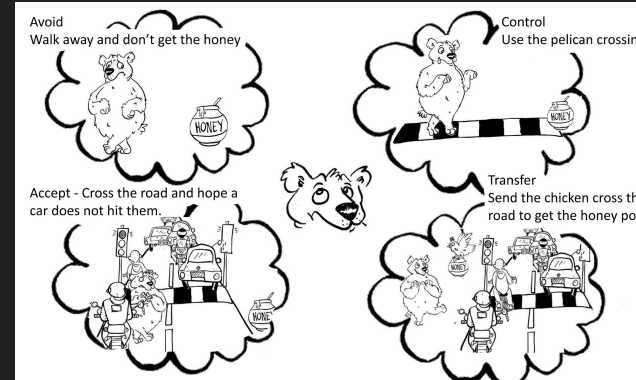
# Previously on SighBearUK Education

- If you have not seen part 1 to 3 or need a detailed refresher see <https://www.sighbear.uk/Cyber-Education/>

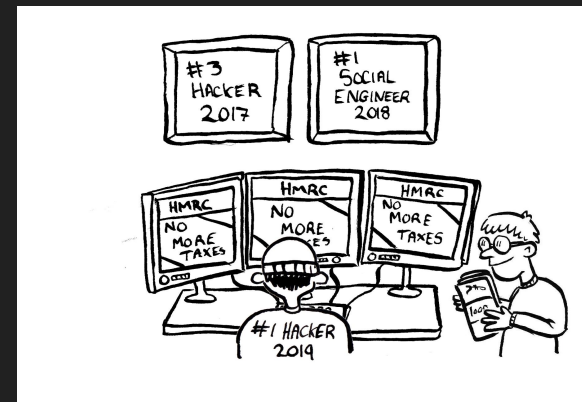
- In the first slide deck we covered Cyber & Risk.



- In the second deck we covered CONTEXT.



- In the third deck we covered threat.



# The story today!

Introducing a few new terms and linking them together.

# We have covered these so far

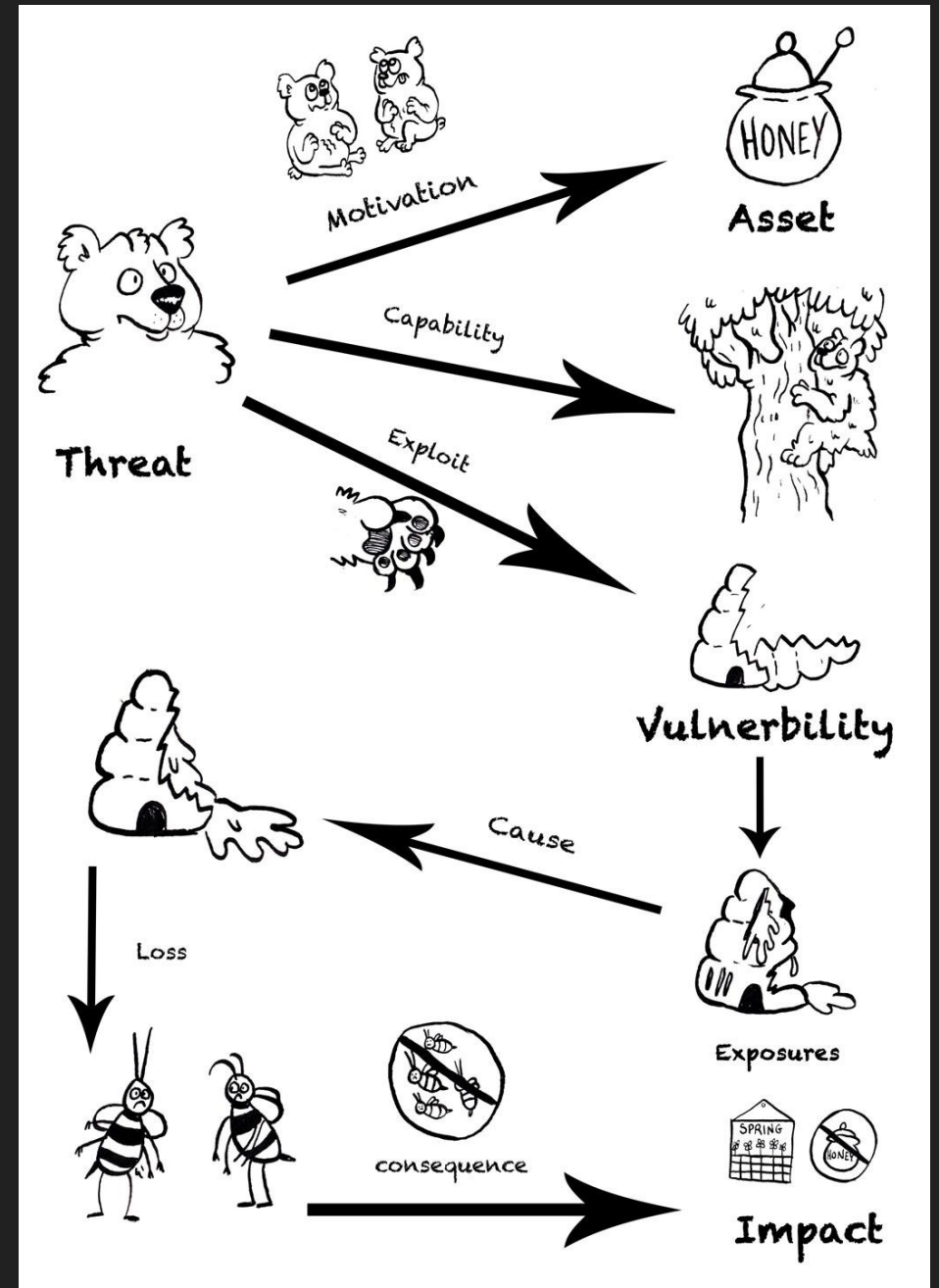
- Asset - “something with value to someone / business”
- Threat - “a statement of an intention to inflict pain, injury, damage, or other hostile action on someone in retribution for something done or not done.”
- Capability - “the power or ability to do something.”
- Motivation - “a reason or reasons for acting or behaving in a particular way.
- Impact - the action of one object coming forcibly into contact with another.
- Vulnerability - The quality or state of being exposed to the possibility of being attacked or harmed.

# New(ish) terms

- Exploit - make full use of and derive benefit from.
- Cause - a principle, aim, or movement to which one is committed and which one is prepared to defend or advocate.
- Loss - the fact or process of losing something or someone.
- Consequence - a result or effect, typically one that is unwelcome or unpleasant.
- Exposure - the state of having no protection from something harmful.

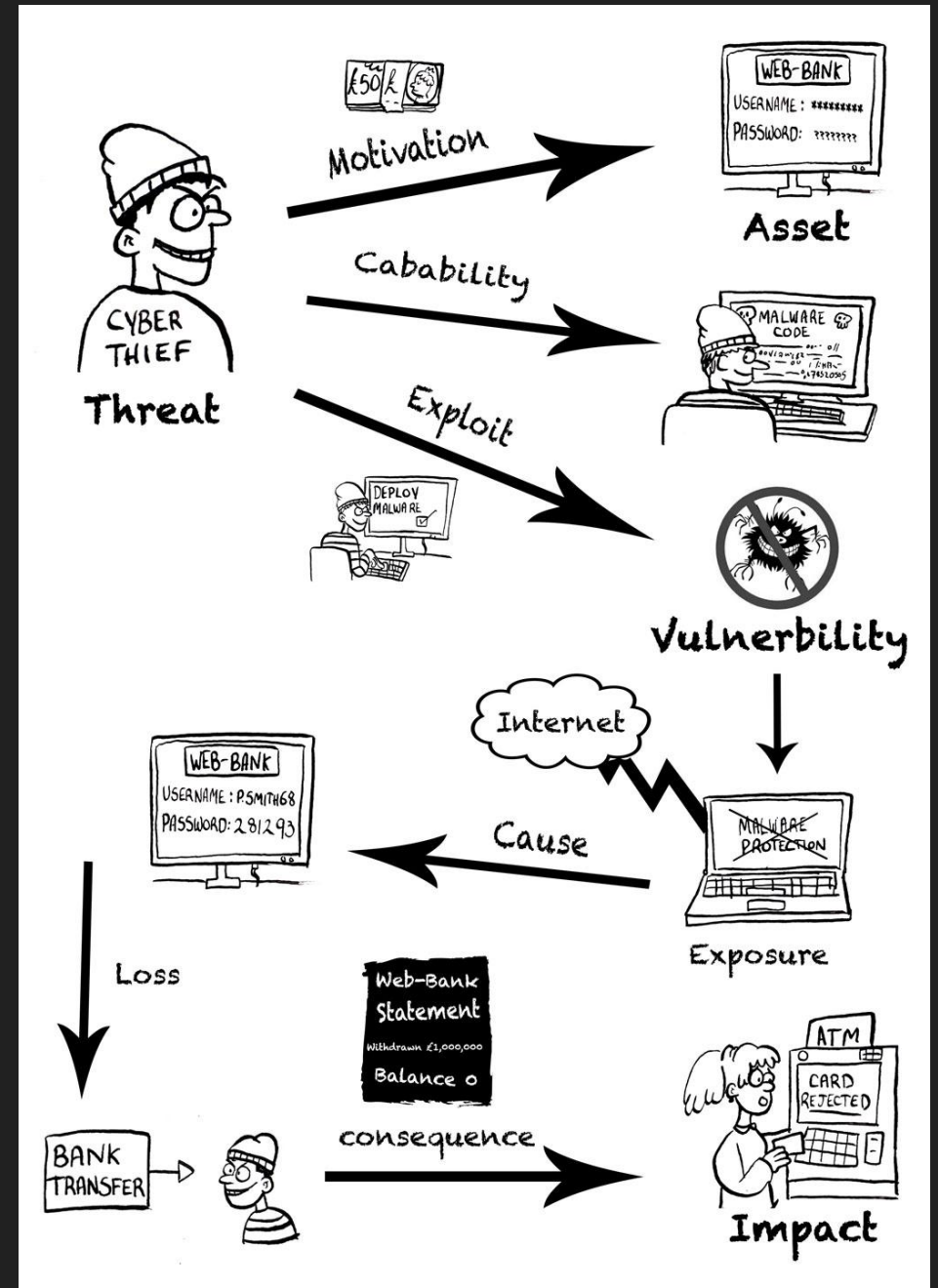
# SighBear World

- A SighBear (Threat)
- wants to steal some honey (Asset)
- to feed to the bear cubs (Motivation)
- through using their skills for climbing trees (Capability)
- and using their claws (Exploit)
- to open bee hive (Vulnerability)
- which will (Exposure) the honey which will
- stop the bees having food stores (Cause)
- as the bear will steal the honey (Loss)
- bees will not survive the winter (Consequences)
- thus no honey next year (Impact) bears



# Cyber world

- A cyber thief (Threat)
- wants to steal a user's banking credentials (Asset)
- to get money (Motivation)
- through using their skills to write malware (Capability)
- deploy malware (Exploit)
- and no malware detection (Vulnerability)
- which also leaves the device (Exposure) which will (Cause) credentials to be sent to the cyber thief
- which will allow the thief to logon as the user (Loss)
- and transfer money (Consequences)
- thus impacting (Impact) the user



# Credits

Thanks to all the CiBears and @DanielGDresner and @oracuk for input / reviews etc

Twitter @sighbearuk  
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