

Who we are



Founded in 1997 and led by Eugene Kaspersky

Present on 5 continents in 200 countries and territories

Provides innovative IT security solutions and services for business and consumers



Numbers

- 20 million product activations per year
- > 3,900 highly qualified specialists

USD 698 million — global unaudited revenue in 2017*



One of the four biggest endpoint security vendors**

Kaspersky Lab received the Platinum Award as part of the 2017 Gartner Peer Insights Customer Choice Awards for Endpoint Protection Platforms***

Our solutions are the most tested and most awarded in independent tests and reviews****

> 400,000,000

users worldwide are protected by our technologies

^{*} According to International Financial Reporting Standards (IFRS)

^{**} IDC - Worldwide Endpoint Security Market Shares, 2015 - Nov 2016 US41867116

^{***} The Gartner Peer Insights Customers' Choice Logo is a trademark and service mark of Gartner, Inc., and/or its affiliates, and is used herein with permission. All rights reserved. Gartner Peer Insights Customers' Choice distinctions are determined by the subjective opinions of individual end-user customers based on their own experiences, the number of published reviews on Gartner Peer Insights and overall ratings for a given vendor in the market, as further described here and are not intended in any way to represent the views of Gartner or its affiliates.

^{****}kaspersky.com/top3

Customer Reach

Our Next Generation solutions and services are available for a wide range of clients: from individual home users to large and small organizations, including big enterprises, critical infrastructure networks and governments













>270,000

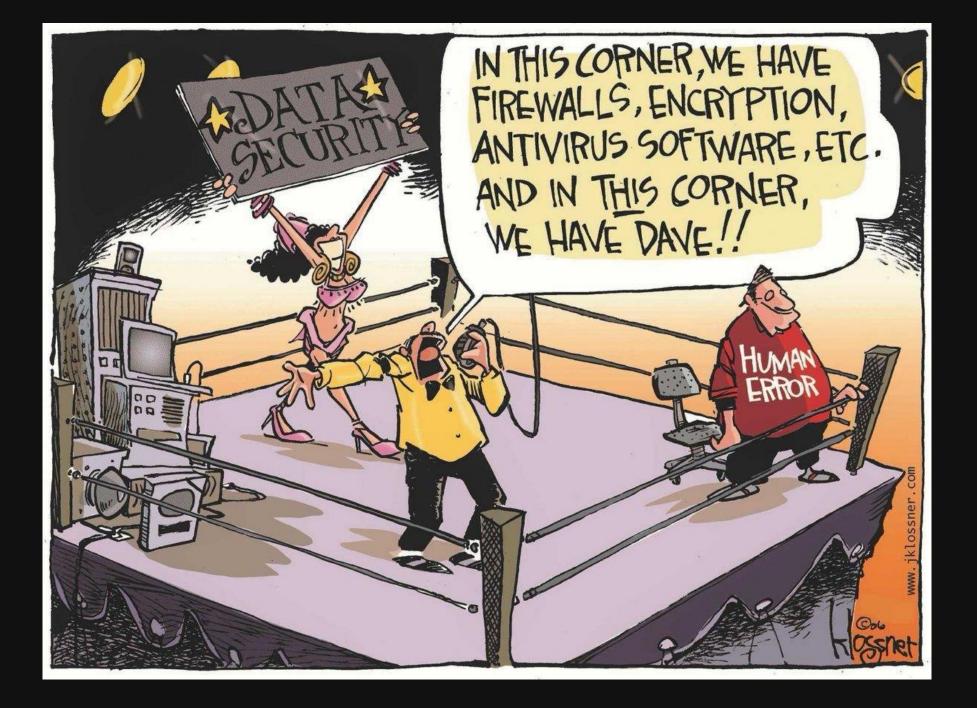
Corporate clients worldwide



>400,000,000

Users worldwide are protected by our technologies





THIS IS ABOUT MONEY....

Despite traditional awareness programs being in place:









\$1,155,000

\$83,000

\$101,000

per SMB

up to \$400

per enterprise organization

The average financial impact of

attacks caused by careless/

uninformed employees*

per SMB

The financial impact of attacks caused by phishing/social engineering*

The average cost of phishing attacks alone**

per employee per year

The average financial impact of attacks caused by careless/ uninformed employees*

(\$1,3M per enterprise)

^{*} Report: "Human Factor in IT Security: How Employees are Making Businesses Vulnerable from Within", Kaspersky Lab and B2B International, June 2017.

^{**} Calculations based on Ponemon Institute, "Cost of Phishing and Value of Employee Training", August 2015.

BUT THERE IS MORE AT STAKE...

Digital Capability- key challenge of our age

- Security Awareness is a primary building block of Digital Capability
- It is a foundational security layer, designed to bridge 'real' and virtual worlds
- Spread of digital literacy is the starting point
- Everyone on the planet needs to do this



WHAT COMES TO MIND WHEN CYBERSECURITY AWARENESS IS MENTIONED?

PLEASE WRITE IN CHAT – 2 minutes

DANGER

BORING

DON'T DO THIS! MORE RULES?

LIMITING FREEDOM

IMPORTANT

DON'T BOTHER ME WITH THIS...

I ALREADY KNOW ENOUGH

NOT MY JOB

CHALLENGES WITH EXISTING AWARENESS PRODUCTS









No clue how to set goals and plan education

Training takes too much time to manage

Reporting does not help in goal tracking

Employees don't appreciate program → don't get skills

MOTIVATING THE LEARNERS

DEMOTIVATION BY MISCONCEPTIONS



TURNING MISCONCEPTIONS INTO POSITIVE USER ACTIONS

"Smart hackers will send me a virus and break my PC"

"I am too small a target"

"I have no time for security"

Beware bad people, not broken computers

I understand which criminals can get value from my digital assets and motivated to protect them

DEMOTIVATION



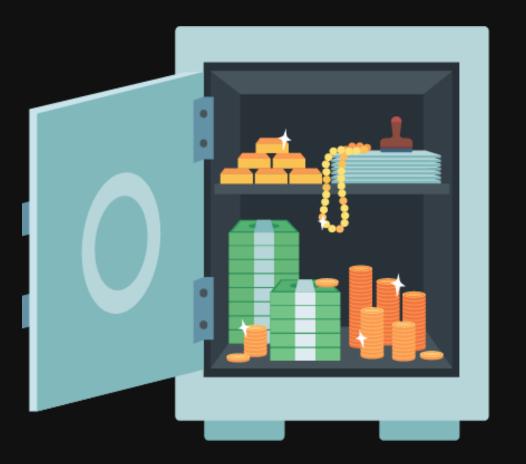
REALITY

Cybercriminals are neither superheroes nor computer ninjas



OUR VALUABLES

What kind of valuables do we have in the cyber world?



TURNING MISCONCEPTIONS INTO POSITIVE USER ACTIONS

"Hackers will break my PC"

"I am too small a target"

"I have no time for security"

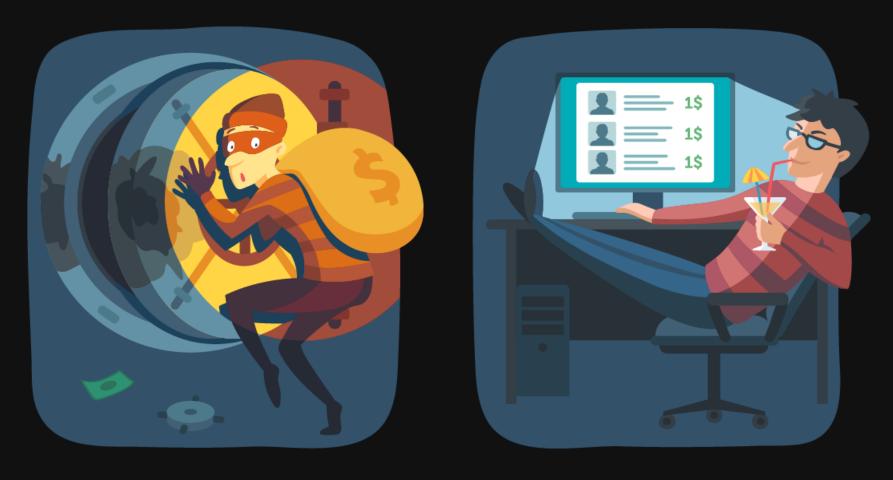
Beware bac people, not broken computers

Small targets are easier and more attractive to cyber criminals

Think who can misuse what you do

I want to be a harder target than the others

EVERYONE IS A TARGET



 $1 \times \$1000000 = 1000000 \times \1

NO NEED TO OUTRUN THE TIGER



TURNING MISCONCEPTIONS INTO POSITIVE USER ACTIONS

"Hackers will break my PC"

"I am too small a target"

"I have no time for security"

Beware bad people, not broken computers

You don't have to be a target to be a victim

Security is part of long-term efficiency

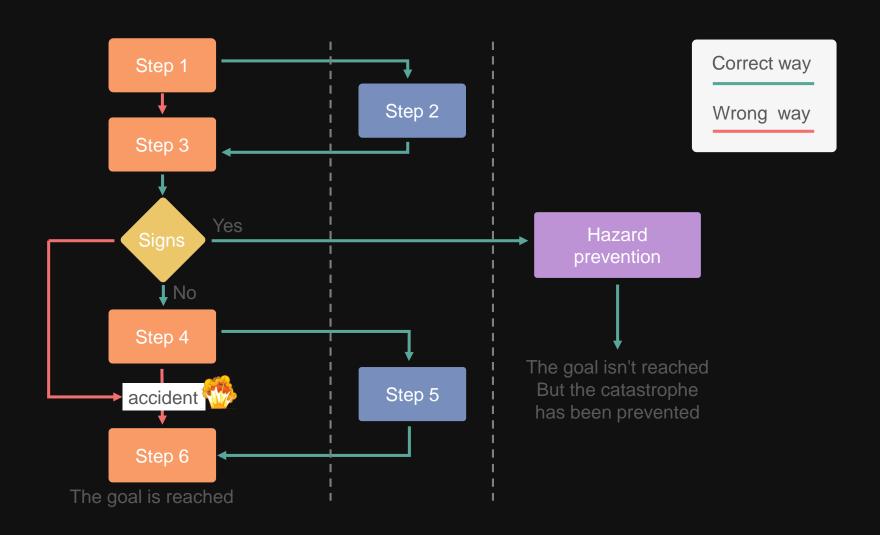
Think who can misuse what you do

Be a harder target than the others

I will choose the safest way to achieve the business goal and cooperate with security team

TURNING MISCONCEPTIONS INTO POSITIVE USER ACTIONS

The car analogy – getting from A to B



WHY MOST SECURITY AWARENESS TRAININGS ARE INEFFECTIVE?

1. Transform misconceptions people have on cybersecurity

"Hackers will break my PC"

"I am too small a target"

"I have no time for security"

2. Into the adequate perception

Beware bad people, not broken computers

You don't have to be a target to be a victim

Security is a part of Efficiency

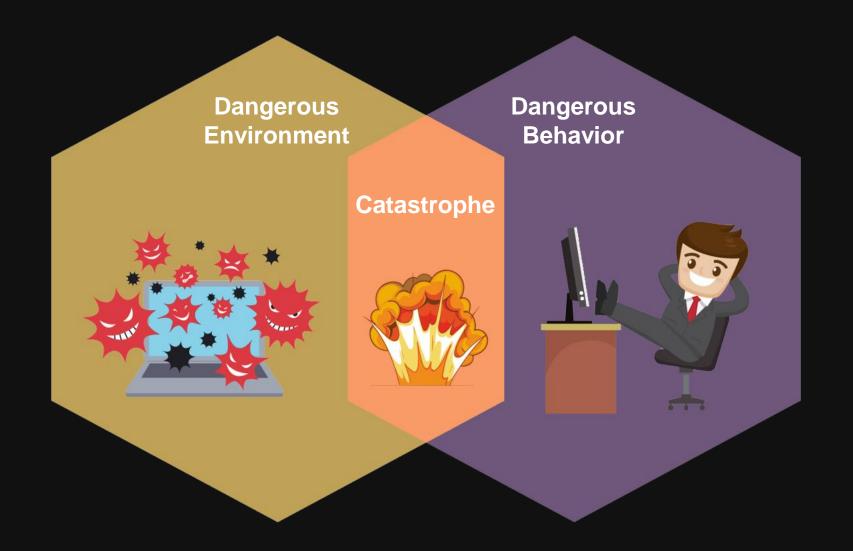
3. Give people positive role models how to behave

Think who can misuse what you do

Be a harder target than the others

Cooperate with Security team

WHY IS THIS IMPORTANT?





THE LEARNING FUNDAMENTALS



KASPERSKY AWARENESS: LEARNING PRINCIPLES

Key goal of education

Motivate -> Raise awareness -> Develop skills -> Create capability to identify and resist new threats

Efficiency achieved through

Carefully balanced Al-enabled learning path, featuring constant reinforcement;
Different risk levels for groups of trainees

Content variety

Interval learning

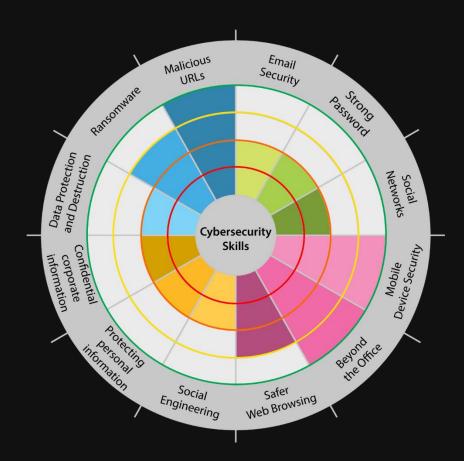
Lessons + tests + reinforcement emails + simulated phishing attacks = REAL skill acquisition and pattern recognition



- ☐ Learn something new every day
- □ 1 lesson 1 skill
- ☐ Use immediately
- ☐ Tell others

Well-defined secure behaviour

Universal multi-level curriculum



Cybersafe behavior comprised of 350 specific skills – examples: email security

- What endangers my email?
- Whom can you tell your email password?
- What should I do if my email is hacked?
- What kinds of passwords should I use for my email accounts?
- Why is it important to use different passwords for your personal and work email accounts?
- What kinds of information should not be sent over email?
- What should you look out for if you're asked to enter your email password?
- Can I open any link from email?
- Are all attachments good to open?
- What should I do about my email accounts today?

..... Chapter One



These are works of fiction longer than 110,000 words, although many of the most popular epics surpass this word limit by a great deal.

A Suitable Boy Vikram Seth

593,674

War and Peace Leo Tolstoy

561,304

Everything I know, I know because of love. LEO TOLSTOY . WAR AND PEACE

Les Miserables Victor Hugo

Ulysses James Joyce

265,222

Bleak House Charles Dickens

360,947

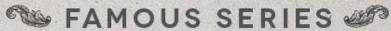
Gone With the Wind Margaret Mitchell

418,053

Infinite Jest David Foster Wallace

My dear, I don't give a damn.

MARGARET MITCHELL GONE WITH THE WIND



Fictional series have grown in popularity over recent years and now dominate lists of most-read novels around the world. Some of these are classed as epic novels, due to their immense word count, whereas those between 50,000 and 110,000 are classed as novels.



A SONG OF ICE AND FIRE

GEORGE R.R.MARTIN





A Game of Thrones 298,000

A mind needs books as a sword needs a whetstone, if it is to keep its edge.

A Clash of Kings

326,000

A Feast for Crows

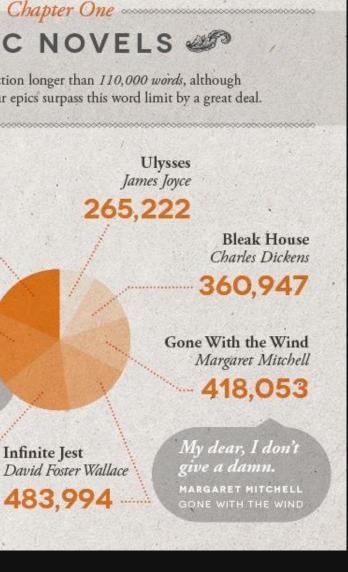
300,000

A Storm of Swords



A Dance with Dragons

422,000



SECURITY AWARENESS TOPICS

146 LESSONS

220 LEARNING OBJECTS

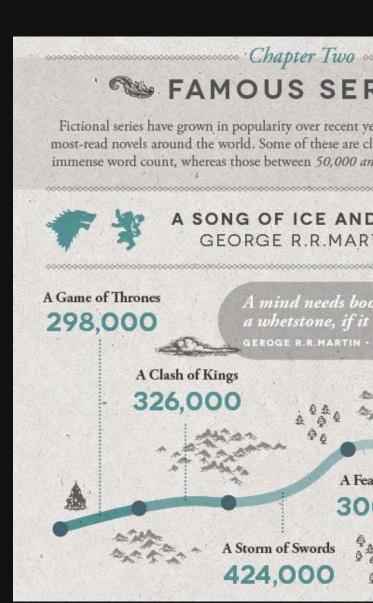
264 RECOMMENDED BEHAVIORS

279 CASE ILLUSTRATIONS

272500 WORDS

X

7 LANGUAGES (ACTUAL) + 5 LANGUAGES (IN WORK)



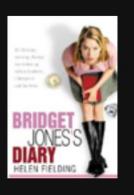


- ☐ INFORMATION AND PRACTICE IN DIGESTIBLE DOSES
- ☐ SPORT AND LANGUAGE TRAINING IDEAS

What do you choose to learn English?

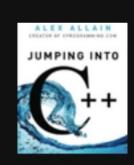














Structured, standardized and measurable training

or

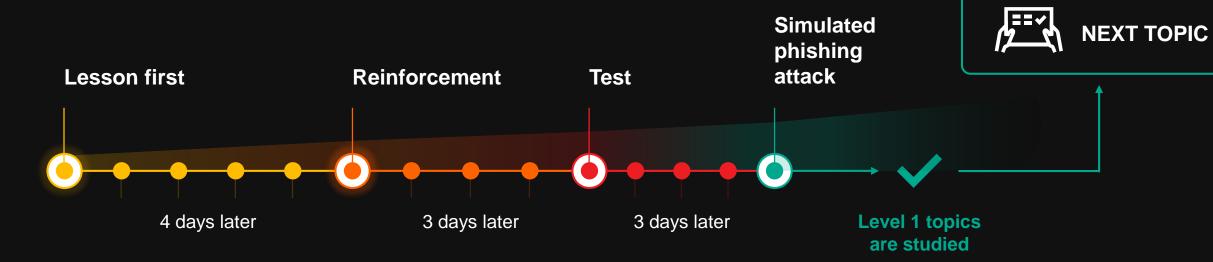
Random library

Learning Management



NEW LEVEL

- Interval learning at own pace to ensure content retention
- ☐ Variety of content **formats & styles**
- Employee risk profile defines what and how much to learn





☐ FRESH RELEVANT INFORMATION☐ IMMEDIATELY USEFUL

MOTIVATION + SKILLS + REINFORCEMENT + TEST





What is the danger of giving your social media password to someone else?



My account may be stolen

SPAM



from my bank account.



Spam may be sent in my name.



Money may be removed



I may lose important information.



Purchases may be made in online stores, and I could lose money.



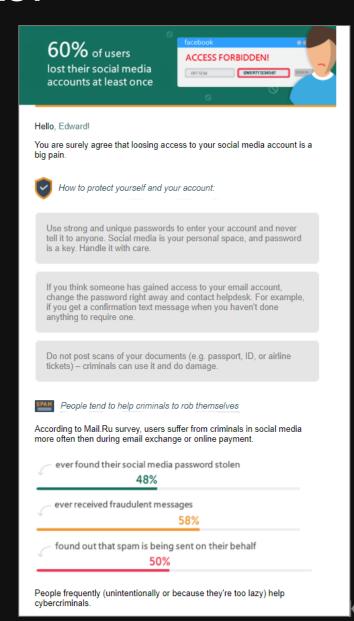
I may lose my achievements in an online game I care about.



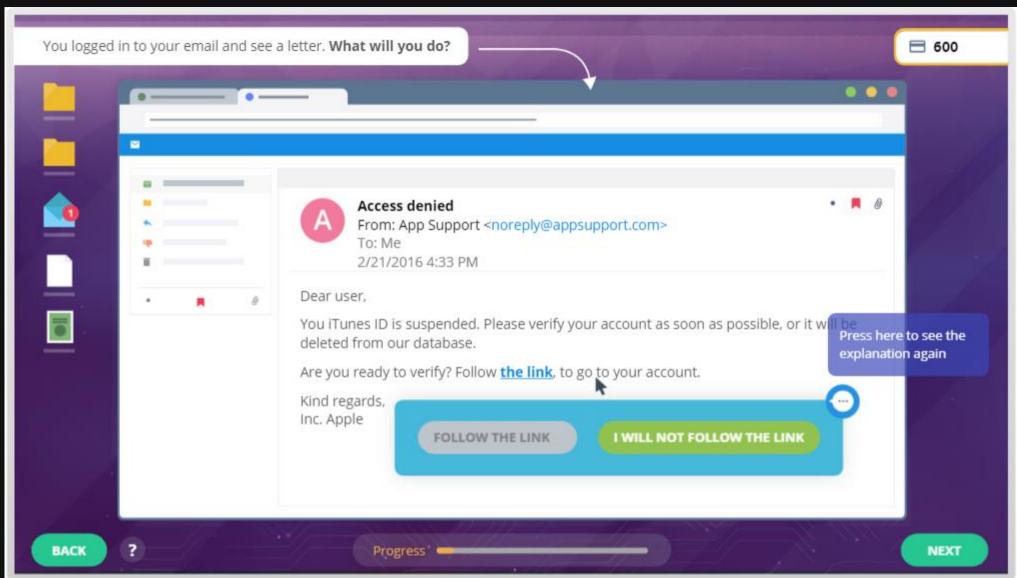
Photos from current or previous significant others may become public.



Nothing really bad can happen.



CASE-BASED CONTENT





- NOT JUST PRETTY PICTURES
- ☐ VARIETY
- ☐ BUILD INTEREST

Kaspersky Interactive Protection Simulation

=> Strategic support



For decision makers in Business, IT and Security



- Strategy simulation for decision makers on the cybersecurity
- Team-work
- Competition
- Strategy & mistakes

SCENARIOS	
Corporation	Protecting the enterprise from ransomware, APTs, automation security flaws
Bank	Protecting financial institutions from high- level emerging APTs
LPA (Local Public New! Administrations)	Web servers, public services issues and GDPR procedures
Oil & Gas	Exploring influence of variety of threats – from website deface to a highly actual ransomware and a sophisticated APT.
Power station / Water Plant	Protecting Industrial control systems
Transportation	Protecting passenger-and-freight carriage against Heartbleed, ransomware and APT

Two forms of KIPS training

KIPS Live



- up to 80 trainees in the same room
- the same language for all participants
- a trainer and an assistant on site
- printed materials are essential

More limitations, but stronger engagement due to onsite presence and face-to-face competition. Plays as a team-building event as well.

KIPS Online



- up to 300 teams (= 1000 trainees) simultaneously, from any location
- different teams can choose a game interface in different languages
- a trainer leads a session via WebE

Perfect for global organizations or public activities. Can be combined with KIPS Live to add some remote teams to the on-site

Cybersafety Management Games

- ☐ Combines gamification with comprehensive coverage of security topics, examples, explanations and exercises,
- □ Powered by purpose-build CyberSafety Management Games software to support easy-tomanage training delivery process,
- ☐ Divided into short modules and runs in 2 to 4 hours.





- ☐ LESS WORK FOR THE ADMINISTRATORS
- ☐ RELEVANT REPORTING

CHALLENGES WITH EXISTING AWARENESS PRODUCTS









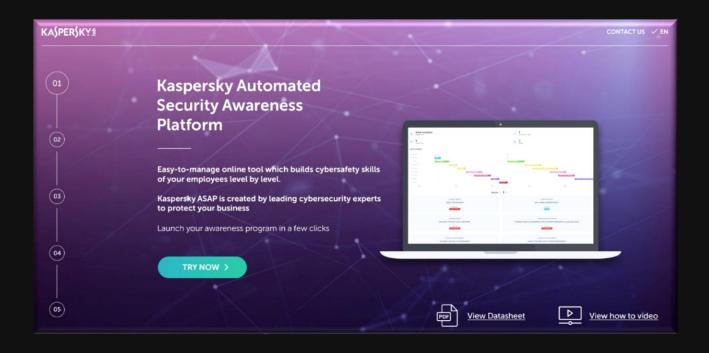
No clue how to set goals and plan education

Training takes too much time to manage

Reporting does not help in goal tracking

Employees don't appreciate program → don't get skills

Cornerstone of Kaspersky Lab offering: Automated Security Awareness Platform (ASAP)



Pre-determined efficiency

Quick win every day + interval training + constant reinforcement + measurement in #skills

Close to zero time spend for manager

Automated learning path requires few minutes to set up and manage. SMB and VSB as the biggest ASAP markets. MSP helps expansion.

Freemium

Free training for up to 5 employees or a family

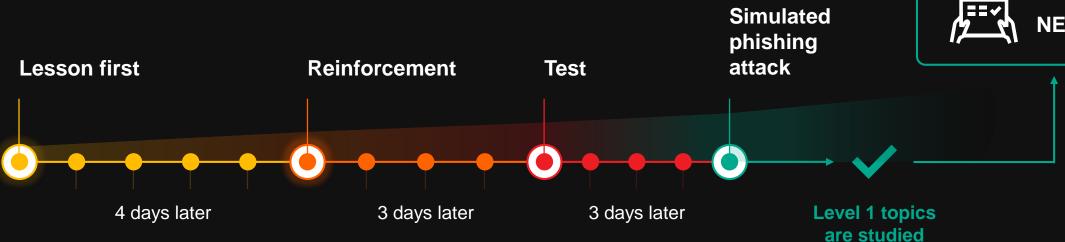
Register for free trial:

www.k-asap.com

LEARNING MANAGEMENT



- Interval learning at own pace to ensure content retention
- ☐ Variety of content **formats & styles**
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NEXT TOPIC

NEW LEVEL

SETTING OBJECTIVES & CHOOSING A PROGRAM



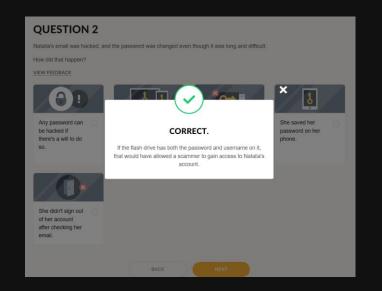


- □ Recommended learning paths form basic to advanced
- Learning targets based on risk levels, benchmarked against world/industry data
- ☐ Easy **ongoing assessment** to align and focus
- ☐ Time efficient learn only what you need
- Tangible and measurable training results

PROGRAM EFFICIENCY AND APPRECIATION



- Comprehensive coverage Competency Model of 350 skills to be acquired for complete SC of any employee
- Relevant to participants' everyday life
- ☐ Incremental interval learning— to ensure the content retention. One lesson = one skill, a win a day







KEY PROGRAM DIFFERENTIATORS









Setting objectives & choosing a program

Setting goals based on global data

Benchmarking against world/ industry averages

Learning management

Learning automation
Self-adjusting learning path
Calculation of time spent

Reporting & analytics

Actionable reports anytime

On-the-fly analysis of potential for improvement

Program efficiency & appreciation

Practical exercises based on real-life scenarios

Competition & challenge

Overload prevention

Subsequent skills application

An Approach that Delivers Proven Results

up to

not less than

up to

90% 50% 93%

more than

30x

an amazing

Reduction in the total number of incidents

Reduction in the financial impact of incidents

Probability that knowledge will be applied in everyday work

ROI from investment in security awareness Of participants willing to recommend the experience

Forrester's "Now Tech: Security Awareness and Training Solutions, Q1 2019"





"Niche vendors are gamifying cybersecurity learning. These solutions take a learning-by-doing approach. Many have in-person workshops that can educate the entire workforce or are catered for just executives or developers. They also offer cyberattack simulations that allow employees to learn by acting as the hacker, or other micro learning gamification techniques that are more advanced than the suite solutions."

THE LEARNING FUNDAMENTALS



REMEMBER THE BIG PICTURE...

Digital Capability- key challenge of our age

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