

The understanding of Cybersecurity through Media Influence

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Media influence has introduced to the public how technology has evolved in many aspects as hardware, software and the social impact. Primarily, Movies and TV shows reflects that change, allowing us to teach us how systems get broken and global reaching through hacking.

Our understanding of cybersecurity through the movies and TV shown, portrays hackers as very intelligent people and loners. Also, we can see the ease to break into systems. This is a little bit of misconceptions as in real life it requires a lot of efforts and time to do and not always the person behind the desk is as described in the media.

Over the time, media has shown us the changed of cybersecurity as technology advanced to accurately picture those changes. Although, to keep the viewers interest. The movies show a very futuristic making excessive and not true some things that we can't do now. For example, In the “ Fate of Furious” they show multiple cars hacked and drive by themselves.

Media influence also take the public to see the difference between the older and current way cybersecurity is shown. In the older pieces of media, we can see more “fun” or challenging scenarios, not very concerning at those times. For example, “A young man finds a back door into a military central computer in which reality is confused with game-playing, possibly starting World War III”-WarGames (1983). In addition, the technology was more accurate with their time and the scripts and console usage were more realistic. In the more current media, we can see a more awareness pictured reality of the threats of hackers, like in “Mr. Robot”, utilizing accurate methods and real scenarios. Also, technology is more advance but some graphics are just too much and no accurate as they try to make it more interest giving some suspense to the scene.

References

- “ The Fate of the Furious” (2017) by F. Gary Gray.
- “ WarGames” (1983) by John Badham.
- “ Mr. Robot” (2015-2019) by Sam Esmail.