

ORGANISED CRIME IN THE DIGITAL AGE

NEW ERA FACTS

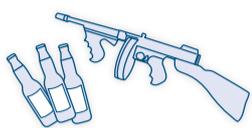
PERPETRATOR PROFILES: 80% of all digital crime is organised and stems from six types of group

NOT JUST TECHY TEENS: Nearly half (43%) of organised digital crime group members are over 35 years old, compared to only 29% aged under 25.

DIVERSE OFFENDERS: Street gangs, drug traffickers and established crime families are as much associated with digital crime as ID fraudsters and hacking syndicates

QUICK OFF THE GROUND: 25% of active groups have operated for less than six months

FOUR GREAT ERAS OF ORGANISED CRIME



1920s

Alcohol, gambling & racketeering



1940s

Post World War II black market growth



1970s-1980s

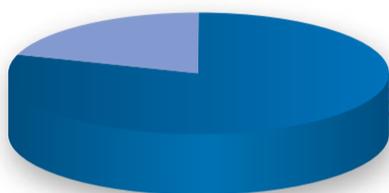
Global drug market expansion



Present

Organised digital crime

80% of digital crime is organised



Nearly half of digital criminals are over **35** years old



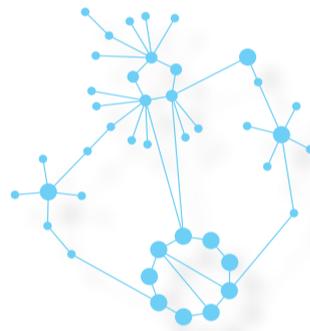
SWARMS



Activity: File sharing, political activism, virus spreading, bulk disruptive emailing.

Characteristic: Viral and spontaneous organisational forms. Connected by common purpose.

HUBS



Activity: Multiple offending patterns, theft and sale of credit card details, 'scareware' operations (installing fake anti-virus software on computers), botnet herders, sex offending groups, exchange of obscene imagery, hate groups.

Characteristic: Directed, purposeful online criminal activity involving core groups of members linked to wider periphery of criminal associates, clients or employees.

CLUSTERED HYBRIDS

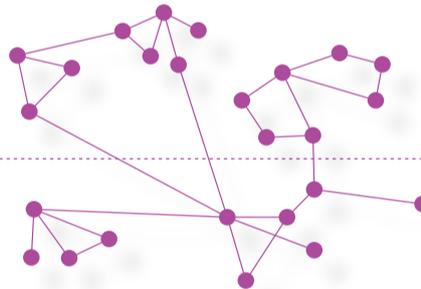


Online
Offline

Activity: Mixed on and offline criminality, creating counterfeit cards, ATM frauds, corporate espionage, targeting of malware.

Characteristic: Small numbers of individuals operating between digital and non-digital environments clustered around specific activities, locations or methods.

EXTENDED HYBRIDS

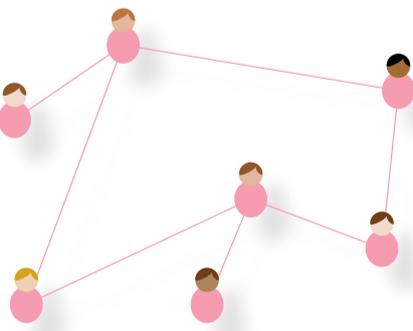


Online
Offline

Activity: Multiple, encompassing everything from mobile phone trafficking, to sex trafficking, to harvesting credit card details.

Characteristic: Less defined, centralised/organised groups operating between on and offline environments. Tend to lack obvious central focus, but still associated with multifarious and highly complex flows of criminal activity.

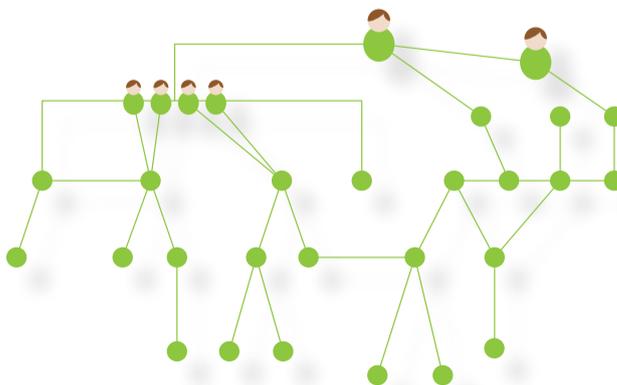
AGGREGATES



Activity: Mobile phones used to co-ordinate criminal activity or instigate public disorder (e.g. UK riots), recruitment of gang members online, use of extreme violence to obtain digital currencies (e.g. Personal Identification).

Characteristic: Typically thought of in more conventional terms (e.g. street gangs, burglars) - now using digital tools to further their interests.

HIERARCHIES



Activity: Wide ranging - crime families' activities include extortion, drug market control, gambling operations, money laundering. Corporate crimes - privacy violations or customer code of conduct breaches. Nation state crimes - denial of service attacks or persistent threats to national cyber infrastructures.

Characteristic: Traditional structure often thought of in relation to 'crime families'. Perpetrators may also be legal groups (e.g. corporations or governments).