

RESEARCH-FOCUSED CYBER EXERCISES: NATIONAL STATE-OF-THE-ART ACADEMIC EXPERIENCE AND PERSPECTIVES



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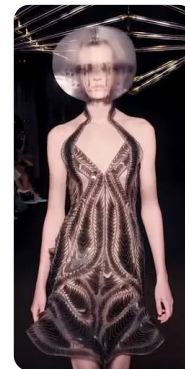
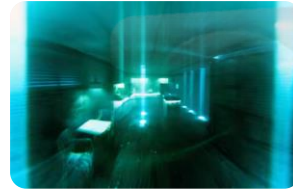


04.10.2019

DIGILIENCE 2019

SOFIA, BULGARIA

SOME ACCENTS IN THE NEW DIGITAL AGE



...AND EXPECTED TECH DEVELOPMENTS

2000

Web 1.0

Passive usage of the environment



Web 2.0

Interactive usage of the environment



Web 3.0

Interactive usage of the environment and user



Web 5.0



Web 4.0



2050



NOTING FUTURE TRAINING GENERAL UNCERTAINTIES



Passive

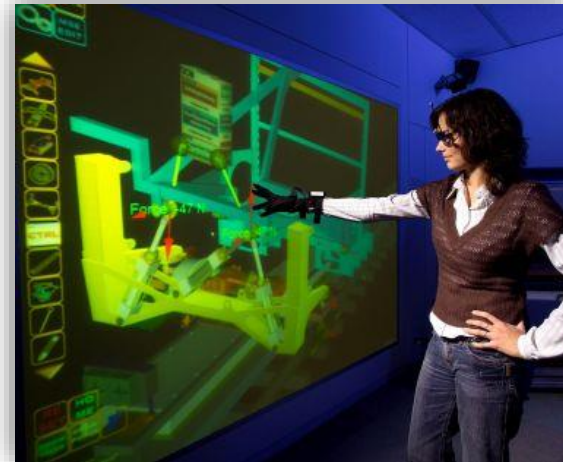
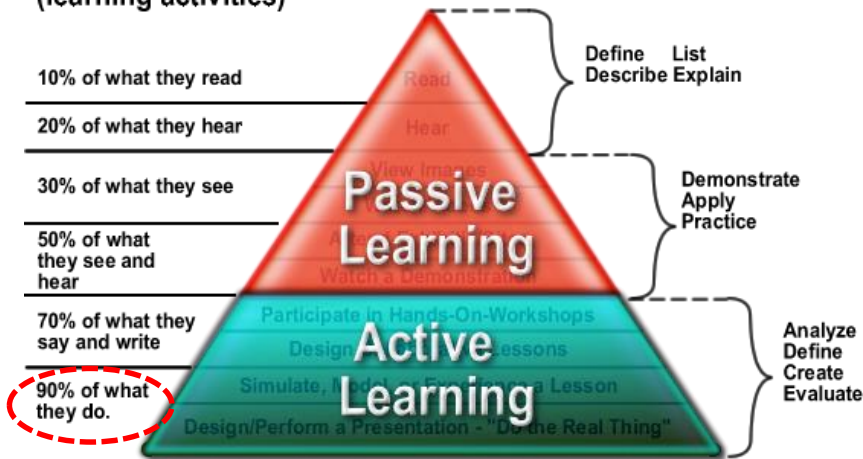
VS



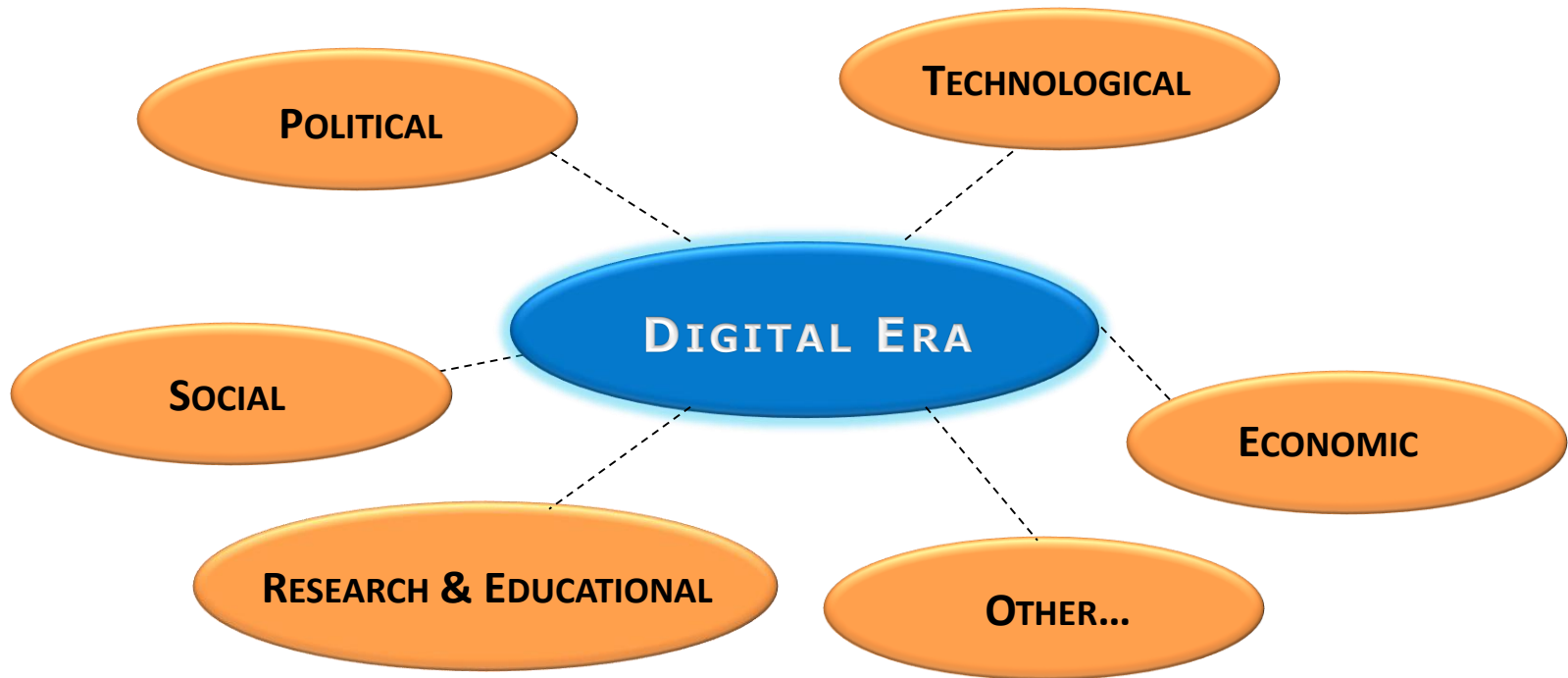
Active

People generally remember...
(learning activities)

People are able to...
(learning outcomes)



CREATING NUMEROUS SOCIAL DISAMBIGUATES...



WITH MULTIPLE FUTURE INTERACTIVE TRANSFORMATIONS...

$\overline{H2M} \rightarrow \overline{M2M} \rightarrow \overline{M2H}$...?!

TECH CHALLENGES

AUTONOMY

INNOVATION

SCALE

SPEED



USER PHENOMENA

SOCIAL ENGINEERING

DIGITAL DEMENTIA

INFORMATION FLOODING & OVERLOAD

ATTENTION DEFICIT

NEW REGULATIONS

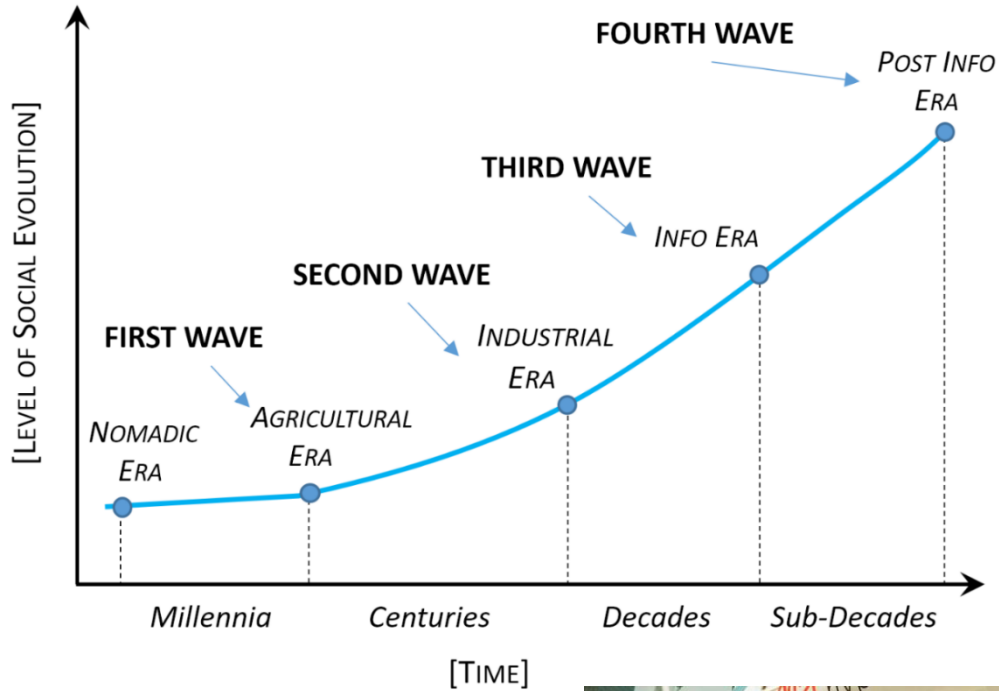
TRANSFORMED DIGITAL CULTURE

PARALLEL EXISTENCE

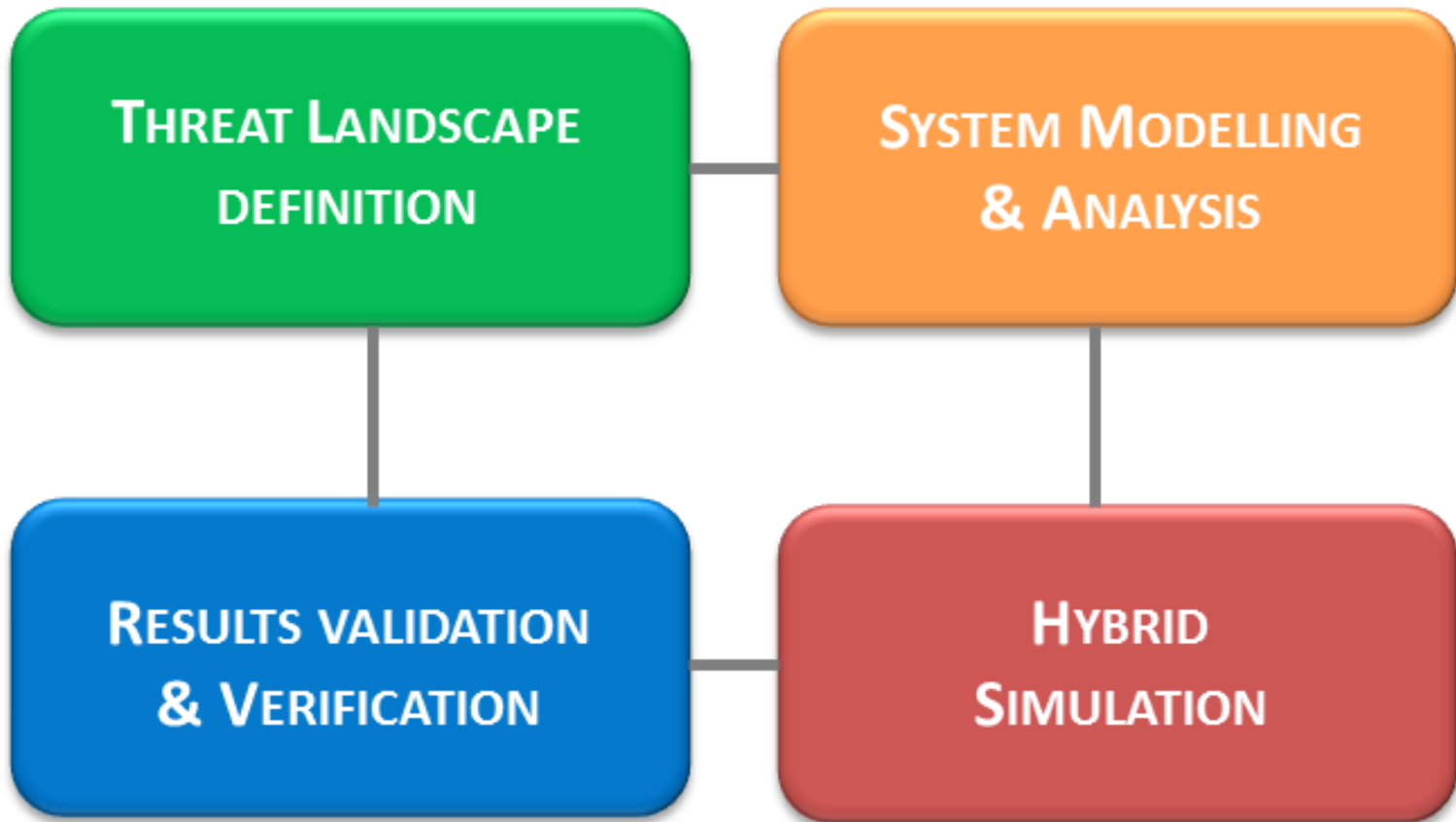
NEW CAPABILITIES

NEW VALUES & UNDERSTANDINGS

BUT WHERE WE ARE GOING...?



AND HOW TO COPE THIS NEW WORLD PROACTIVELY?



KNOWLEDGE ELICITATION

❑ BRAINSTORMING

❑ DISCUSSIONS

❑ QUESTIONNAIRES, DELPHI METHOD, INTERVIEWS

❑ BIG DATA ANALYTICS...



| THREAT/AREA | IoT GADGETS | MIXED REALITIES | ADVANCED COMMUNICATIONS | ENHANCED MULTIMEDIA | E-TRADING |
|------------------------|-------------|-----------------|-------------------------|---------------------|-----------|
| TRANSFORMED PRIVACY | | | | | |
| BIOMETRIC DISTURBANCES | | | | | |
| SOCIAL ENGINEERING | | | | | |
| ADVANCED MALWARE | | | | | |
| DATA BREACHES | | | | | |
| ESPIONAGE | | | | | |
| EMPHYSIDE | | | | | |
| ONLY ENCYCLED | | | | | |



DIGITAL FUTURE 2027

- ① Small implants to track the body status and change our emotions
- ② Quantum computers could manipulate our fate
- ③ Robots as shop assistants
- ① Self-driving cars
- ② Blockchain will become the currency
- ③ Missions to other planets (SpaceX 2025)

- Prevalence of Drones
- Self-driving cars being used
- Medical advances - at least one more major disease/illness cured

1. Quantum computing
→ Advanced cryptography
2. Self-dependent transport and industrial machines
3. Automated and virtual project management, marketing, accountance, architecture & design, education, HR

- online classrooms (Digital classrooms)
- many professions will disappear
- digital world + education (AI Teachers)

~ 50 millennial researchers from 11 countries:
Bulgaria, Macedonia, Argentina, India, Italy, Iran,
China, New Zealand, UK, USA & South Korea

WIDER PROGNOSIS TOWARDS 2050

| Technology/Asset | Civil Society | Banks & Financing | State Governance | Critical Infrastructure | New Techs | Education |
|-------------------|---------------|-------------------|------------------|-------------------------|-----------|-----------|
| Web 1.0 | Strong | Strong | Strong | Strong | Strong | Strong |
| Web 2.0 / Web 3.0 | Average | Strong | Average | Strong | Average | Average |
| Web 4.0 | Average | Uncertain | Average | Average | Uncertain | Average |
| Web 5.0 | Average | Uncertain | Average | Average | Uncertain | Average |

Legend:



Weak Average Strong Uncertain

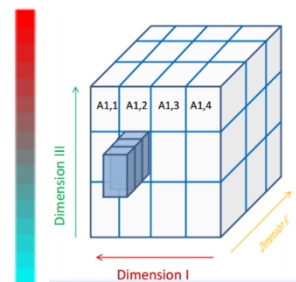
THREATS LANDSCAPE DEFINITION

Morphological Analysis

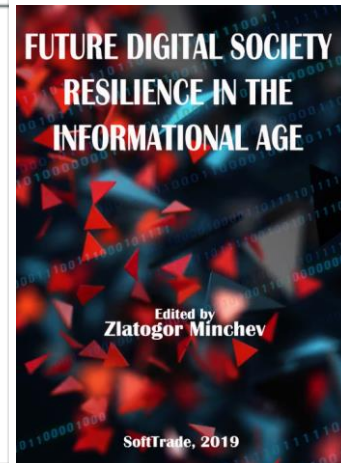
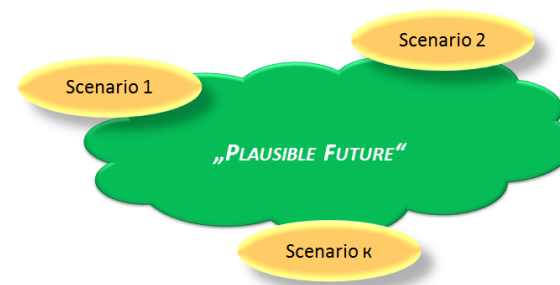
| Driving Factors | Digital Challenges | Digital Adversaries | Digital Divides | Digital Opportunities |
|---------------------|----------------------|----------------------|---------------------------|------------------------|
| Tech Innovations | Global Regulations | Total Digitalisation | Transhumanisation | Technological Progress |
| Reality Mixing | Digital Economy | Hybrid Securing | Technological Superiority | Transformed Society |
| Social Dynamics | Societal Resilience | Biohacking | Digital Services | Transcending People |
| Climate Changes | Transformed Privacy | Parallelism | Quality of Life | |
| Global Connectivity | Information Overload | | Polyarchy | |
| | Huge Data | | | |

| Index | Length | Weight | Name |
|-------|--------|--------|-----------|
| 1 | 5 | 65 | Scenario1 |
| 2 | 5 | 90 | Scenario2 |
| 3 | 5 | 105 | Scenario3 |
| 4 | 5 | 65 | Scenario4 |
| 5 | 5 | 5 | Scenario5 |
| 6 | 5 | 75 | Scenario6 |
| 7 | 5 | 65 | Scenario7 |

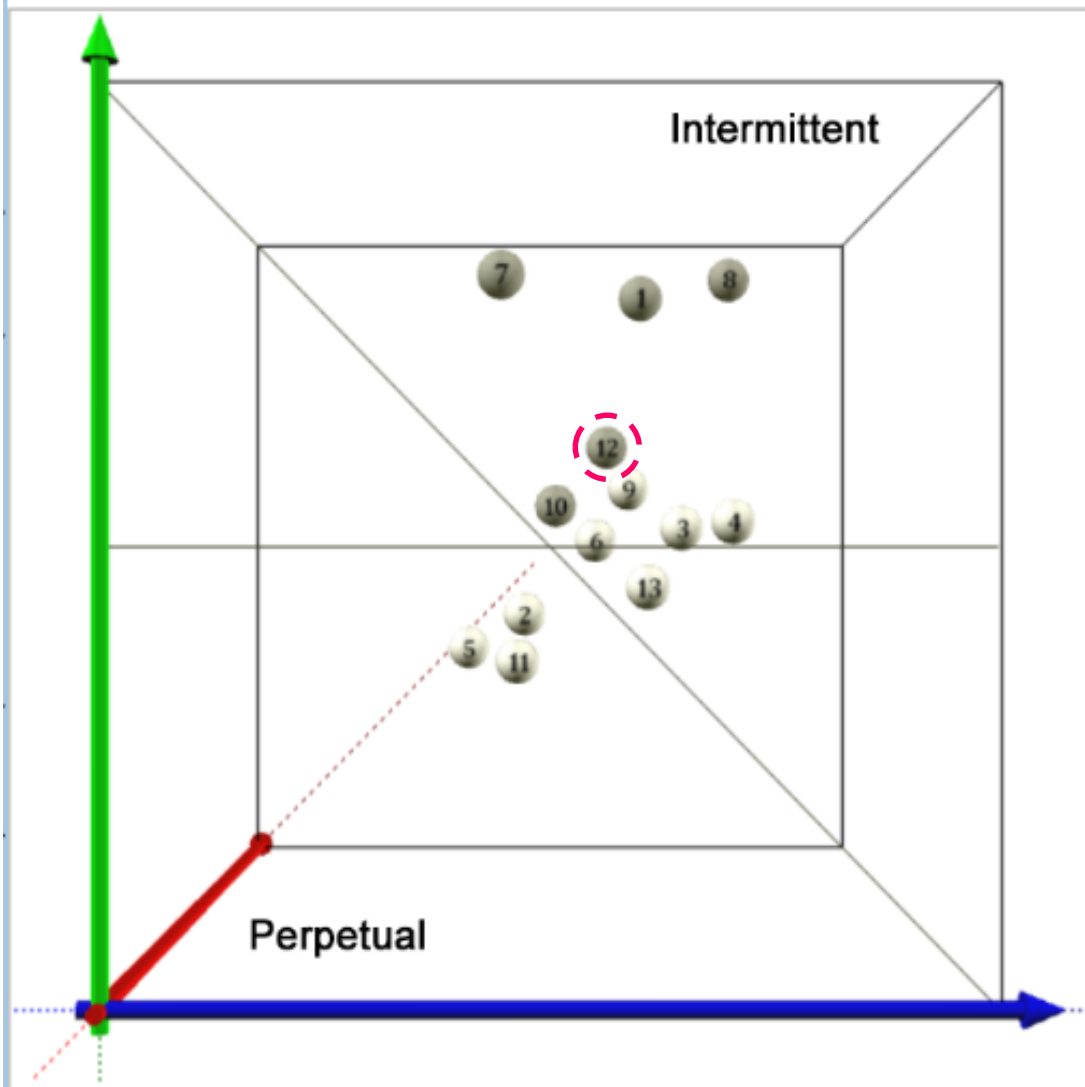
Active scenarios +



Passive scenarios -



POSSIBLE SCENARIO COMBINATIONS $N = 9000$



Legend

| Object | Description |
|--------|--|
| 1 | Transformed People:0.65,0.9,0.72 |
| 2 | Embodied Sensors:0.46,0.39,0.85 |
| 3 | Advanced Robots:0.72,0.53,0.74 |
| 4 | Extreme AI:0.8,0.54,0.68 |
| 5 | Huge Data Banks:0.36,0.33,0.92 |
| 6 | Smart Market and Services:0.58,0.51,0.88 |
| 7 | Resilient Policies and Regulations:0.43,0.9,0.48 |
| 8 | Transcend Smart Reality:0.81,0.95,0.85 |
| 9 | Transcend Culture and Religion:0.64,0.6,0.94 |
| 10 | P-Governance:0.51,0.57,0.89 |
| 11 | Digital Currencies:0.45,0.32,0.71 |
| 12 | Agile Education:0.6,0.67,0.9 |
| 13 | Hybrid Security:0.66,0.44,0.67 |

Eb - y
Ef - x
Es - z

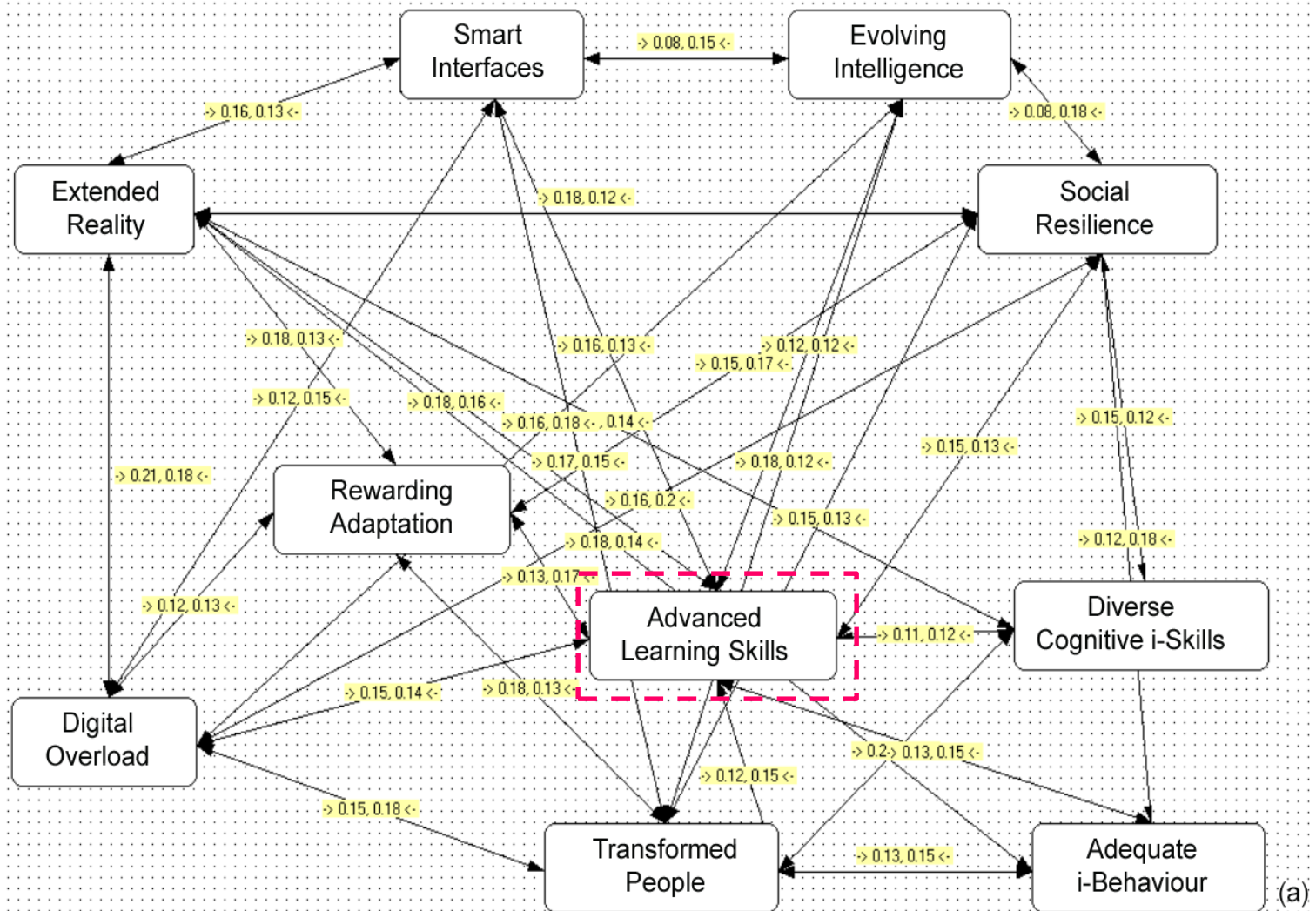
Zoom

Simulation

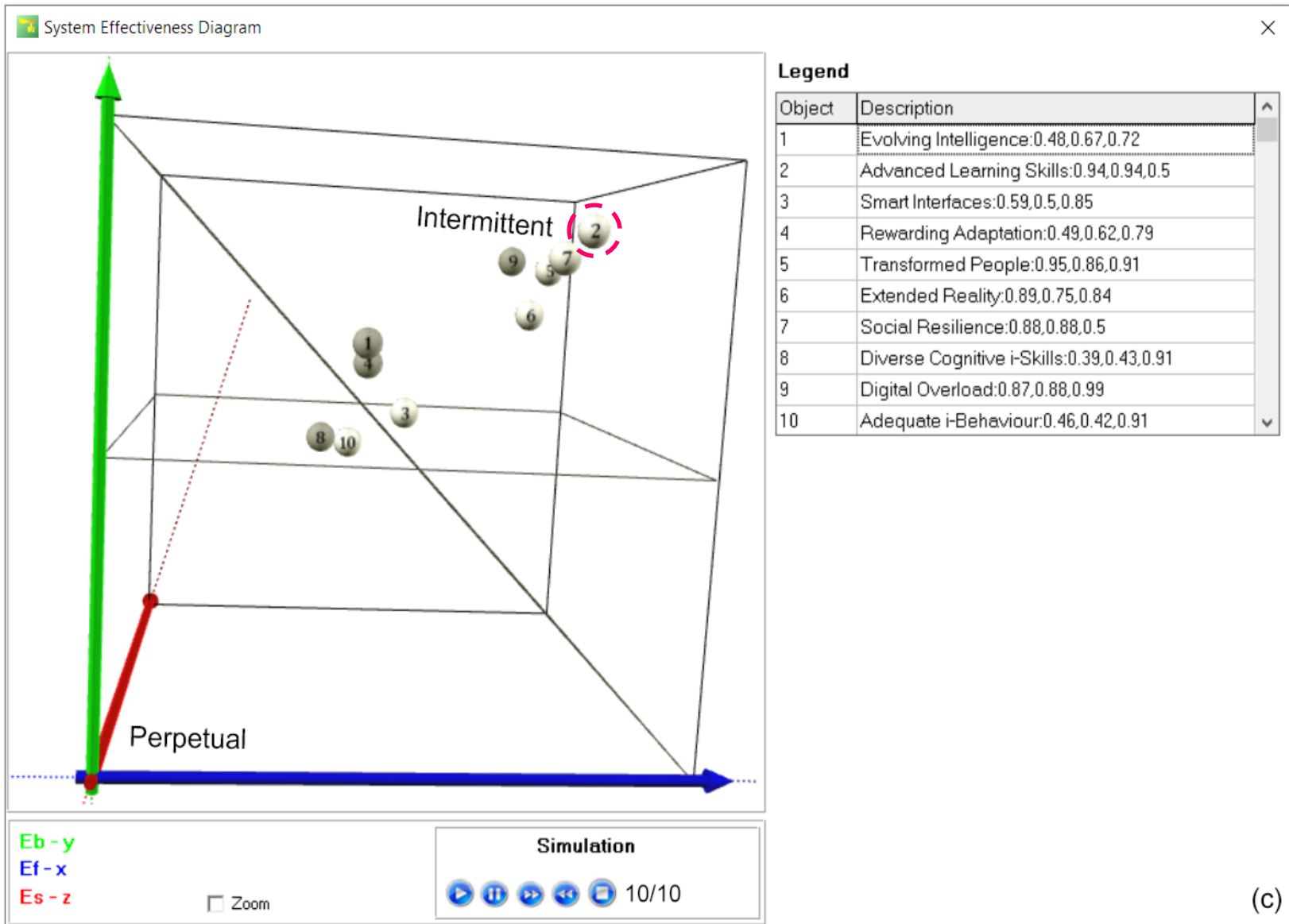
15/15

(c)

GOING EVEN DEEPER



(a)



(c)

HYBRID SIMULATION IN MIXED REALITIES



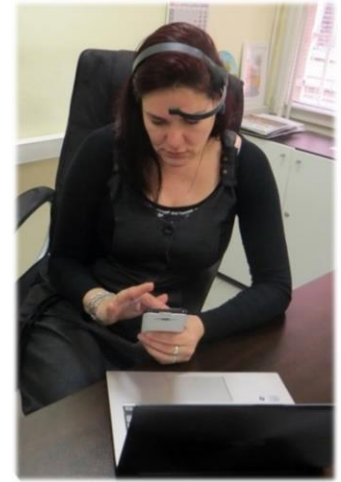
CYREX 2016, CYREX 2017, CYREX 2018,



Organizational Architecture

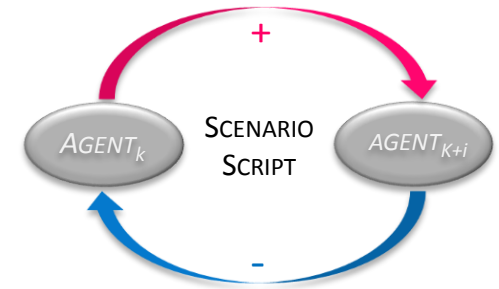
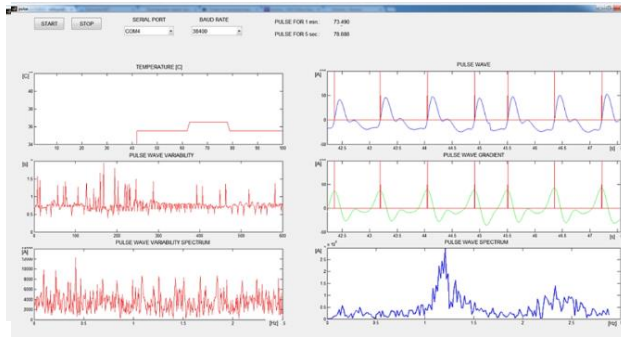


Practical Implementation

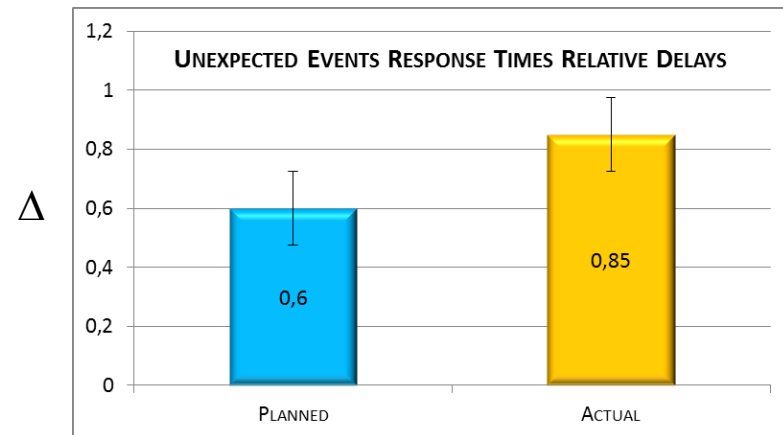
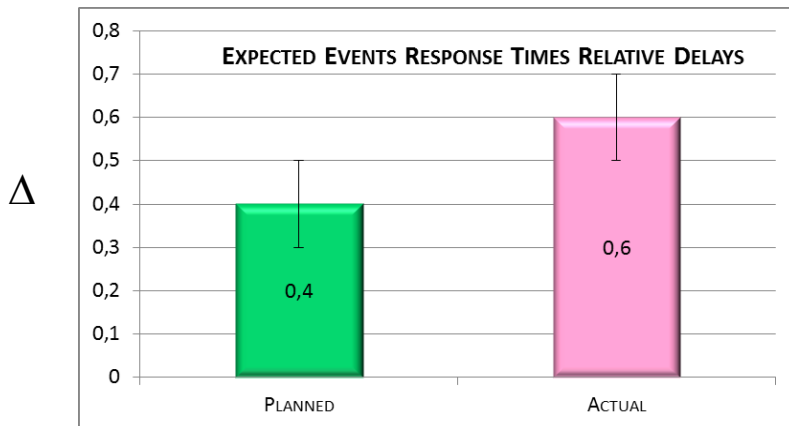
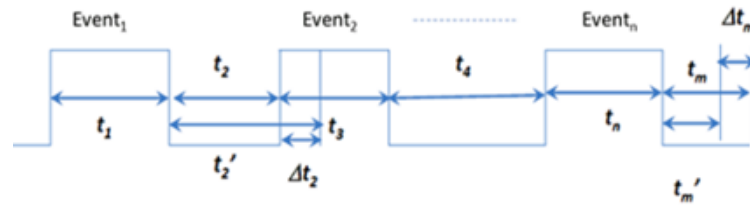


GATHERING & TAILORING PARTICIPANTS RESPONSES

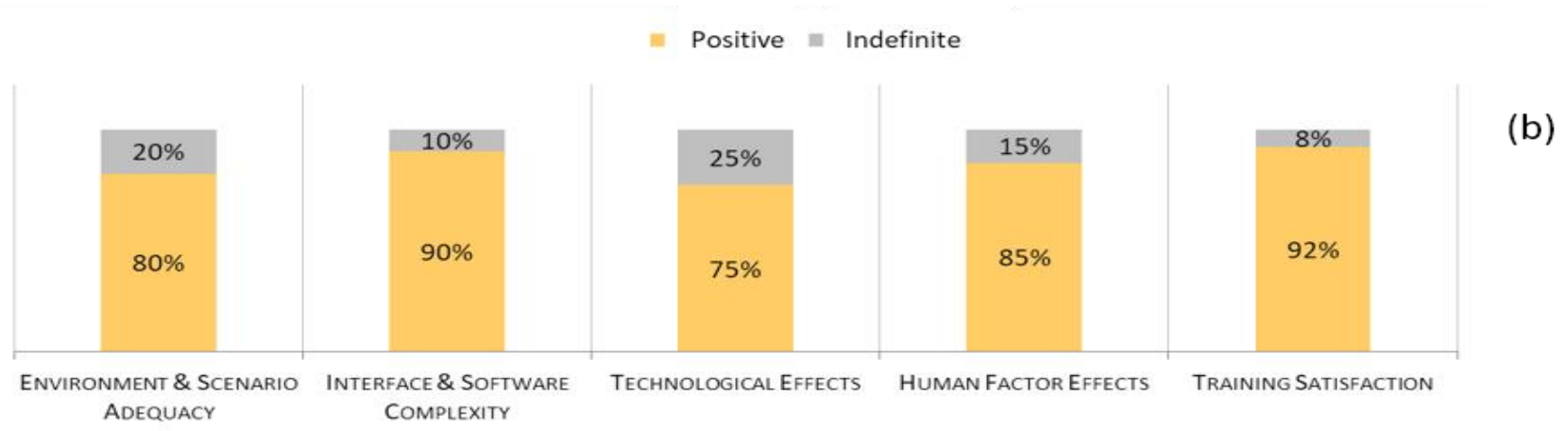
IIOT DATA MONITORING



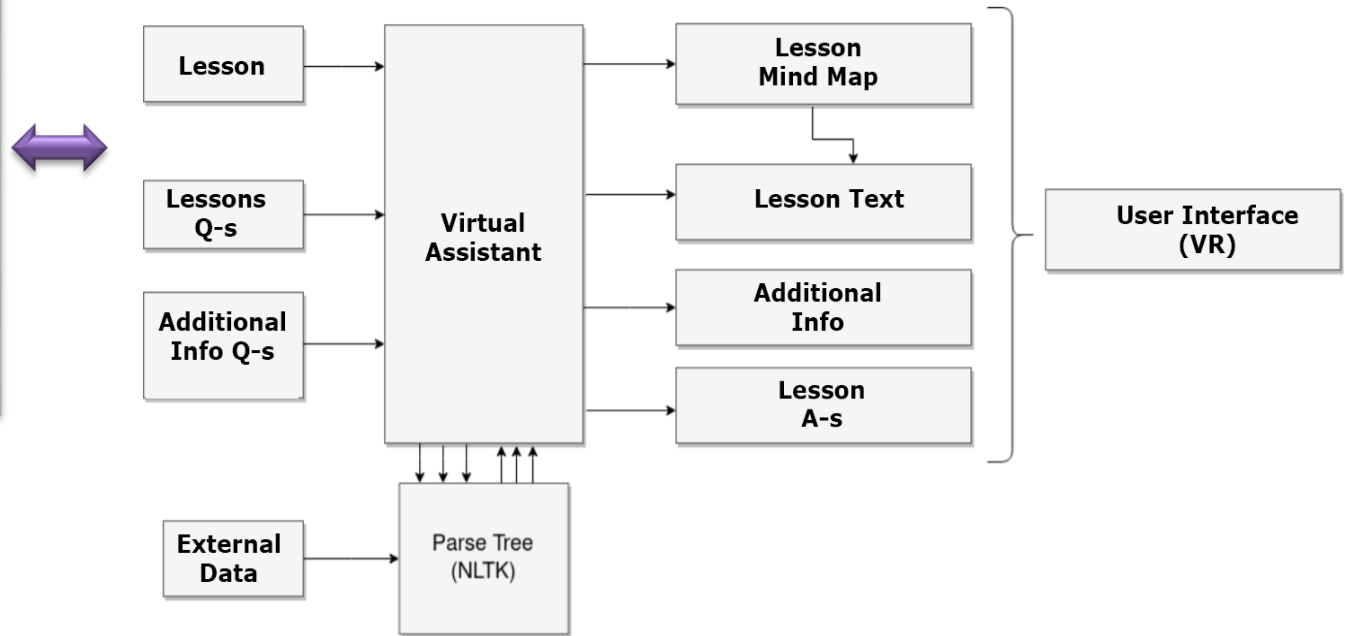
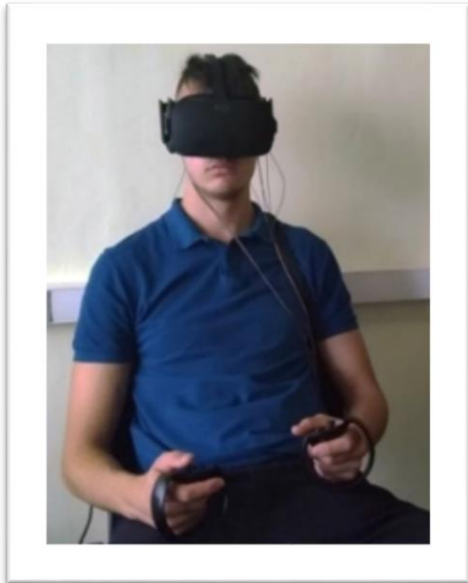
RESPONSE TIMES MONITORING



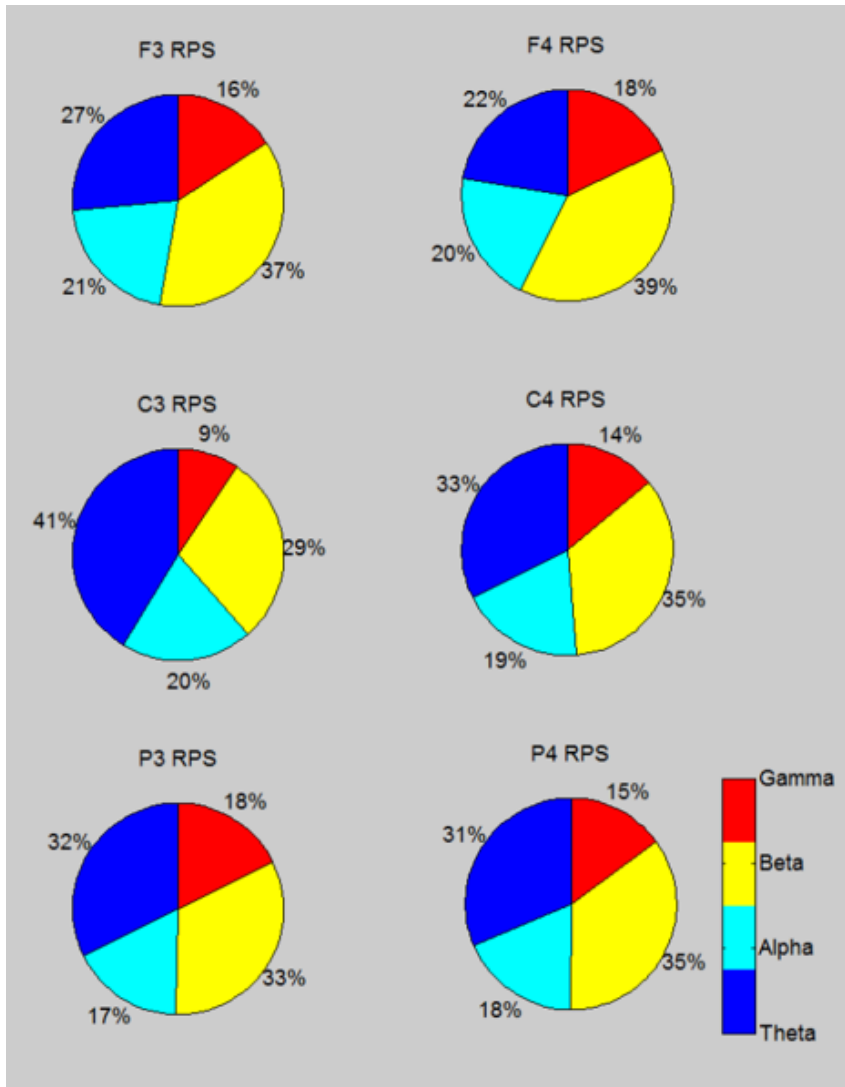
...GIVING SOME AGGREGATED RESULTS ILLUSTRATION



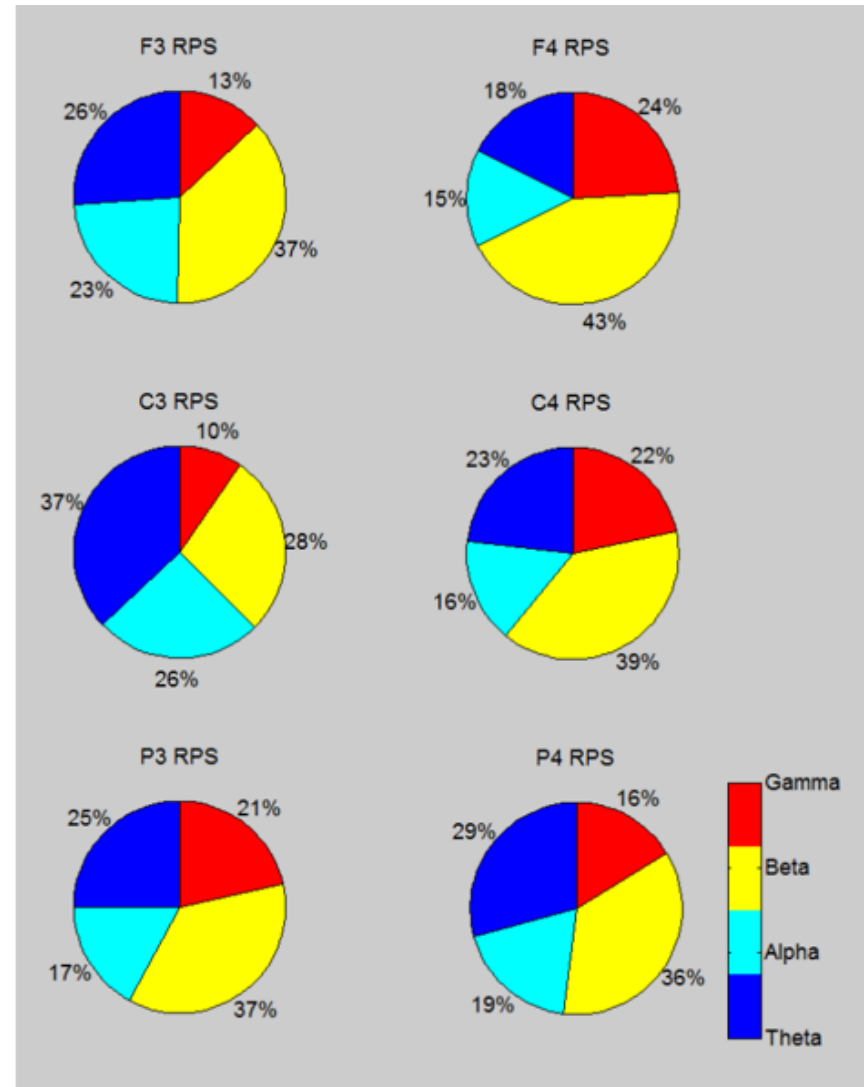
NEW VR PROSPECTIVE



ENGAGEMENT EEG ASSESSMENT

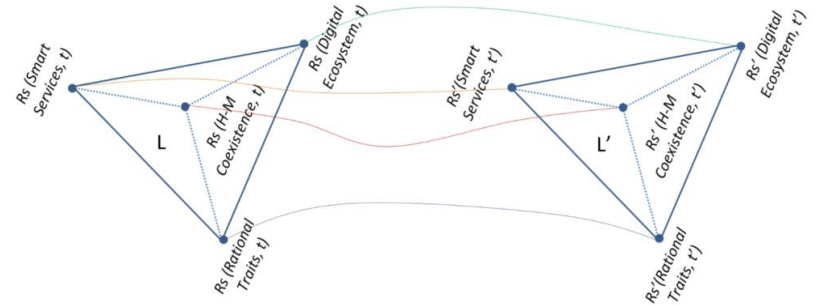
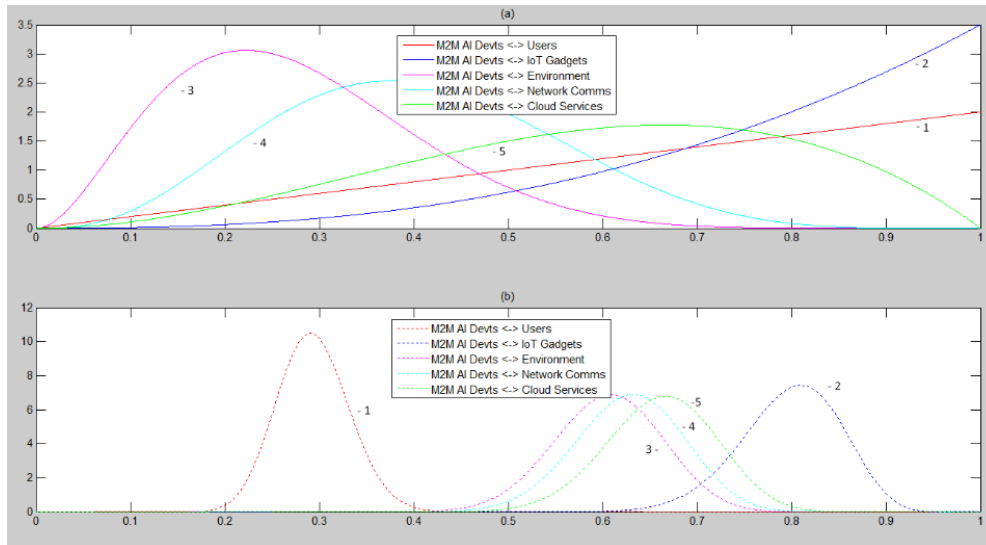
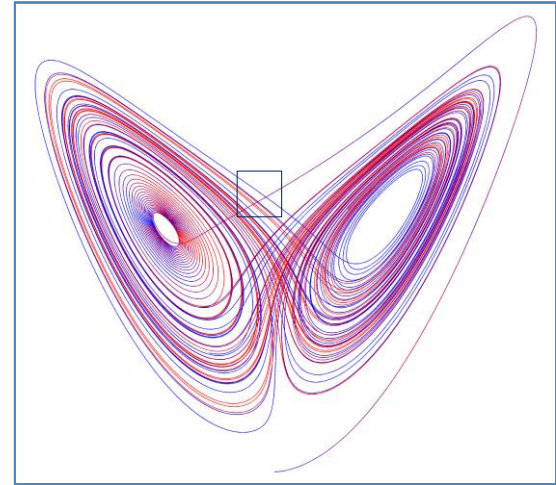
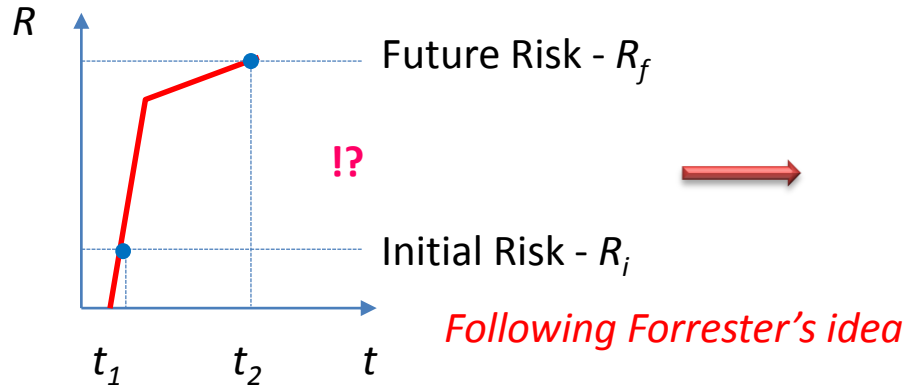


(c)

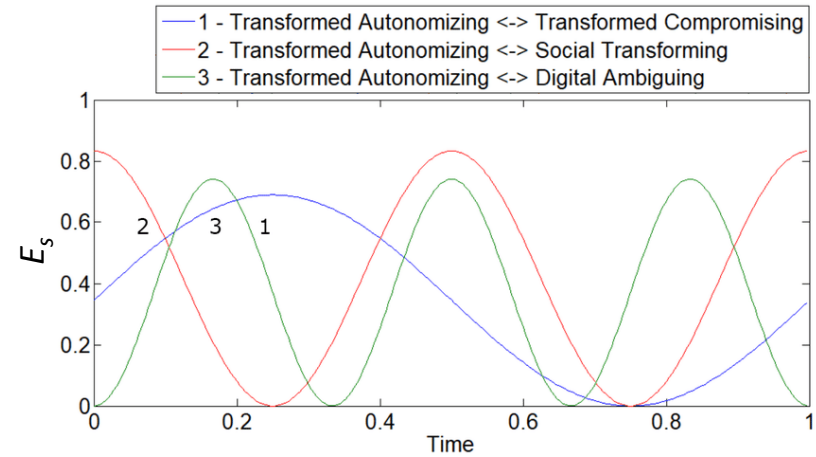


(d)

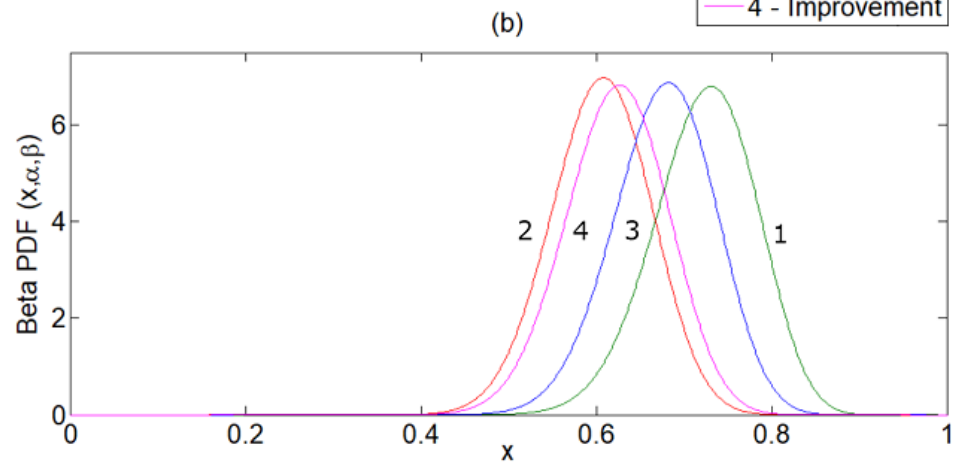
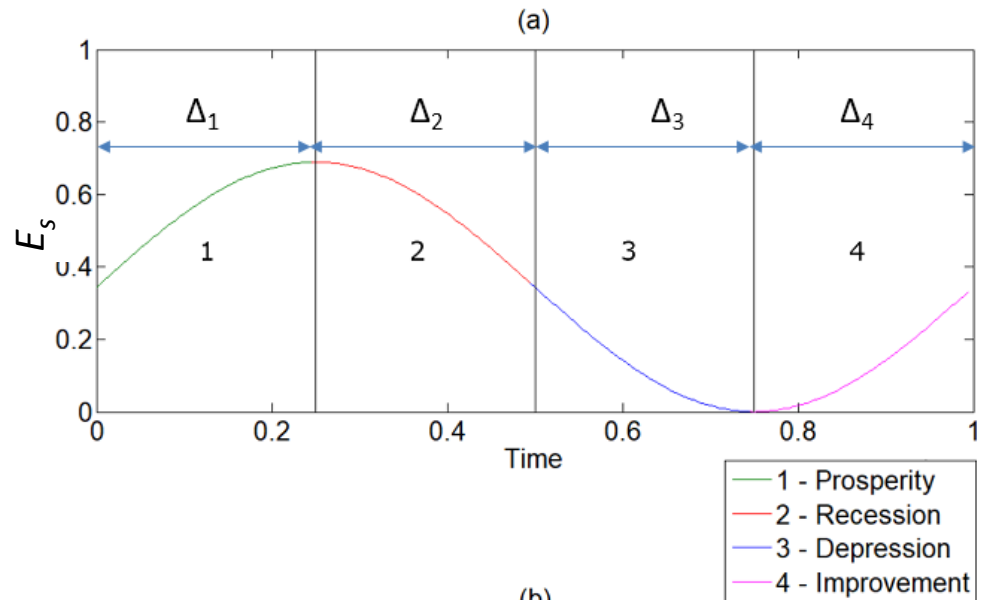
RESULTS VALIDATION & VERIFICATION



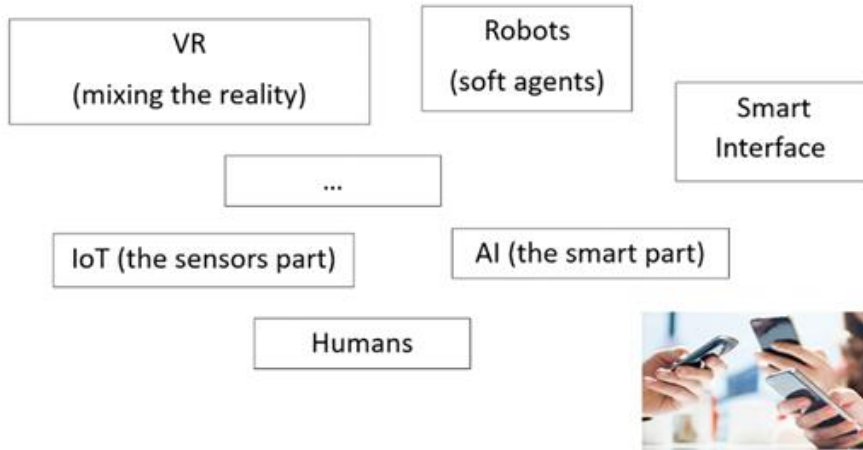
ENTITIES INTERACTION CYCLIC INTERPRETATION



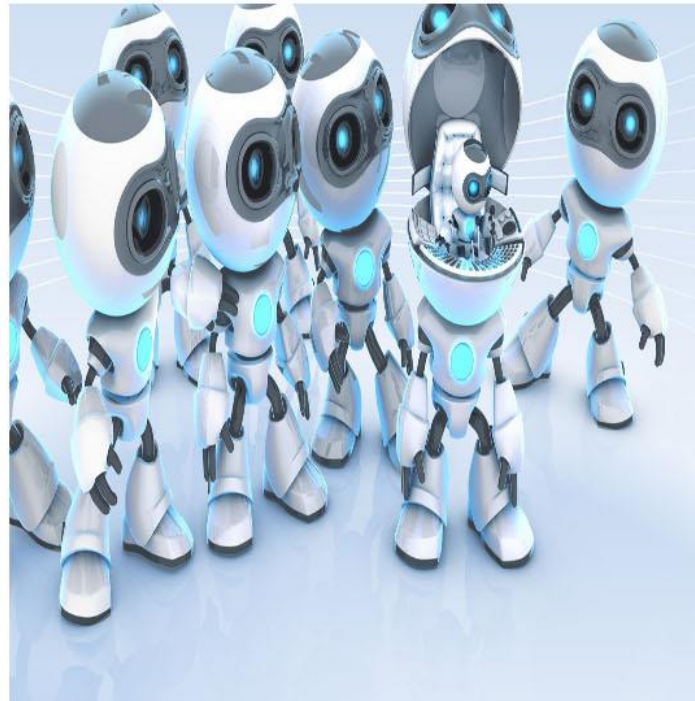
*Cyclic stochastic approximation with
Effectiveness transition analysis*



NEW DIGITAL SOCIETY 5.0 LIVE VERIFICATION



Securing Digital Future 21 initiative has been established in celebration of 10 Years' Anniversary of [Joint Training Simulation & Analysis Center](#), Institute of ICT, Bulgarian Academy of Sciences. Being at the rise of the fourth technological and social revolutionary transformations the idea is combining both – research & educational efforts in a sustainable knowledge capacity throughout a proven expert community with valuable partner support.



<http://securedfuture21.org>

DISCUSSION

Future reality of digital co-existence is dynamically transforming and thus changing the way of human-machine-environment interaction, producing new challenges to future education & training, being somewhat more personalized, flexible, inclusive and engaging. The AI implementation in this process is opening an extremely transformational & complex field of work, addressing the upcoming threats, risks, gaps, opportunities and divides.

Exploring this phenomenon from the security perspective in future education & training requires implementing both human factor beliefs and real responses, noting the technological growing significance in the new, transcending digital age.

THANK YOU FOR THE ATTENTION!

QUESTIONS?