

September 2024

## inCyber News Newsletter



### # THE EDITO

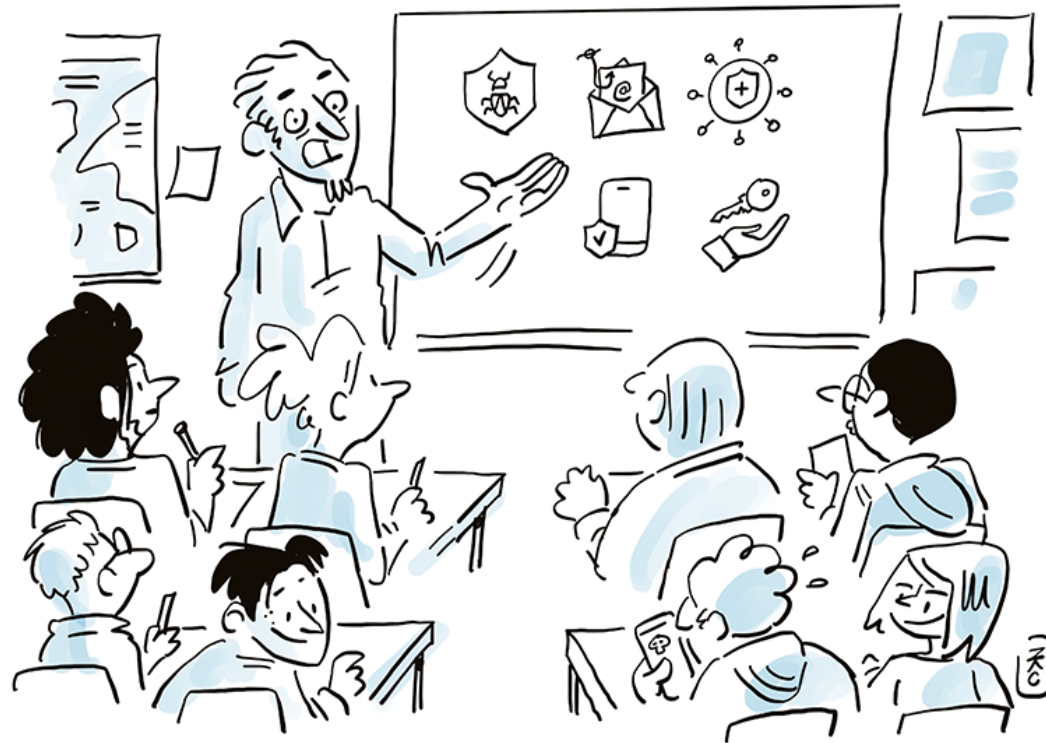
#### [Social engineering on the attack: What Cybermoi/s 2024 has in store for You](#)

From October 1 to 31, 2024, the Cybermoi/s, a flagship cybersecurity awareness initiative, returns for its twelfth edition. With over 150 events already listed, this campaign targets individuals, businesses, administrations, and schools alike. InCyber News breaks down the initiatives and key moments not to be missed for this edition, which focuses on a central theme: the fight against social engineering fraud.

Read the edito

**DRAWING**

of the **MONTH**



**VIDEO**

of the **MONTH**

Testimony of Victoria, a student at École 2600: 'I wanted to be involved in the fight against cybercrime'



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## # PUBLICATIONS

### White Paper: "Hacktivist, je t'aime, moi non plus"



By the Editorial Team

The title, a French expression that captures a love-hate relationship, perfectly encapsulates the diversity within the field of hacktivism—not just in terms of the variety of methods used, but especially in the differing goals being pursued.

[Read the White Paper](#)



## # DIGITAL SOVEREIGNTY



## # DIGITAL TRANSITION

### Web3, mobile dApps and cybersecurity: an overview



By Agathe Laurent

Under pressure from digital market trends, Web3 companies are having to adapt to the mobile age by duplicating their solutions to smartphone-accessible applications. This transition has created additional security challenges for these companies, which are still struggling to come up with answers. All of which opens up new opportunities for the cybersecurity market. Here is an overview.

[Read the article](#)



## # PROSPECTIVE

## Is the indictment of Telegram's CEO an attack on freedom of expression?



By Olivier Cimelière

Pavel Durov's arrest at Le Bourget airport on August 25 sparked protests in both Russia and the United States. Is Telegram's founder really the victim of an attack on freedom of expression, as Edward Snowden and Elon Musk claim?

[Read the article](#)

## « Detroit: Becoming Human » or the anthropomorphic lure of machines



By Olivier Parent

Detroit: Become Human is a video game released in 2018. It is set in a future world, in the year 2038, when humanity is surrounded in its daily life by anthropomorphic intelligent machines, robots that look completely human. The game's plot confronts the player with events that may lead to the machines being recognized as artificial living beings.

[Read the article](#)

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THE DATE

## From Bits to Qubits: understanding the quantum revolution

*October, 2<sup>nd</sup> 2024*

Quantum computing is about to transform our world. What are the real challenges of this revolution?

Based on principles such as superposition and entanglement, these technologies promise spectacular advances, thanks in particular to quantum computers, whose computing capacity could revolutionise fields such as scientific research and complex data processing. But these possibilities raise some crucial questions: how will this revolution affect the world's technological balance, and how can we prepare for it, particularly in terms of cybersecurity? Translated with [www.DeepL.com/Translator](http://www.DeepL.com/Translator) (free version)

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