

A Workshop on WEB Hacking techniques

The Web is the biggest provider of information of any era. It relies on a wide range of technologies, which are on the top layer of internet protocols. It is the interface of an immense world of data, social relations and services.

The workshop will look to develop methodologies and mechanisms for exploring creative and unconventional uses of information over the web. It will reveal alternatives to passive use and exploit advanced techniques in the publishing and consuming of web content.

Easy manipulation of software, code and standards, which usually have weak rules and many vulnerabilities, can make hidden data easily available, boost the visibility of content, allow control over web surfers and can give many other advantages.

Tricks, mechanizations, subterfuges and camouflages can arise out of atypical use of web technologies like Macromedia Flash, PHP, XML, DOM, XHTML, RSS, among others. These can be combined with Social Engineering techniques to achieve powerful simulations of identities, services, relations and realities.

The practical section will allow students to break a web software. From innovative use of web browsers to developing malicious code, it will investigate how specific web platforms could be hacked.

The workshop coordinator is well known for web-hacktivism through projects such as Google Will Eat Itself and Amazon-noir, in addition to recent web hacks of Myspace, Facebook and other big platforms. He was part of the legendary Italian net-art collective [Epidemic] which has created visionary virus and p2p software. At the age of twenty he was investigated by the Department of National Defense of Canada and the USA for his innovative DDOS attacks.

He worked for ten years as a freelance web developer and web designer with more than one hundred different clients. During these years, he created almost two hundreds websites, from graphic and interface solutions to coding specific web applications with several web technologies. He developed an entire Content Management System called OpenDock - it has an Open Source license and is able to manage web portals, virtual communities and web publishing. Most of his clients consisted of advertising agencies, multinational corporations, publishers, private clients, artists, and art galleries.