GEFI 19 meeting



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Type: Position Statement

An online social network platform for security intelligence collaborations

Humans lived for centuries with limited methods of communication. While the Internet, smart phones and Online Social Networks (OSNs) dissolve location and all other barriers exist between humans for centuries, attackers' minds evolve rapidly to accommodate and fully utilize those technologies. There is a need for security defense mindsets to evolve also to fully utilize those same technologies to proactively detect and respond to cyber threats. Project Sollaborate aims to fill that need.

Security mindsets should acknowledge that information related to hacking, malwares, phishing attacks, should not be classified as confidential and hence the public users should be supported and encouraged to collaborate not only in data collection (e.g. alerts and detections of possible attacks, threats, etc.) but also collaborate in proposing and evaluating methods to counter such threats.

On the other hand, Anti-Malware companies should not act as pharmaceutical companies and exclusively and privately hold treatments for security problems. The public crowd should be encouraged to be part of all those activities.

One of the key factors to counter large-scale cyber security threats is timeliness. The current main entities to track and counter such large-scale threats are: (1) Cyber security private sector companies, driven by finance and business goals, and (2) public cyber entities, impacted by resource limitations, possible bureaucracy, etc. Sollaborate aims to involve a third category (the public crowd) to integrate and collaborate with the previous two entities and compensate for their limitations.

What is that brought the Internet to what it is right now in comparison with its initial vision to be just an online library information system. What made the Internet to bypass TVs that exist way before; it's the ability of public users to be part of the Internet, to contribute and be more visible and not only be passive content receivers.

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