

HOW TO GET STARTED WITH RISKTREE

PUTTING ON THE RISKS

Last time we started creating our RiskTree – so let's pick up where we left off

RiskTree[®]
COMPLEX RISKS MADE CLEAR



Start by considering **the risks to the museum from staff, suppliers, and visitors.**

At this stage try not to think about the controls that will be in place to protect your data – just **focus on possible attacks.**

There might be several that you can think of. For example:

- **Staff** might be corrupt and commit the theft themselves.
- Attackers may try to get a job with **suppliers**, particularly if personnel checks are less stringent.

- Someone working at the **supplier** could send a fake delivery to the museum containing a person who commits the crime.
- An **external attacker** could enter the museum in opening hours and hide away until the museum closes.
- An **external attacker** could break-in.

...We can then build a structure to represent this.

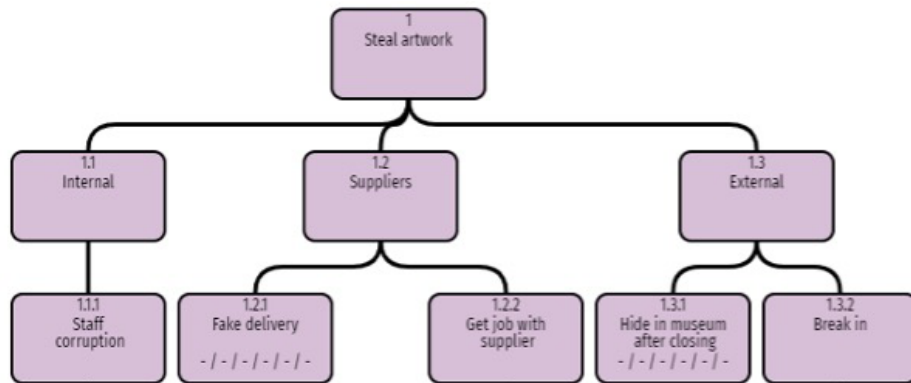
PUTTING ON THE RISKS



Under the **Staff** node we can add a child node for **staff corruption**.

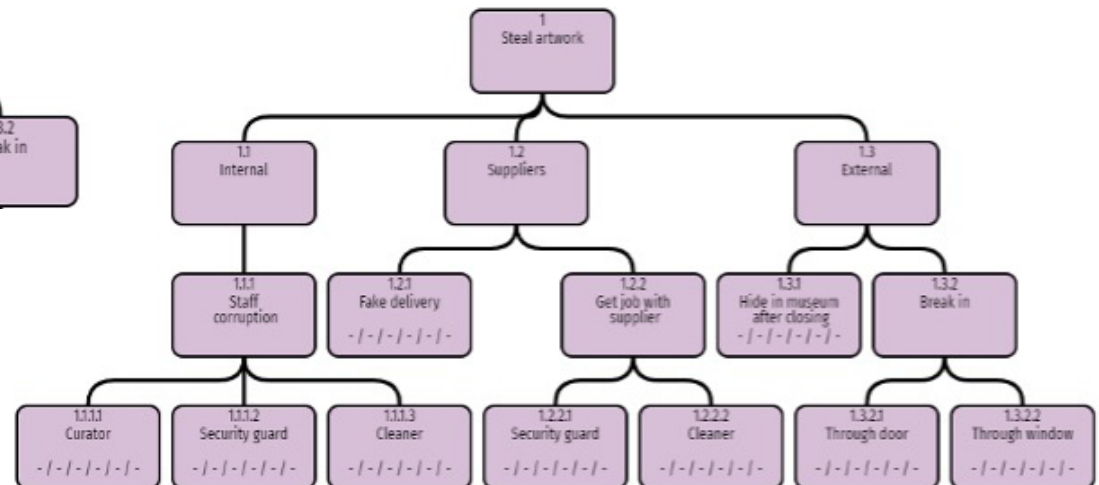
You can now repeat this process to build up risk structures for every other branch of the tree following the process just described. This can be done as a solo process, if you have enough knowledge of the asset, or it can be developed with a small number of experts from your organisation who can contribute their knowledge.

This part of the tree could now look like this:



We can further develop this by adding child nodes to each of the threats of corruption, getting a job with a supplier, hiding in the museum, and breaking in, to look at where the threats are coming from.

The RiskTree now looks like this:



PUTTING ON THE RISKS



The process tends to work best by considering each branch in turn, from left to right, rather than jumping back and forth. However, it's fine to revisit a previous branch if you realize that there is another attack that didn't come to mind the first time around.

You can move the tree around on the screen by clicking and dragging; the mouse cursor will turn into a four-pointed arrow when the tree can be dragged.

We now have the framework of an attack tree but for it to be useful we need to add assessment values...

And we'll show you how in our next guide!