A BRIEF HISTORY OF Your move, sir.



6TH CENTURY The exercise of practiced gamesmanship

goes back centuries. Point and counter-point skirmishing through board games started in India with a game called chaturanga.







Evolving from chaturanga, chess gains its

formalized rule set. Battle-worn tacticians sharpen their wits through the game, mastering the art of anticipating an opposition's strategy.



Using elements from chess, Georg Leopold von Reiswitz and his son develop Kriegsspiel, a wargame used by the Prussian army to help prepare for battles.



The U.S. Navy adopts wargaming

1889

as a training tool, encouraging foresight in leadership through military simulation.



1964

of technical specialists selected for their experience, energy and imagination. One of the first teams was assigned to track down possible sources of failure in a spacecraft subsystem.

1974

system.

The U.S. Air Force

conducts one of the first ethical hacks, a

security evaluation of the Multics operating

"Tiger Teams" emerge as a group



of Navy Seals whose objective

is to test naval bases'

vulnerability to terrorism.

is published - an e-zine written by

1986 The Computer Fraud and Abuse

First issue of Phrack

and for hackers.

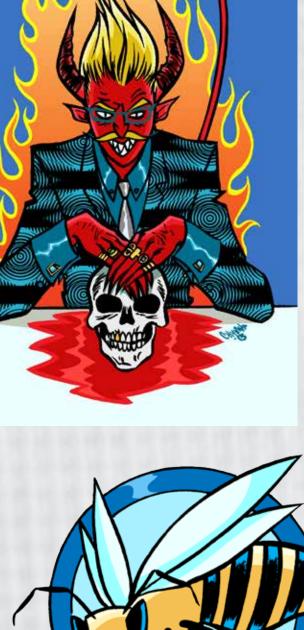


intrigue, is released.

methodologies are now considered illegal without a

contractual agreement between ethical hacker and client.

Act cracks down on computer crimes. Certain ethical hacking



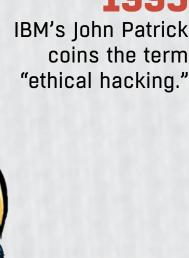
administrators find and report networking-related security problems.

Dibs!

Daniel Farmer and Wietse

Venema release SATAN (Security

Administrator Tool for Analyzing Networks), a tool to help system



2003 The Open Web Application Security Project (OWASP) releases the OWASP Testing Guide, which includes a framework for penetration testing best practices.

Ditto.

We need standards! 2009 The Penetration Testing **Execution Standard**



I'll second

scope for performing penetration tests.

(PTES) launches, offering businesses and security

service providers a

common language and

Worldwide enterprise security spending reaches \$6.4 billion. Security executives begin to use on-demand penetration testing services for cost-effective ethical hacking.



SOURCES: tradgames.org.uk; wikipedia.org; google.com; ucdavis.edu; specialoperations. com; phrack.org; porcupine.org; csm.ornl.gov; owasp.org; pentest-standard.org; canalys.com