

Virtual Tradecraft

The Intelligence Implications of Persistent Virtual Worlds

- Introduction
 - What are virtual worlds
 - Who is participating
 - Focus on Second Life

- Dynamics of Second Life
 - Basic Second Life facts
 - No “game” thread
 - A real “virtual” economy
 - Dynamic scripting language

- Intelligence Implications
 - Virtual case officers
 - Virtual surveillance
 - Gender neutrality and avatar building
 - I’m being followed by a playboy bunny
 - Blackmail and bribery
 - Spoofing RL identities
 - Training
 - Role playing
 - Social interaction and persuasion
 - Anonymous nature creates more protective personalities (won’t tell what they do in Real Life)
 - Psychological assessments
 - Dartmouth SEER program
 - UPENN Virtual Campus
 - Microsoft Convention Center
 - Industrial Espionage
 - Joi Ito – “Warcraft is the new golf”
 - Social networking and business development

- Distributed Intelligence Teams
 - No geographical proximity
 - Share audio, video, photos, files
 - Persistent virtual workspaces
 - John Perry Barlow essay reference
 - Network approach

- On call - > page
- Commissioned case study (Virtual TRC)
- Future Opportunities/Future Risks
 - Why this needs to be on our radar screen now
 - What does the future hold
 - Implications
 - Opportunities
 - Risks
- Adversary exploitation
- Conclusion