

Civil Hackers' School

European Presentation

Chaos Communication Camp – 2007

Презентация в Европе.

0. Before the School.

(From Bool and Babbage to 1980s)

До Школы.

0.1 Main Question.

- * What is a hacker?
- * Is it possible to become a hacker?
- * What environment is the best for a hacker?

Что такое «хэкер»?

0.2 First Answers.

- * Donald Knuth stated that programming is an art (1972).
- * Richard Stallman gives the definition of what is free in programming (1984).
- * Computer underground formed the Scenes (phreaking, virmaking, carding, demomaking,..).

0.3 First Problems.

- * Conflicts with society («Hackers Crackdown»).
- * Misunderstanding (informational/cultural barrier).
- * Crimes from both sides.

0.4 First Attempts.

- * Education via Usenet/FidoNet conferences.
- * First tutors, like «Ancient Art of Cracking» by Bookaroo Banzaj.
- * Strong hacker groups around Universities (MIT, Berkeley,..).

1. The Opening.

1.1 Historical Situation.

The School was founded in 1980s, when first foreign personal computers penetrated USSR.

- * Old Soviet school of computer-builders.
- * Main focus on children, not on students.
- * Iron curtain, information hunger.
- * Different law and ideology system.

It was like hobby or a game. Noone expected that computers/networks, we were fond of, will change the world. Our sandbox naturally turned to Olympus.

Историческая ситуация.

1.2 First Attempts in Russia.

1991-93, SPRYG-1 (hackers gathering IRL), first Manifestos and Hackeroid.

- * Government standards: MSX (Japan) for school, БК (USSR) for home.
- * Western underground: modem, BBS.
- * FidoNet united hackers in language borders.
- * First WAN phreaking: Internet, CompuServe, Sprint.

Первые советские попытки.

1.3 The Birth of Idea.

August, 1996. Hippy camp at Simeiz, Black Sea. Young people, who are fond of martial arts, asked me to teach them hacking art.

There is nothing illegal in computer and network study, in being smart.

At that times we already had 3 volumes of Knuth, GPL, hacker zines and cons. The School is **just another tool** in the hackers toolbox – now educational one!

Рождение идеи.

1.4 The Birth of the School.

December, 1996. Moscow, Russia. Friends and students were gathered on my birthday. The School was opened.

February, 1997. First seminars in Moscow.

2. First hard ten years (1997–2006)

(or how the School faced her teen age)

Первое, трудное десятилетие.

2.1 Entrance Examination.

* motivation

* insistence

* fearless

Вступительный экзамен.

2.2 Hacker Practice.

- * Don't harm others: don't talk, keep silence.
- * Learn from computers (and community), not from the teacher.
- * No magic or selfless travelling in superguru mind — just the traditional hacker way.

2.3 Hackers Center.

- * Regular meetings at the public place.
- * From $\frac{1}{4}$ to $\frac{3}{4}$ of a living place.
- * Special room and a place to stay.
- * If you are able, build a house or monastery.

2.4 Attestation.

- * There is no “easy level”.
- * It is not about “how much you are a hacker”, its about your abilities, as a hacker.
- * Noble way, as opposed to the judge and “security experts”.

3. International from beginning.

Интернациональная изначально.

3.1 Real-World Seminars.

* Kiev

* Vilnius

* Minsk

Выездные семинары.

3.2 Remote Education.

- * NASM group.

- * GCC group.

3.3 Groups Story.

* Moscow.

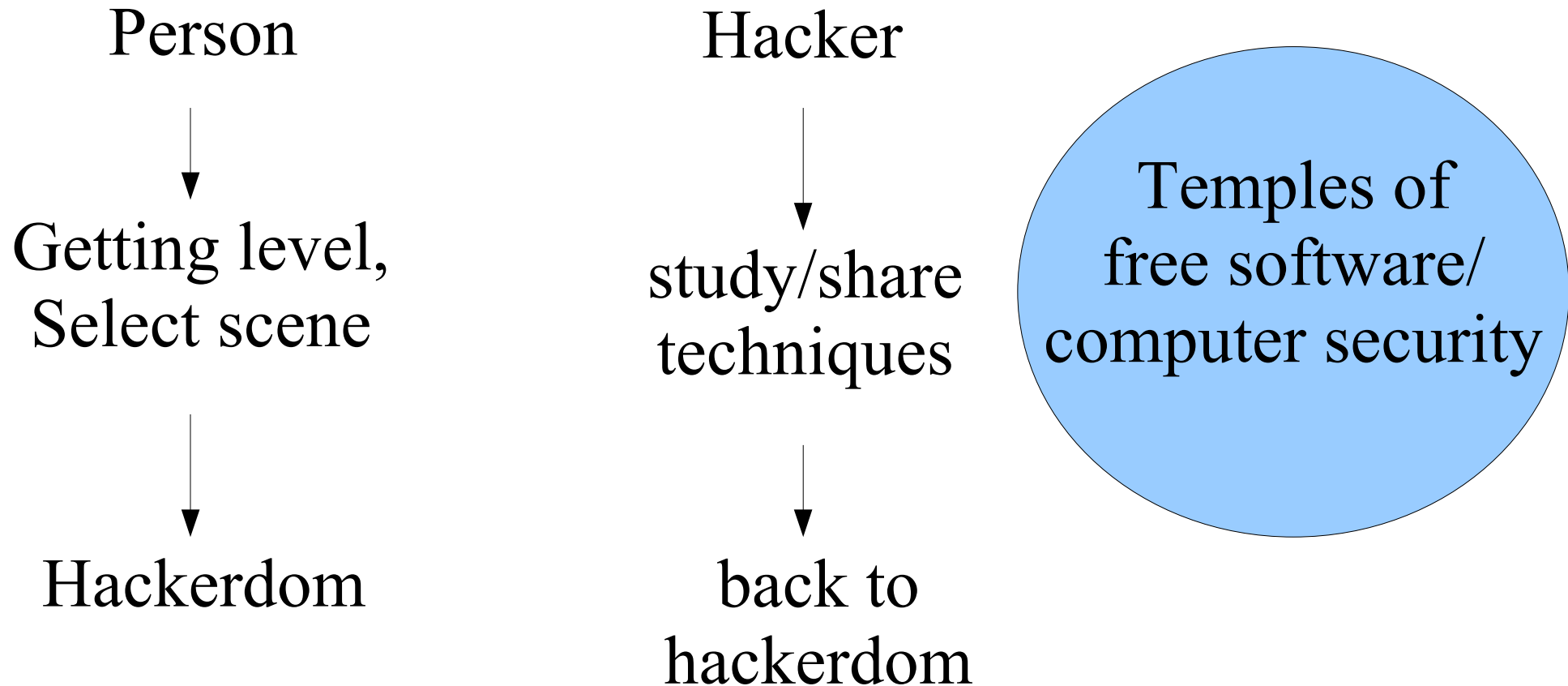
* Oryol.

3.4 Study in Moscow.

* Leningrad.

* China.

3.5 How to Use this Tool?



Как использовать предлагаемый инструмент?

4. Specially for the Camp.

Специально для ССС-2007.

4.1 Germany.

- * shows stable interest to the School;
- * has great Chaos Computer Club background;
- * 1/2 were close to USSR, 1/2 has good history with Europe;
- * has good karate-do and Zen background.

4.2 To Open a Hackers' Center in Germany.

- * 2–3 educational groups;
- * a place to study (stay, live?);
- * good local group leaders;
- * 1–2 German Masters of hacking Art.

total: about 3–5 years

Открыть хэкерский центр в Германии.

4.3 No Magic, Just Traditional Way.

- * Forums.

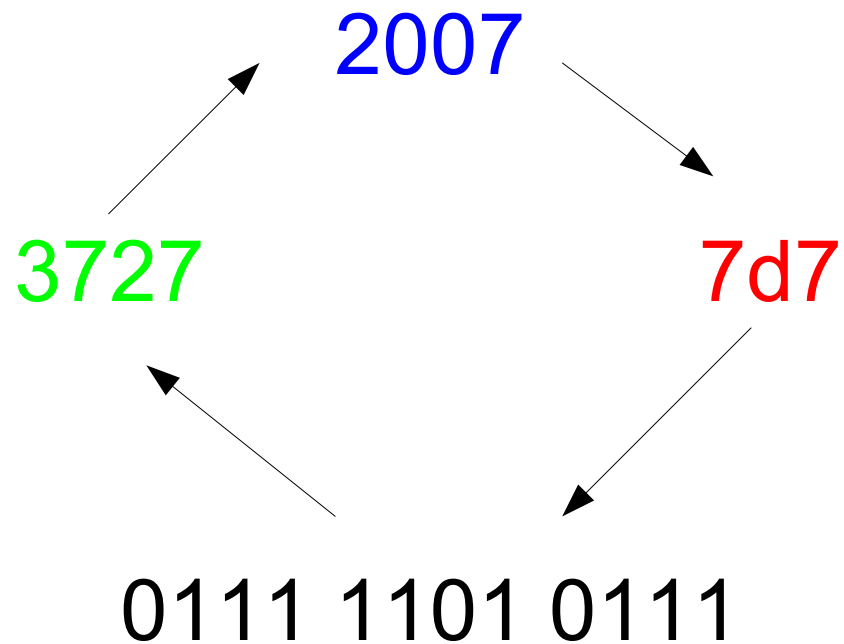
- * Conferences.

- * Conventions.

Никакой магии, обычный традиционный путь.

4.4 First Exercise of the School.

Qwert, a Smart Dragon Fighter, Gives ZX
Communication Version B.



Первое упражнение Школы.

КОНЕЦ

The end.