



Webinar se snima!

Ako imate pitanja, molimo koristite opciju Q&A panela (pitanja i odgovori).

ALICE IN **TikTokLaND**

09.11.2021.

Dona Šeruga, CARNET, Odjel za Nacionalni CERT



CERT.hr

Glavna zadaća:

- ◆ obrada računalno-sigurnosnih incidenata ako je jedna od strana u .hr domeni ili hrvatskom IP adresnom prostoru

Aktivnosti:

- ◆ sigurnosne preporuke i upozorenja
- ◆ praćenje računalno-sigurnosnih tehnologija
- ◆ diseminacija informacija iz područja kibernetičke sigurnosti
- ◆ unapređenje svijesti o značaju kibernetičke sigurnosti
- ◆ edukacija i obuka o kibernetičkoj sigurnosti
- ◆ provjera ranjivosti i izdavanje elektroničkih certifikata za ustanove članice CARNET-a
- ◆ sigurnosna testiranja CARNET-ovih usluga i servisa te aplikacija
- ◆ postupanje s računalno-sigurnosnim incidentima
- ◆ koordinacija rješavanja značajnijih incidenata

Europski mjesec kibernetičke sigurnosti

- ♠ Listopad
- ♠ Kampanja Veliki hrvatski naivci
- ♠ Hacknite 2.0
- ♠ Edukativni video materijali i infografike
- ♠ Nacionalna koordinacija (<https://cybersecuritymonth.eu/@@activity-add>)

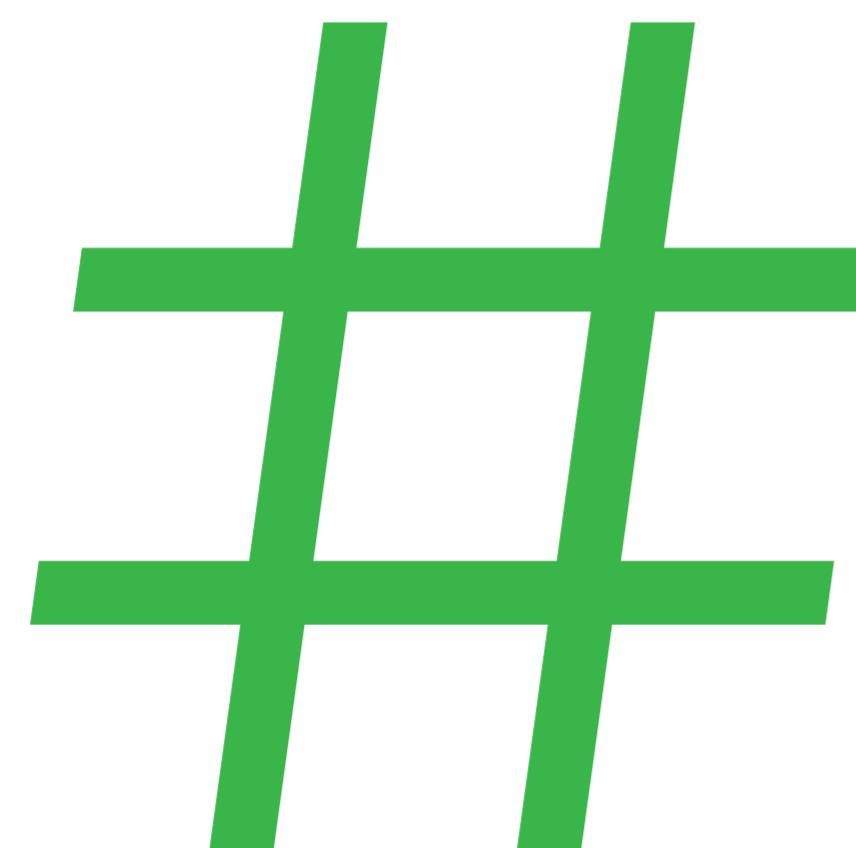
Hacknite	2020.	2021.
Timovi	33	51
Igrači	165	255
Škole	23	32
Mentori	25	34
Zadaci	27	27

Veliki hrvatski naivci



Društvene mreže

- ♣ društveno umrežavanje = međusobno povezivanje skupine ljudi putem interneta, bilo da su istomišljenici, prijatelji ili zaposlenici neke ustanove i sl.
- ♣ društvene mreže omogućuju korisnicima samostalno stvaranje korisničkih profila, nude raznovrsne sadržaje, od sklapanja prijateljstava i međusobne komunikacije, pregledavanja videa i fotografija, do mrežnoga trgovanja

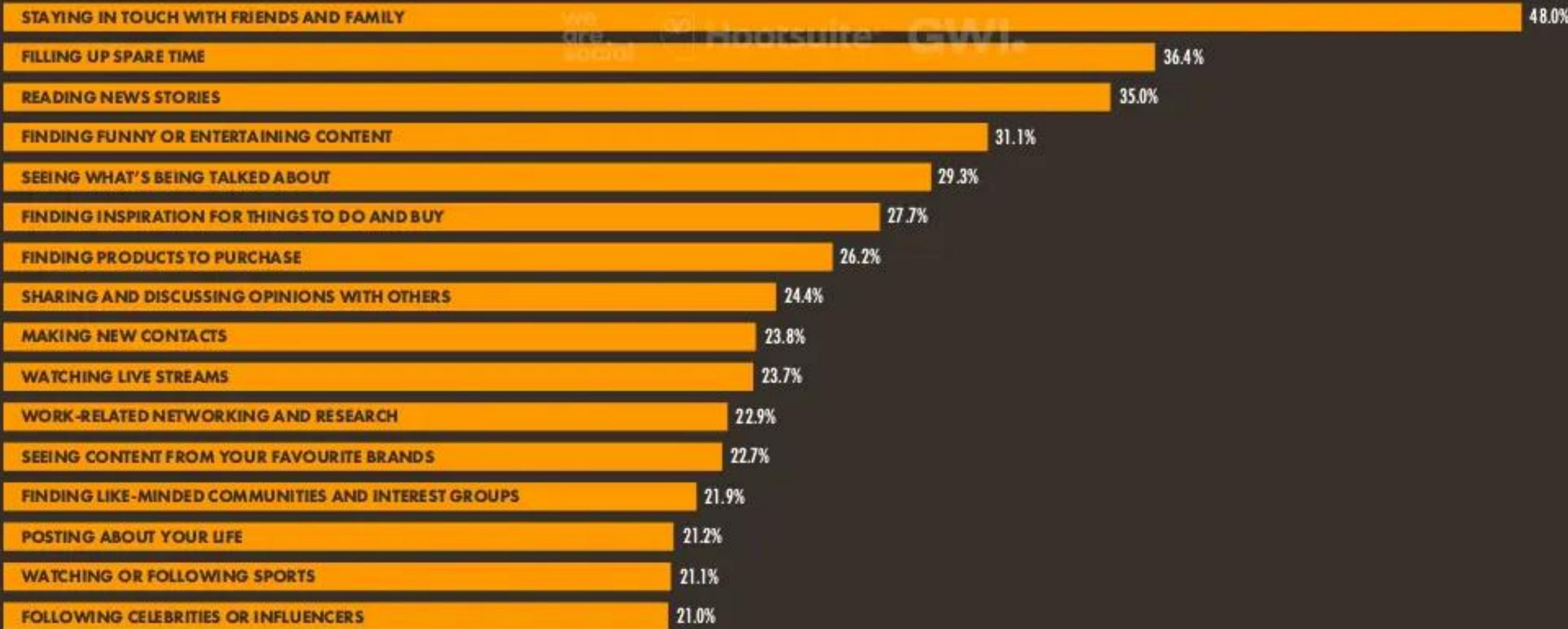


OCT
2021

REASONS FOR USING SOCIAL MEDIA

PERCENTAGE OF GLOBAL INTERNET USERS AGED 16 TO 64 WHO CITE EACH ACTIVITY AS A MAIN REASON* FOR USING SOCIAL MEDIA

 THE SURVEY QUESTION THAT INFORMS THIS CHART HAS CHANGED, SO VALUES ARE NOT COMPARABLE WITH THOSE PUBLISHED IN PREVIOUS REPORTS



61

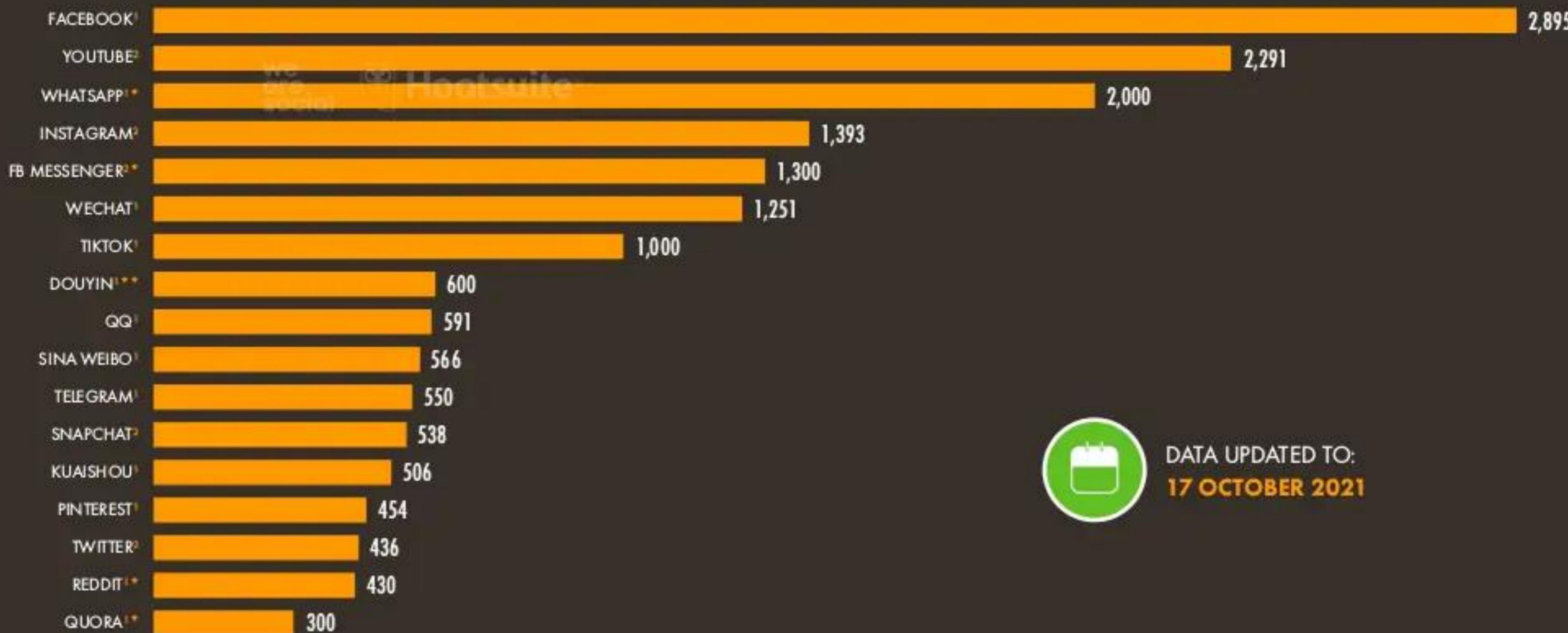
SOURCE: GWI (Q2 2021). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GWI.COM FOR MORE DETAILS.

*NOTE: VALUES ONLY REPRESENT THE PERCENTAGE OF SURVEY RESPONDENTS WHO SAY EACH MOTIVATION IS ONE OF THE MAIN REASONS WHY THEY USE SOCIAL MEDIA, AND DO NOT REPRESENT ALL PEOPLE WHO USE SOCIAL MEDIA FOR EACH STATED PURPOSE OR ACTIVITY.

OCT
2021

THE WORLD'S MOST-USED SOCIAL PLATFORMS

THE LATEST GLOBAL ACTIVE USER FIGURES (IN MILLIONS) FOR A SELECTION OF THE WORLD'S TOP SOCIAL MEDIA PLATFORMS*



DATA UPDATED TO:
17 OCTOBER 2021



OCT
2021

SOCIAL MEDIA USE AROUND THE WORLD

USE OF SOCIAL NETWORKS AND MESSENGER SERVICES, WITH DETAIL FOR MOBILE SOCIAL MEDIA USE

⚠ SOCIAL MEDIA USER NUMBERS MAY NOT REPRESENT UNIQUE INDIVIDUALS

TOTAL NUMBER OF
ACTIVE SOCIAL
MEDIA USERS*



4.55
BILLION

we
are
social

SOCIAL MEDIA USERS AS
A PERCENTAGE OF THE
GLOBAL POPULATION



57.6%

ANNUAL CHANGE IN
THE NUMBER OF GLOBAL
SOCIAL MEDIA USERS



+9.9%
+409 MILLION

KP&G

AVERAGE AMOUNT
OF TIME PER DAY SPENT
USING SOCIAL MEDIA



GWI.

2H 27M

AVERAGE NUMBER OF
PLATFORMS USED EACH
MONTH PER INTERNET USER



6.7

we
are
social

Hootsuite®

59

SOURCES: KPIOS (OCT 2021), BASED ON DATA FROM COMPANY EARNINGS ANNOUNCEMENTS, PLATFORMS' SELF-SERVICE ADVERTISING TOOLS, CHNRC, MEDIASCOPE. TIME SPENT DATA FROM GWI (Q2 2021). SEE GWI.COM FOR MORE DETAILS. ***ADVISORY:** SOCIAL MEDIA USERS MAY NOT REPRESENT UNIQUE INDIVIDUALS, AND MAY EXCEED INTERNET USER NUMBERS IN SOME COUNTRIES. ****COMPARABILITY ADVISORY:** BASE CHANGES AND HISTORICAL REVISIONS. DATA MAY NOT CORRELATE WITH FIGURES PUBLISHED IN PREVIOUS REPORTS.

CARNET

JUL
2020

COVID-19: INCREASE IN ONLINE AND DIGITAL ACTIVITIES

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 IN SELECT COUNTRIES* WHO REPORT SPENDING MORE TIME ON EACH ACTIVITY DUE TO COVID-19

WATCHING MORE SHOWS &
FILMS ON STREAMING SERVICES



54%

SPENDING LONGER
USING SOCIAL MEDIA



43%

SPENDING LONGER ON
MESSENGER SERVICES



42%

LISTENING TO MORE MUSIC
STREAMING SERVICES



37%

SPENDING MORE TIME
ON MOBILE APPS



36%

SPENDING MORE TIME PLAYING
COMPUTER OR VIDEO GAMES



35%

CREATING AND
UPLOADING VIDEOS



16%

LISTENING TO
MORE PODCASTS



15%

13

SOURCE: GLOBALWEBINDEX'S COVID-19 MULTI-MARKET STUDY (WAVE 5, JULY 2020). *NOTE: FIGURES REPRESENT THE FINDINGS OF A SURVEY OF INTERNET USERS AGED 16 TO 64 IN AUSTRALIA, BELGIUM, BRAZIL, CHINA, FRANCE, GERMANY, INDIA, ITALY, JAPAN, NEW ZEALAND, PHILIPPINES, POLAND, ROMANIA, SINGAPORE, SOUTH AFRICA, SPAIN, THE UNITED KINGDOM, AND THE UNITED STATES. DATA COLLECTION (FIELDWORK) TOOK PLACE BETWEEN 29 JUNE AND 02 JULY, 2020. SEE GLOBALWEBINDEX.COM FOR MORE DETAILS.

we
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social

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OCT
2021

MOBILE APP RANKINGS: DOWNLOADS

RANKINGS OF TOP MOBILE APPS AND GAMES BY TOTAL NUMBER OF WORLDWIDE DOWNLOADS IN Q3 2021

RANKING OF MOBILE APPS BY TOTAL NUMBER OF DOWNLOADS

#	APP NAME	COMPANY
01	TIKTOK	BYTEDANCE
02	INSTAGRAM	FACEBOOK
03	FACEBOOK	FACEBOOK
04	WHATSAPP	FACEBOOK
05	FACEBOOK MESSENGER	FACEBOOK
06	SNAPCHAT	SNAP
07	TELEGRAM	TELEGRAM
08	ZOOM CLOUD MEETINGS	we are social
09	CAPCUT	BYTEDANCE
10	GOOGLE MEET	GOOGLE

RANKING OF MOBILE GAMES BY TOTAL NUMBER OF DOWNLOADS

#	GAME NAME	COMPANY
01	MY TALKING ANGELA 2	OUTFIT7
02	COUNT MASTERS	ASCELLA MOBILE
03	FREE FIRE	SEA
04	BRIDGE RACE	IRONSOURCE
05	PUBG MOBILE	TENCENT
06	SUBWAY SURFERS	SYBO
07	FIDGET TOYS TRADING 3D	ASCELLA MOBILE
08	HAIR CHALLENGE	ROLIC
09	ROBLOX	ROBLOX
10	CANDY CRUSH SAGA	ACTIVISION BLIZZARD

46

SOURCE: APP ANNIE | OCT 2021. NOTE: RANKINGS BASED ON COMBINED DOWNLOADS ACROSS THE IOS AND GOOGLE PLAY STORES, EXCEPT FOR CHINA, WHICH ONLY INCLUDES DATA FOR DOWNLOADS VIA THE IOS STORE.

8-11 year olds

66% have their own tablet,
and 49% their own smartphone

To go online - 76% use a tablet,
72% a laptop, and 62% a smartphone

58% watch live broadcast TV, and
91% watch video-on-demand content*

78% play games online

44% use social media apps/sites

64% use messaging apps/sites

96% use video-sharing platforms (VSP)

39% use live streaming apps/sites

40% are aware of ad placements in search engines
(8-11s who go online and use search engines)

27% have seen worrying or nasty content online
(8-11s who go online)



12-15 year olds

59% have their own tablet,
and 91% their own smartphone

To go online - 87% use a smartphone,
80% a laptop, and 60% a tablet

61% watch live broadcast TV, and
92% watch video-on-demand content*

80% play games online

87% use social media apps/sites

91% use messaging apps/sites

99% use video-sharing platforms (VSP)

60% use live streaming apps/sites

65% are aware of potential vlogger endorsements
(12-15s who go online)

49% are aware of ad placements in search engines
(12-15s who go online and use search engines)

31% have seen worrying or nasty content online
(12-15s who go online)



Malo psihologije...

- ♥ Socijalni inženjering
- ♥ FOMO (engl. *Fear of missing out*)

- ♥ *Nomophobia*
- ♥ *Selfiephobia*
- ♥ *Nointernetophobia*
- ♥ *Drosmartoiphobia*
- ♥ *Formaspassphobia*
- ♥ *Foransequophobia*

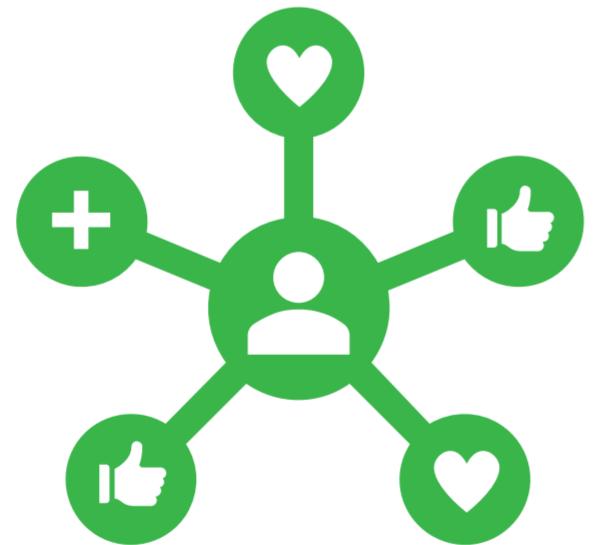


Vektor napada

- ◆ „način (put) na koji napadač ostvaruje inicijalni pristup sustavu, uređaju, mreži...“

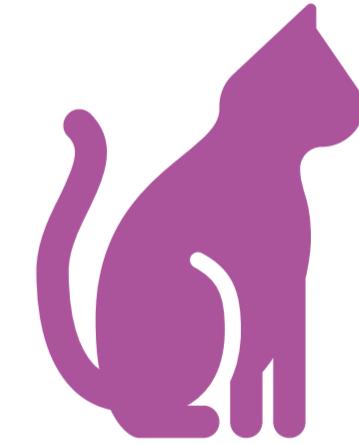
3 vektora:

- ◆ Napadi na korisnike društvenih mreža
- ◆ Napadi omogućeni društvenim mrežama
- ◆ Napadi oglašavani na društvenim mrežama



Društvene mreže su izvor...

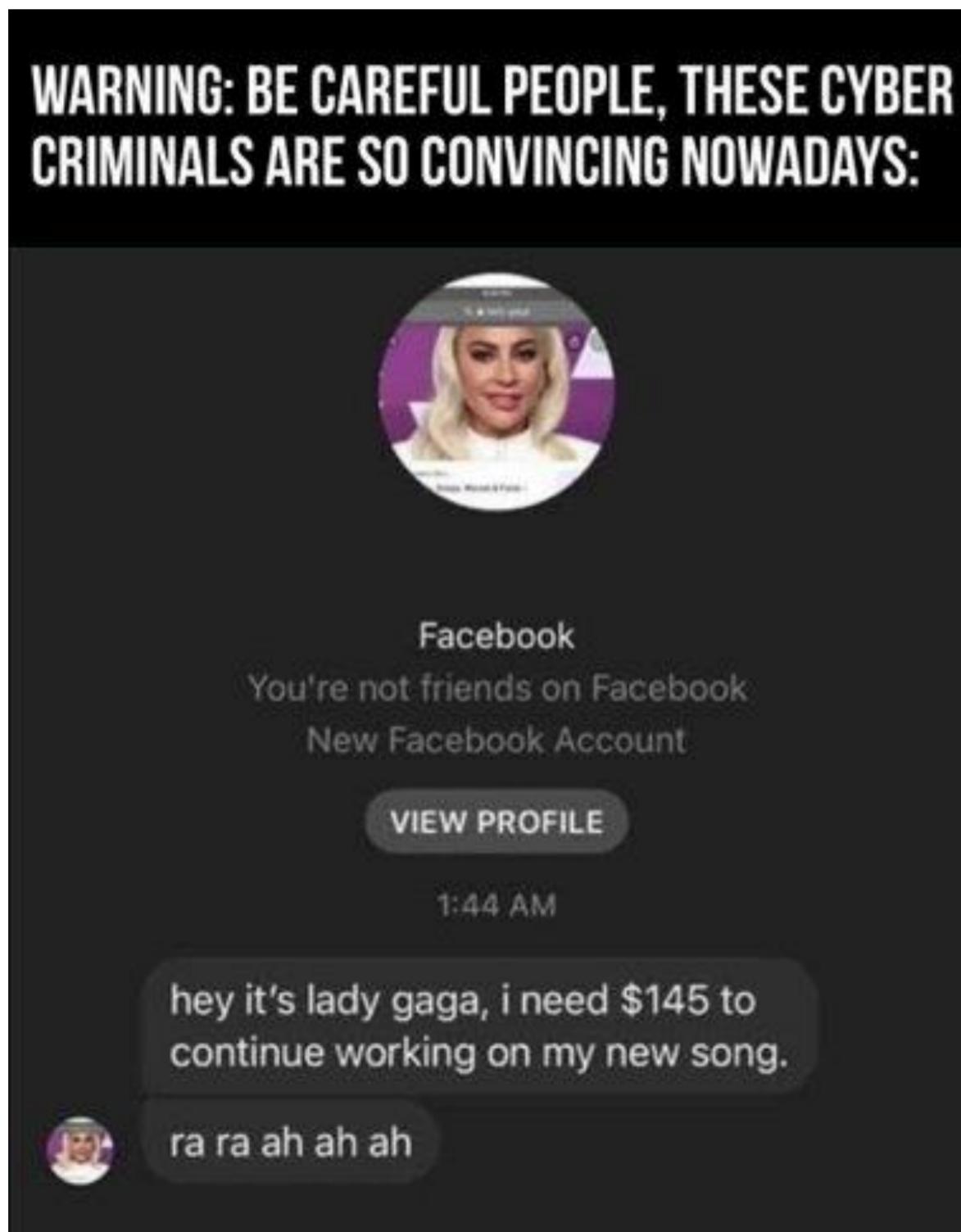
- ♠ krađa identiteta
- ♠ krađa osobnih/bankovnih podataka
- ♠ *cyberbullying*
- ♠ neprimjereni sadržaji
- ♠ ovisnost
- ♠ nepoznate osobe
- ♠ (ne)privatnost
- ♠ (spear)phishing, smishing, vishing, catphishing, whalling, pharming...
- ♠ spam, scam, malware
- ♠ online trgovina
- ♠ dječja pornografija
- ♠ lažne vijesti



Facebook

Dobna granica: 13

<https://www.facebook.com/help/>



540 million
records compromised

From: Facebook [mailto:update+4npbyob7pjcq@async.kingfast.com]
Sent: Wednesday, June 13, 2012 03:15 AM
To: [REDACTED]
Subject: You have notifications pending

facebook

Hi,
Here's some activity you have missed on Facebook.

4 friend request

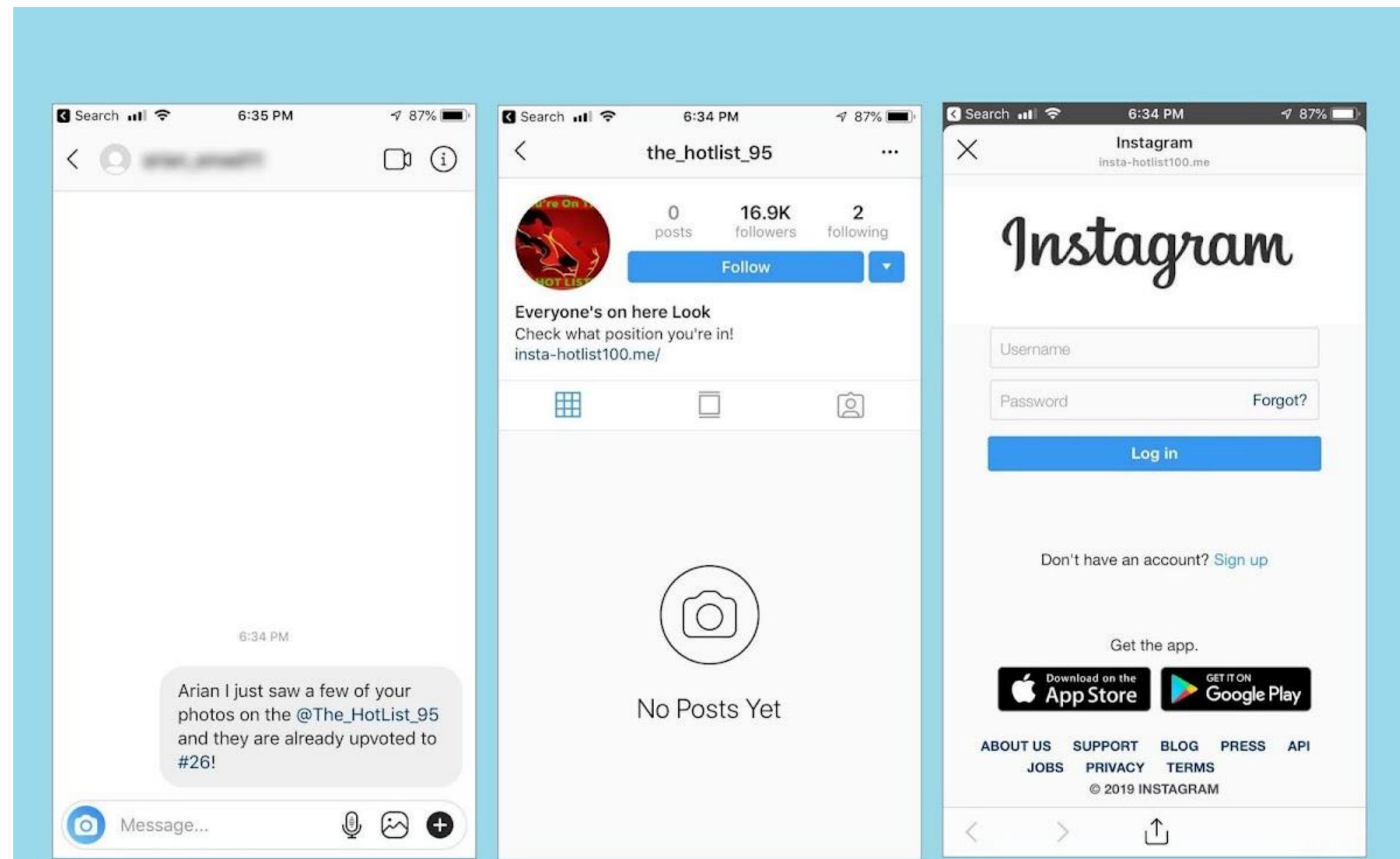
[Go To Facebook](#) [See All Notifications](#)

This message was sent to [REDACTED]. If you don't want to receive these emails from Facebook in the future, please click: [unsubscribe](#).
Facebook, Inc. Attention: Department 415 P.O Box 10005 Palo Alto CA 94303

Instagram

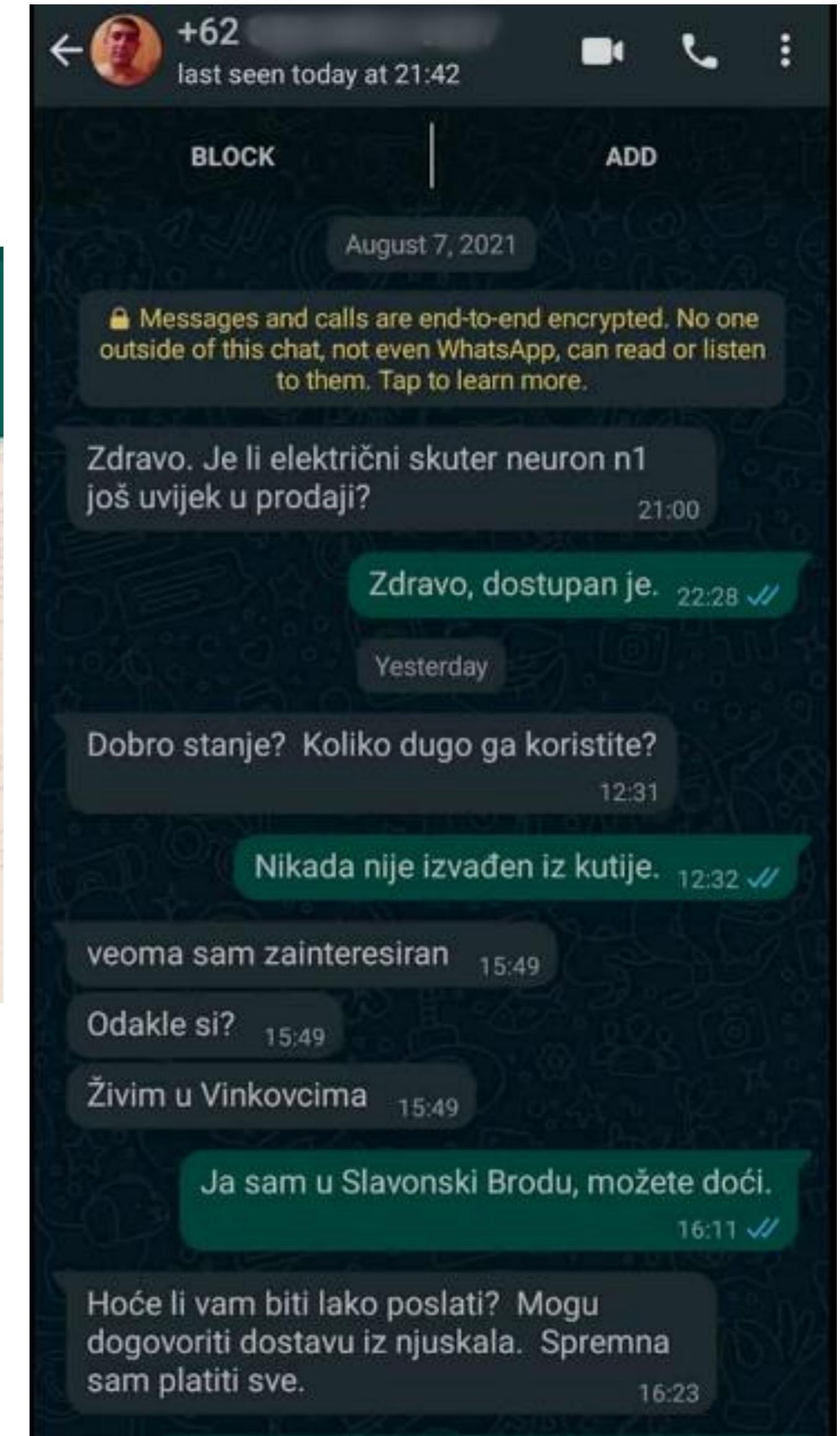
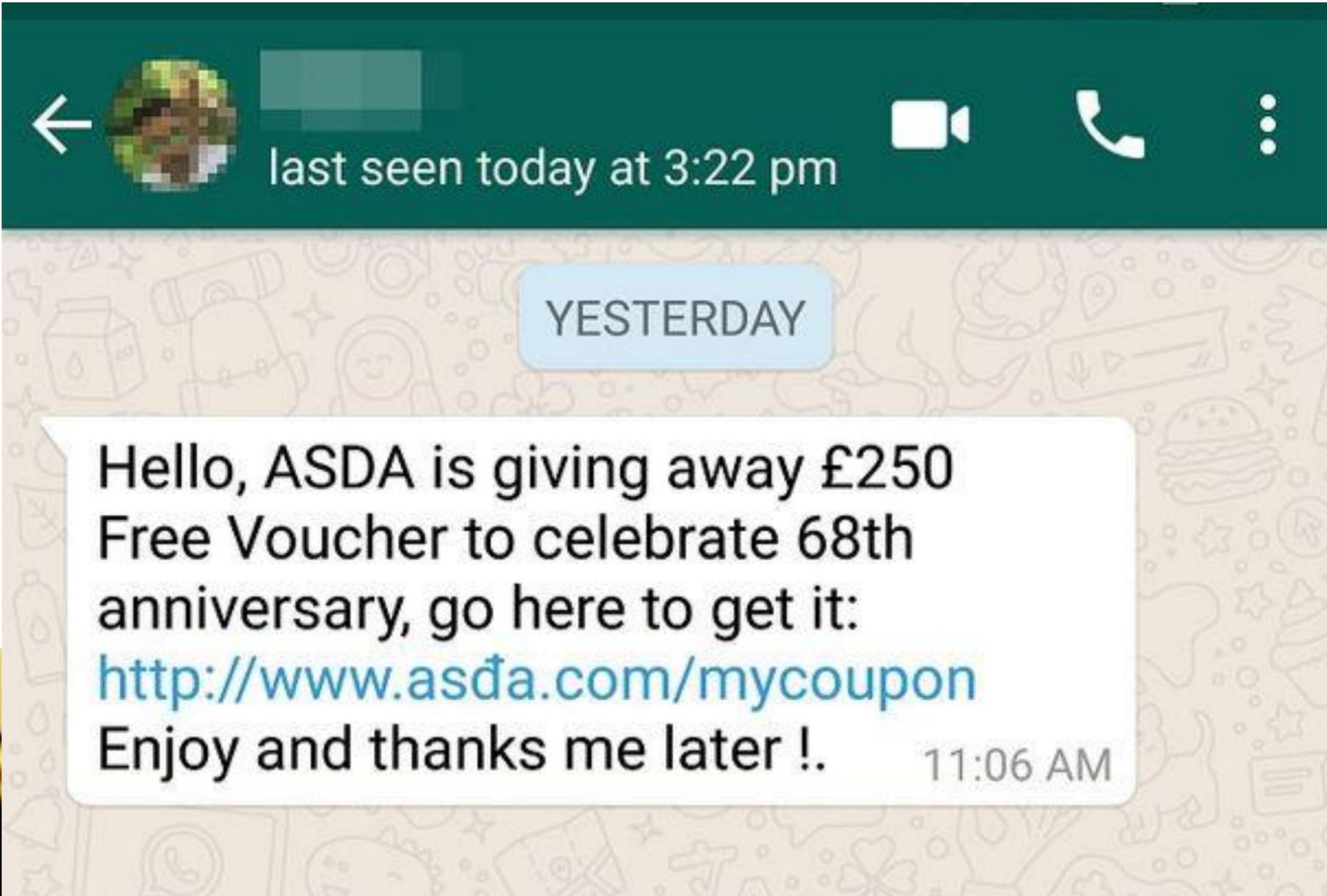
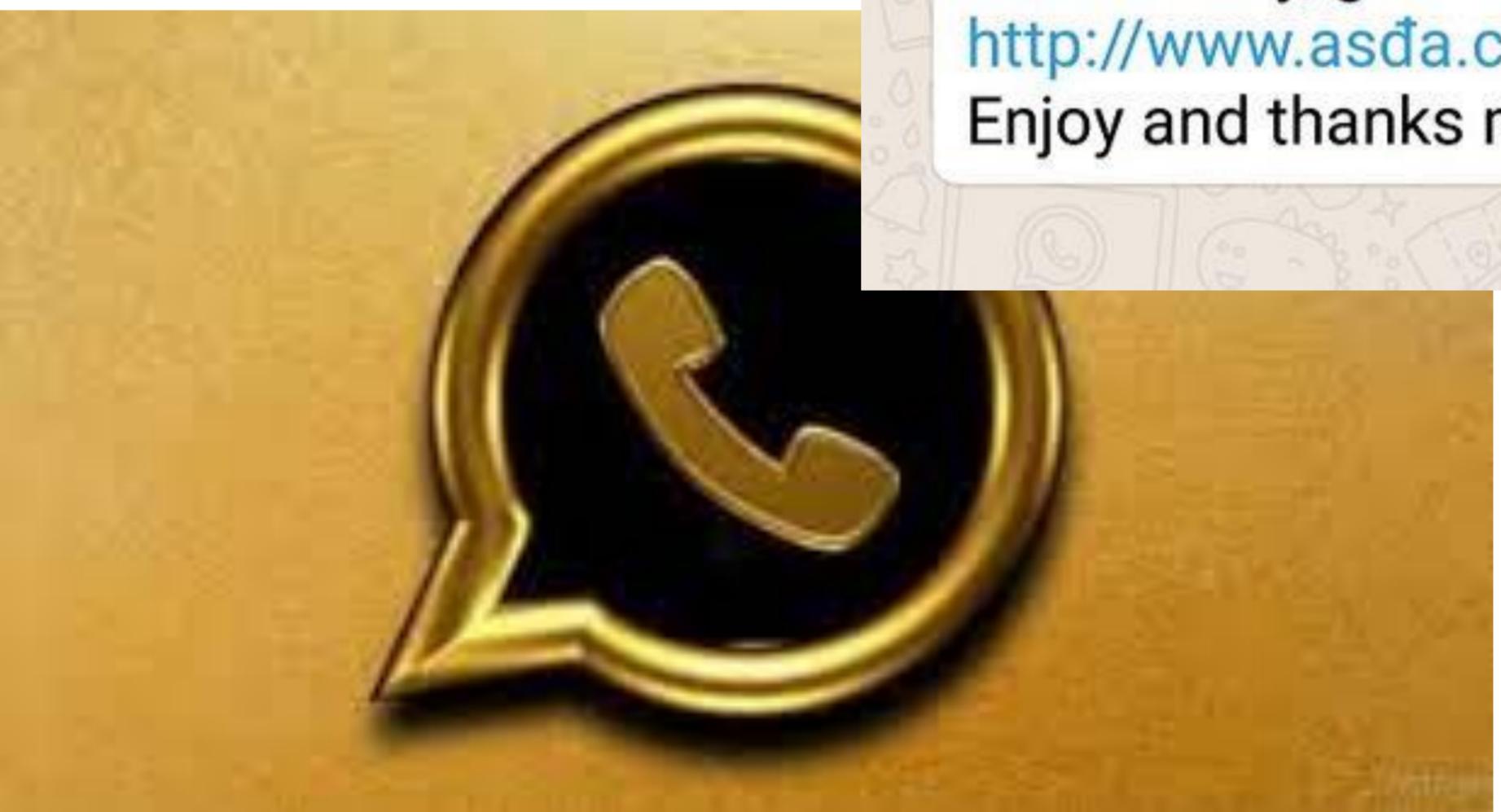
Dobna granica: 13

<https://help.instagram.com/>



WhatsApp

Dobna granica: 16
<https://faq.whatsapp.com/>



Twitter

Dobna granica: 13
<https://help.twitter.com>



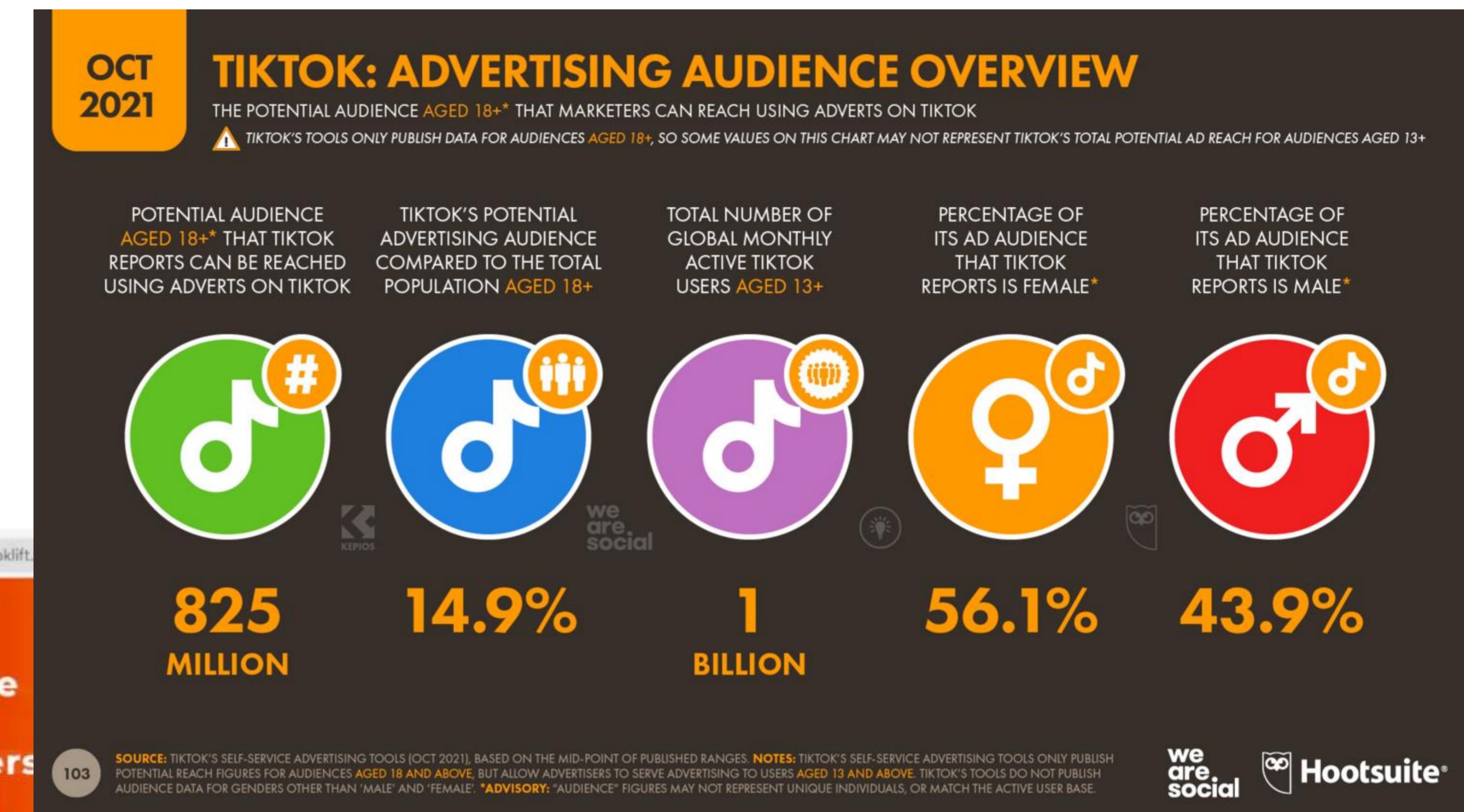


Dobna granica: 13

<https://support.tiktok.com/>

The image shows three separate web pages used for generating TikTok fans:

- getfans.club:** A light blue page with a large TikTok logo. It has a "Generate Unlimited Fans" button and a "NEXT" button below it. It also displays "Fans Generated Today: 368k" and "Total Users Online: 794".
- tiktokfans.com:** A purple page with a success message: "Success: [redacted] has just received 400 followers on his profile!". It features a "Get Free Likes & Followers TikTok!" button.
- tiktoklift.com:** An orange page with a "What do you Want?" section. It offers options to "Get 50 Free Likes" or "Buy Likes". It also includes a "Need Proof? Watch our step by step Tutorial" link.

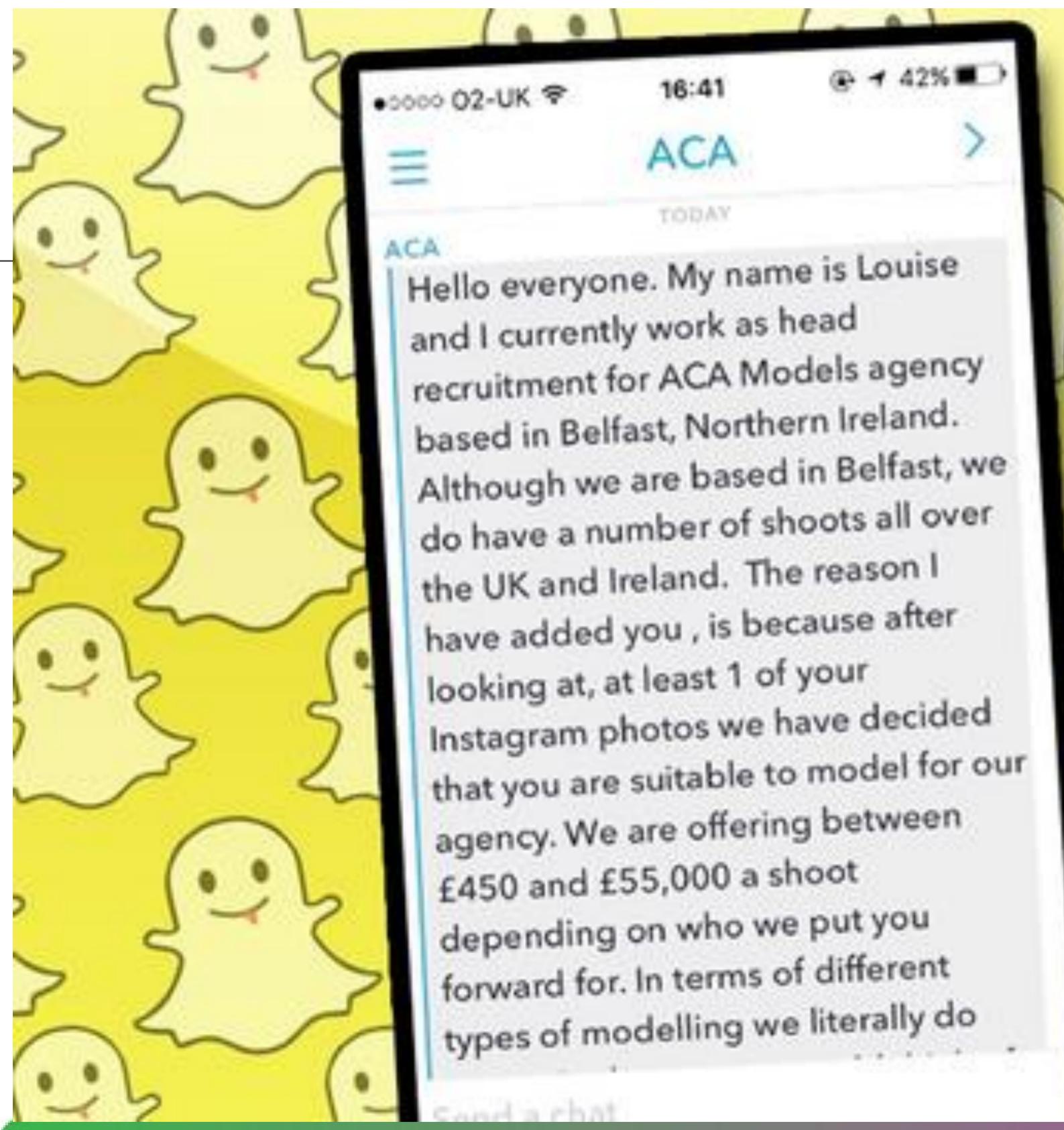


UPDATE SNAPCHAT

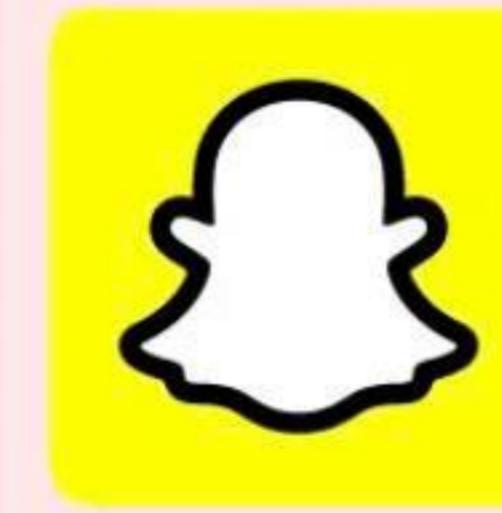
Snapchat

Dobna granica: 13

<https://support.snapchat.com/>



(null) sent you a message. Please update Snapchat in the App Store to view it! ➡️



Snapchat on the App Store

appsto.re



YouTube

Dobna granica: 13

<https://support.google.com/youtube/>

● Warning



YouTube <yt.warning.1@gmail.com>
To:



3 Jan at 13:38



YouTube Support

youtube@creator-partners.com

⌚ HISTORY IS ON

Messages sent with history on are saved

YESTERDAY



YouTube Support Yesterday 7:26 PM

Hi

Please note that we have noticed that you have a duplicate Adsense account and as a result

We will permanently suspend your YouTube account.

Please reply to us by clicking on Try Chat to contact us if you believe it was the result of unintended behavior

We are waiting for your reply

We've received a complaint that your channel has lots of spam videos. Please check and edit the spam videos we have marked by clicking on the link below. Otherwise, if you don't edit spam videos on your channel, your channel will close in 24 hours. Thank you for your patience in this process.

[Click for details](#)

CARNET

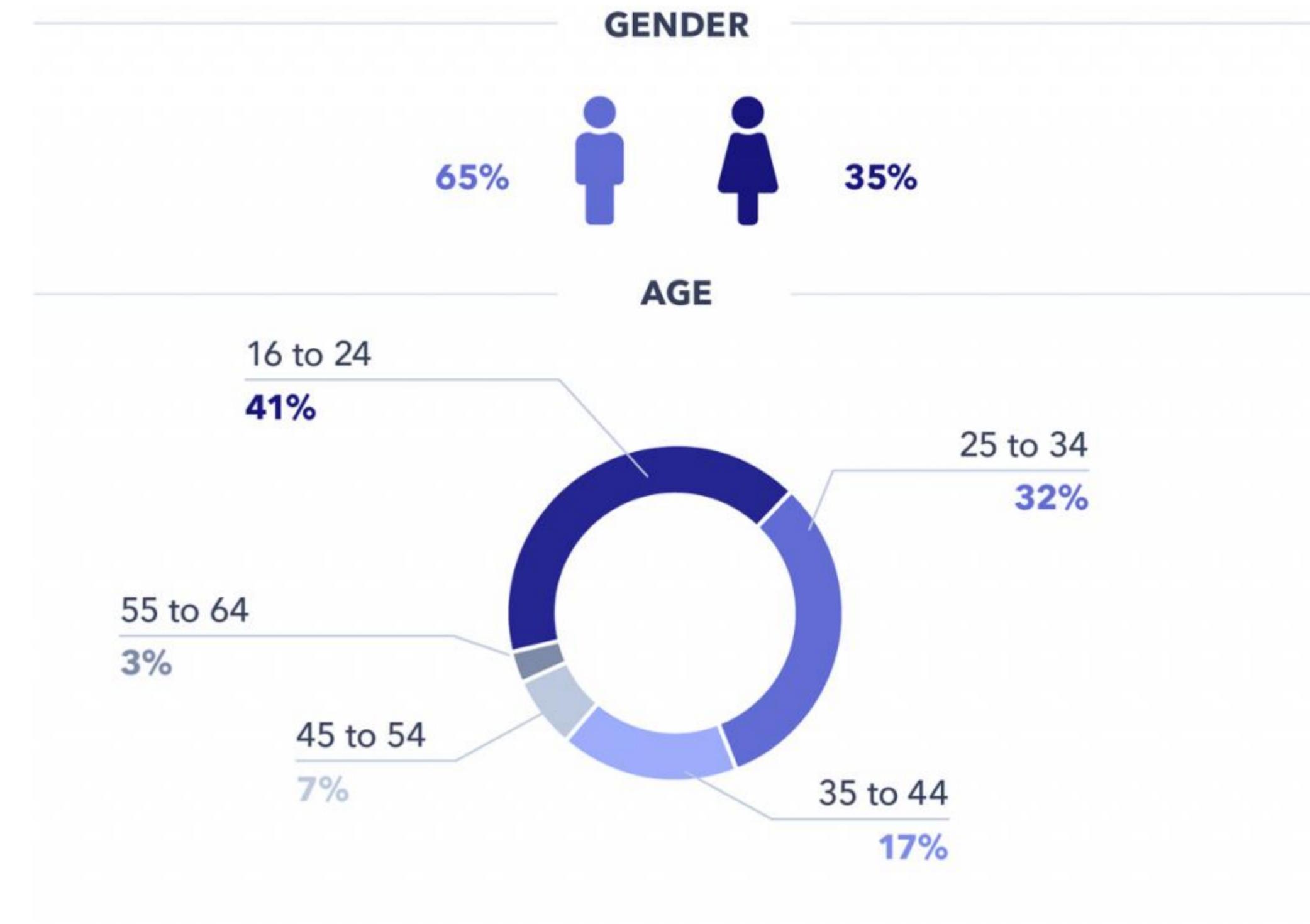
Twitch.tv

Dobna granica: 13
<https://help.twitch.tv>



The Twitch Demographic

% of Twitch users who are



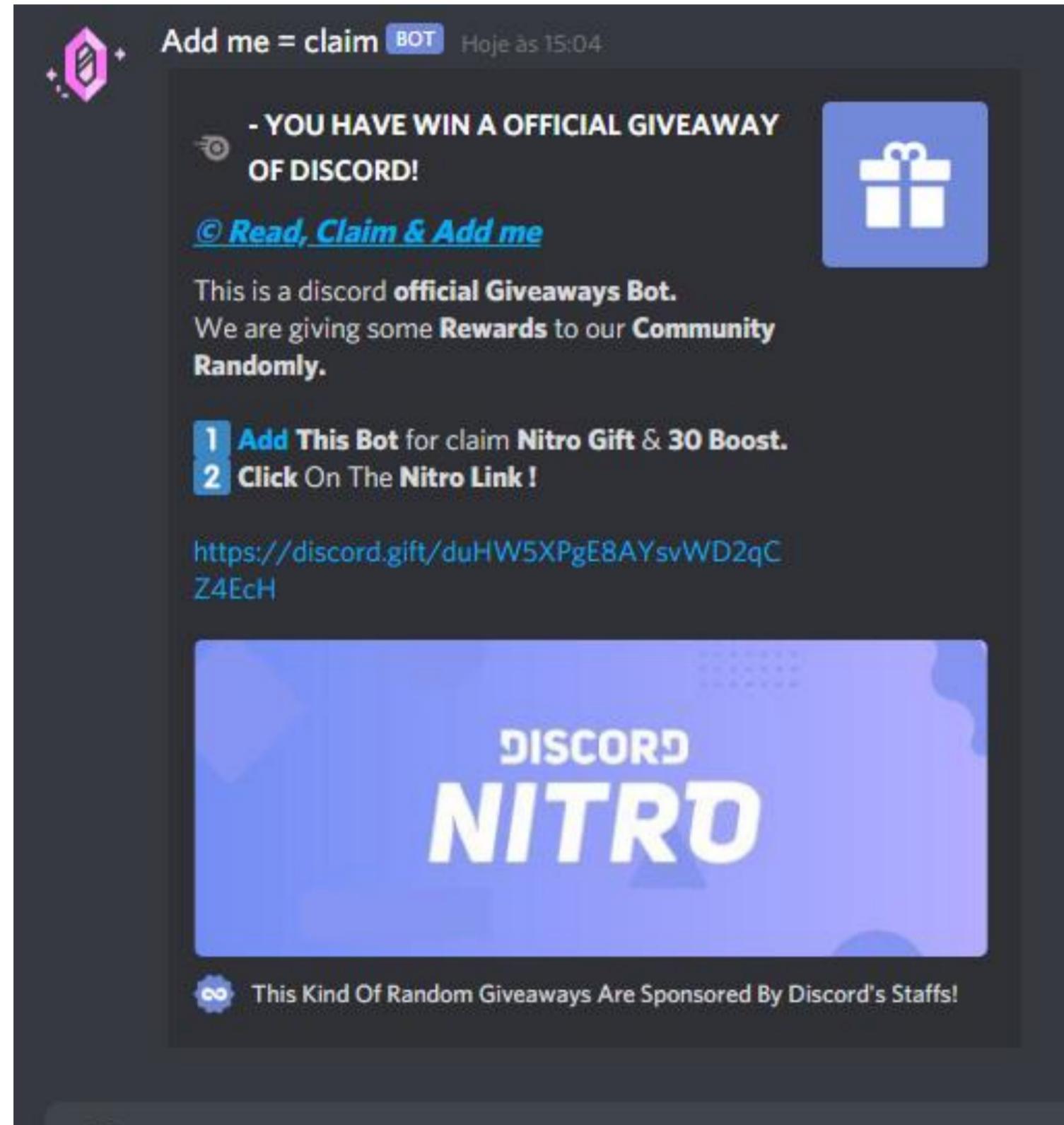
Question: Which of the following best describes your gender?/How old are you?

Source: GlobalWebIndex Q2 2019 Base: 15,853 Twitch users aged 16-64 (excl. China)

Discord

Dobna granica: 13

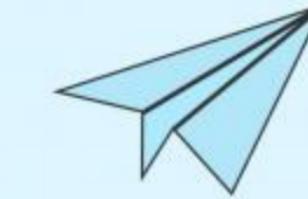
<https://support.discord.com/>



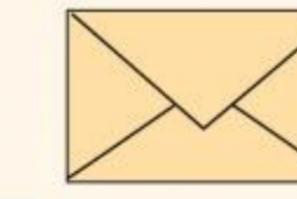
Discord Message Stats for 2020



250 Million Registered Users



963 Million Messages Sent Per Day



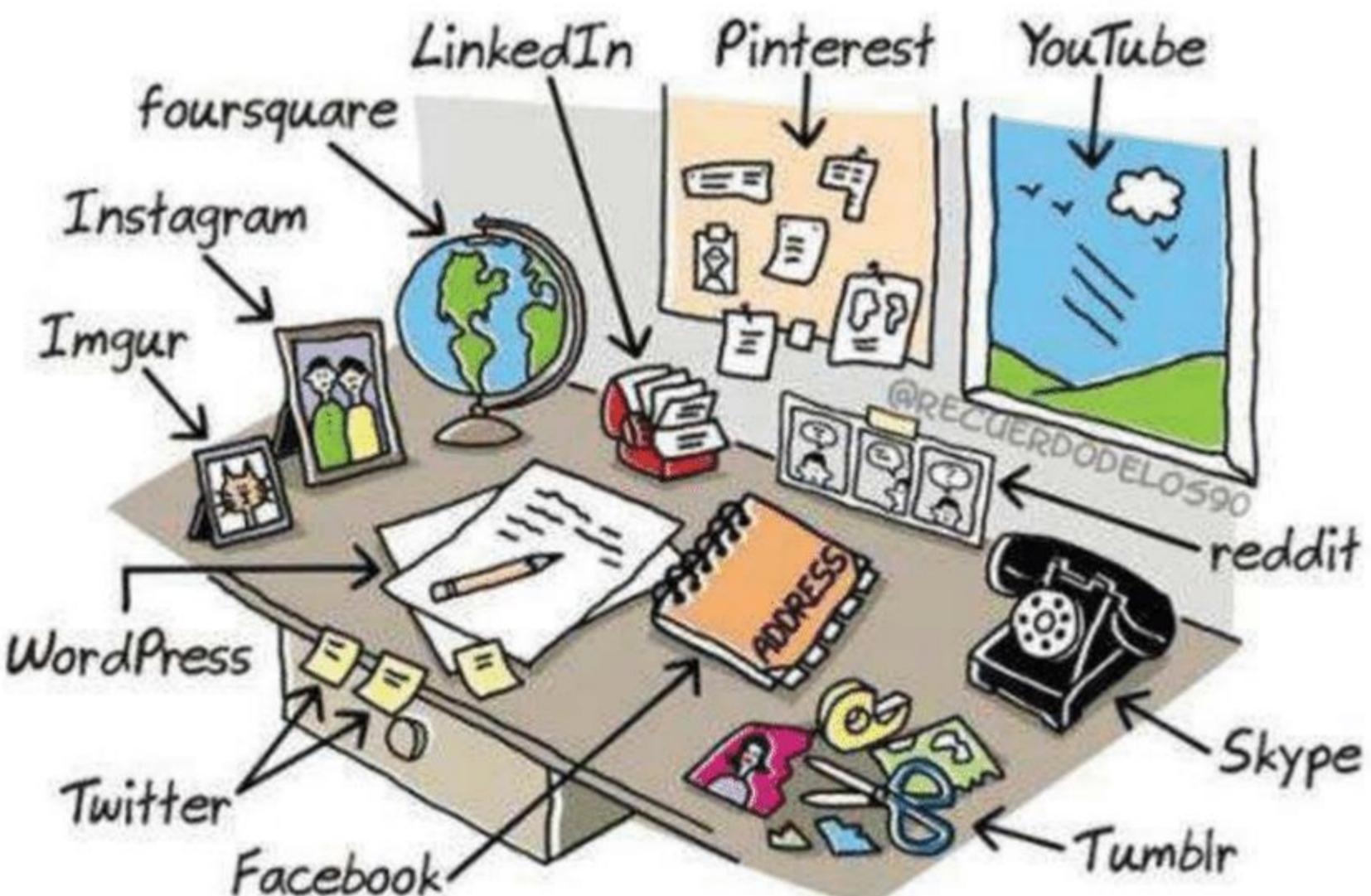
25 Billion Messages Per Month

Influencer
MarketingHub

CARNET

Dobre sigurnosne prakse

- ♠ Održavajte kibernetičku higijenu
- ♠ Provjerite postavke sigurnosti i privatnosti
- ♠ Čitajte prije nego što prihvate!
- ♠ Prijavite sumnjive aktivnosti



Koja su to osnovna pravila
kojih se trebamo pridržavati?

Kibernetička higijena

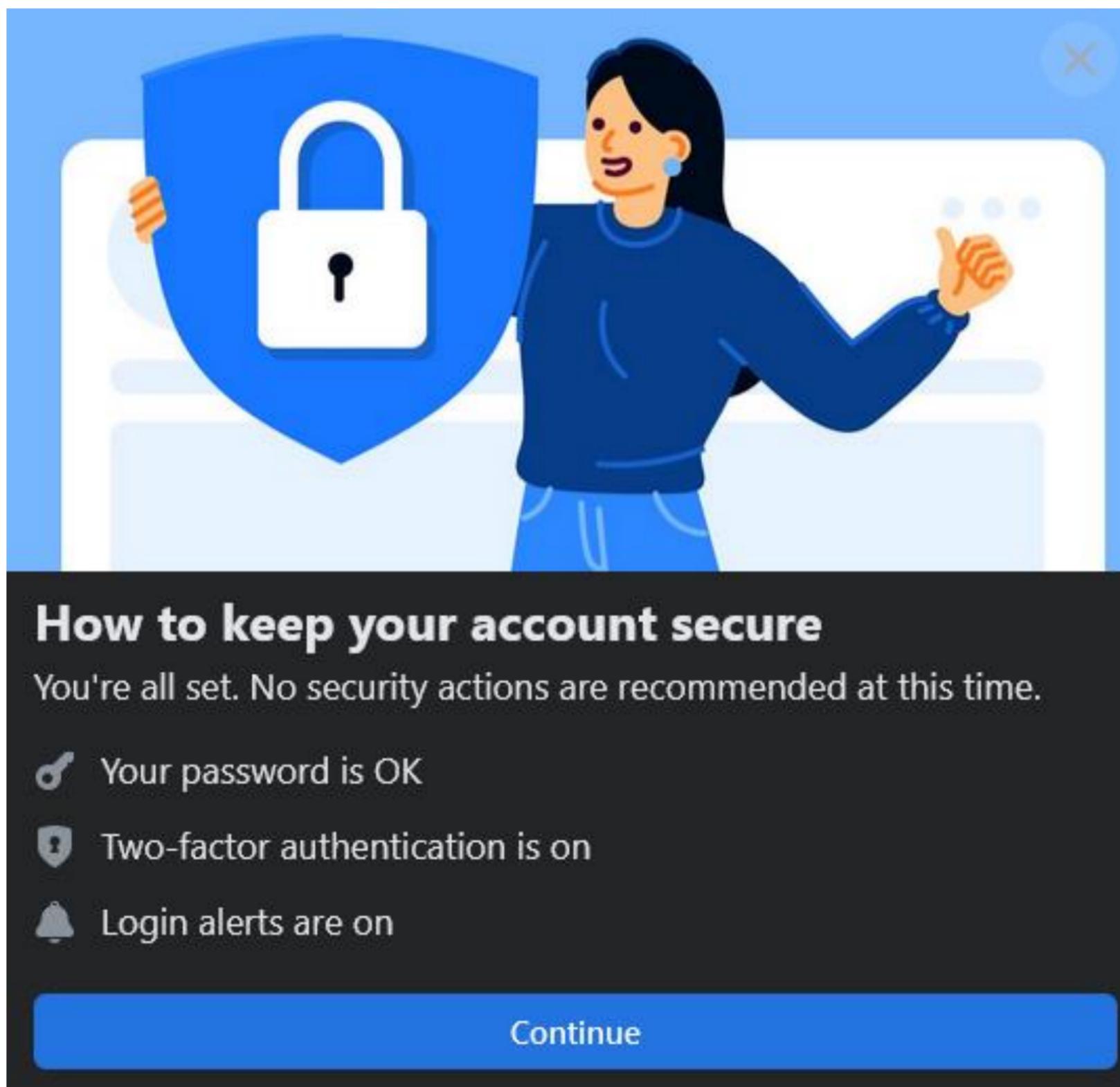
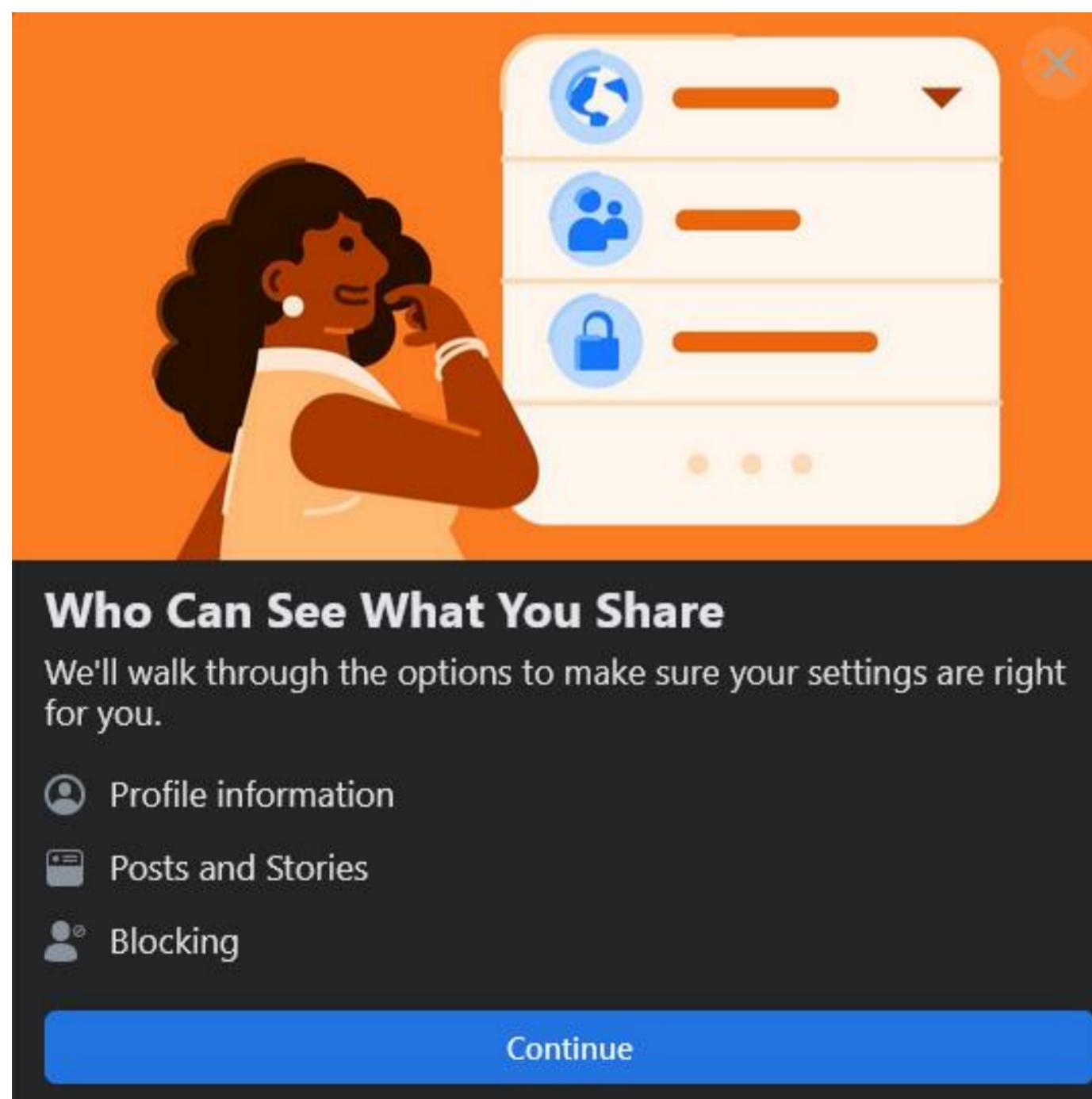
- ♣ Dobra lozinka?
- ♣ Kompleksnost
- ♣ Duljina
- ♣ Različitost
- ♣ Promjenjivost

- ♣ Upravitelj lozinkama!
- ♣ Fraze?



Tko vidi moju objavu?

- ♥ postavke privatnosti
- ♥ sigurnosne postavke



Privacy and safety

Discoverability

Private account (highlighted with a green arrow)

With a private account, only users you approve can follow you and view your videos and likes. Your existing followers won't be affected.

Suggest your account to others

Choose whether your profile can be suggested to users interested in accounts like yours.

Personalization and data

Personalization and data

Safety

Setting	Value
Who can comment on your videos	Everyone
Who can React to your videos	Everyone
Who can Duet with your videos	Everyone
Who can send you direct messages	Friends

Prihváťte li...

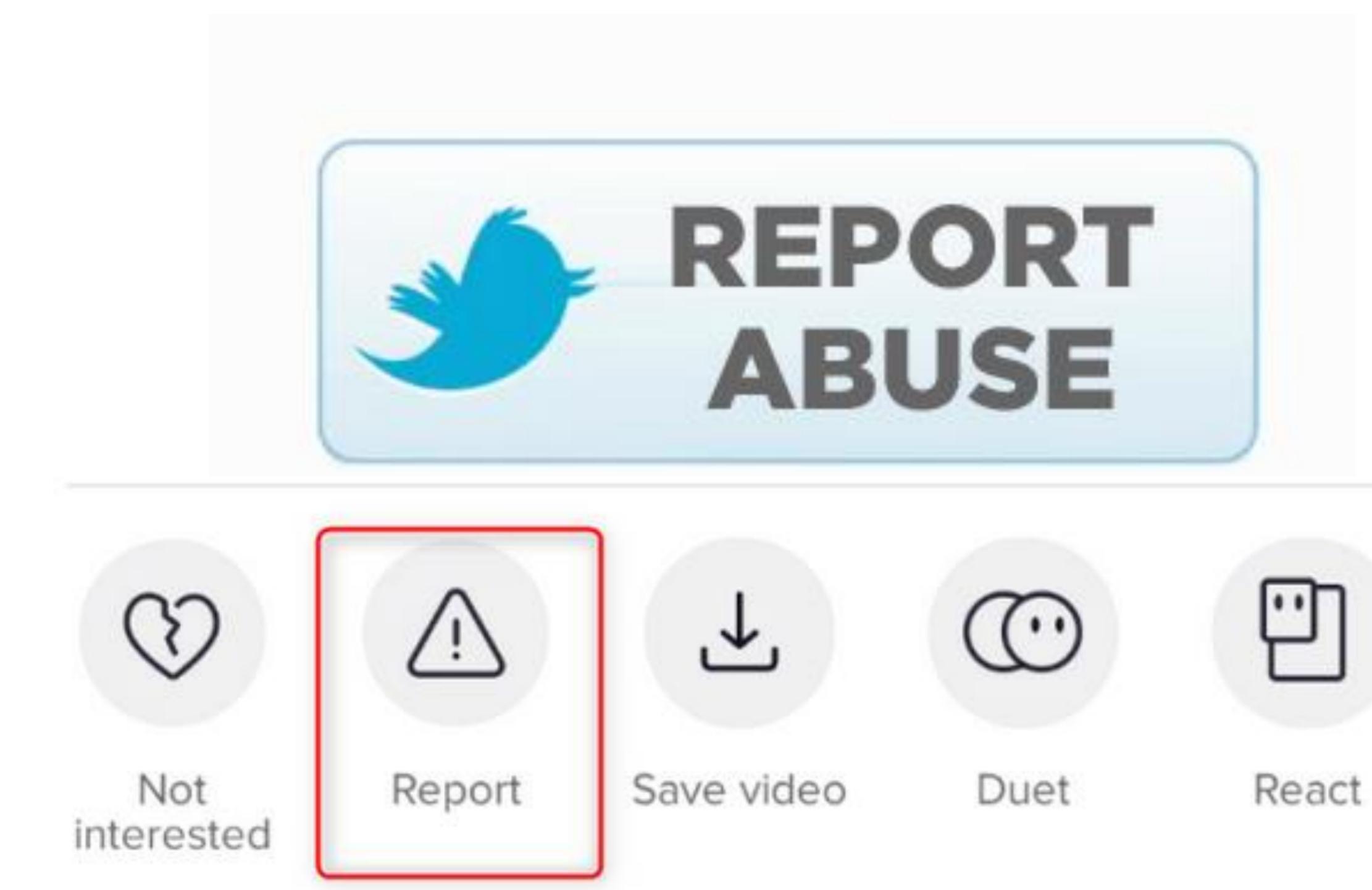
- ◆ Pravila o privatnosti (engl. *Privacy policy*)?
- ◆ Uvjete korištenja (engl. *Terms of service*)?

**Before I agree
to 2022, I
need to see
some terms
and conditions.**



Ne ignoriraj, prijavi!

- ♠ Sumnjiva aktivnost na toj društvenoj mreži → Abuse služba/Centar za pomoć
- ♠ Računalno-sigurnosni incident → Nacionalni CERT (incident@cert.hr)
- ♠ Kibernetički zločin → Policija (policija@mup.hr)



Report This Page

All reports are strictly confidential. What best describes this?

Spam or scam
 Contains hate speech or attacks an individual
 Violence or harmful behavior
 Nudity, pornography, or sexually explicit content
 Duplicate, fake, or miscategorized Page

Is this your intellectual property?

Submit **Cancel**



<https://kahoot.it/>

PIN: 9565899



CARNET

Gdje je Žiljac?

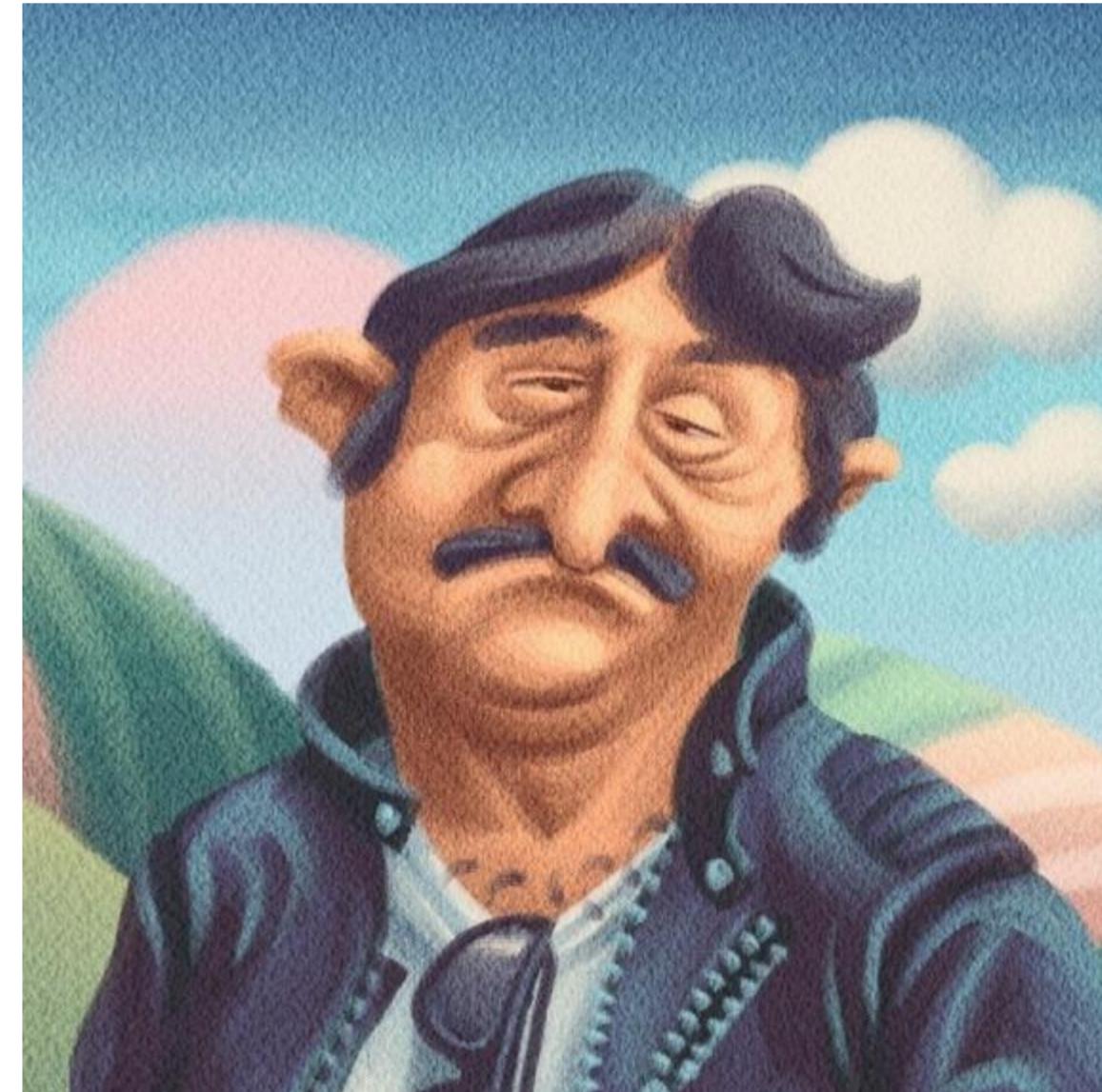
Naš naivac **Željko Jurić (Žiljac)** ima veoma osebujan profil na društvenoj mreži **Facebook**. Svakodnevno objavljuje mnoštvo informacija ni ne sumnjujući da bi ih netko mogao iskoristiti protiv njega.

Pronađi sljedeće informacije o našem Žiljcu:

- Mjesto stanovanja
- Datum rođenja
- Gdje i što radi
- Kako mu se zovu članovi obitelji
- Koji su mu interesi
- Koji je stupanj obrazovanja završio

Bonus bodovi ☺

- Lozinka
- Ime udruge kojoj pripada
- Adresa vikendice



Vrijeme rješavanja: 5-10 minuta

**Vaše mišljenje nam je izuzetno važno
pa Vas molimo da ispunite kratki
upitnik zadovoljstva webinarom:**

<https://upitnik.carnet.hr/index.php/998863>



Razmijenite svoja iskustva s kolegama

u sklopu Zajednice praktičara



Nastavak slijedi...

Webinar: Učimo igrom

Kada: četvrtak, 11. studenog, u 10 sati

Gdje: MS Teams (obvezne prijave u EMA sustavu)

I za kraj...

Svakako posjetite CARNET-ovu stranicu **Nastava na daljinu**
<https://www.carnet.hr/usluga/udaljenoucenje/>

Snimka webinara bit će dostupna na **Meduzi**.

Potvrde o sudjelovanju na webinaru bit će dodijeljene u roku od dva tjedna od datuma održavanja.

Hvala na pažnji!

