

Cognitive Biases

The **BLUF** highlights what we at **The Threat Lab** are watching, listening to, reading, and thinking about. This month, we feature three artifacts about cognitive biases—mental shortcuts that help us process information quickly—to draw attention to how they may affect our policies, practices, and mitigation strategies.



ARTICLE

From Kelly Sheridan's article, **Cognitive Bias Can Hamper Security Decisions**, "It's a scenario commonly seen in today's businesses: executives read headlines of major breaches by foreign adversaries out to pilfer customers' social security numbers and passwords. They worry about the same happening to them and strategize accordingly – but in the text, they learn the breach was in a different industry, of a different size, after different data. This incident, irrelevant to the business, distracted leaders from threats that matter to them."

Read the article

<https://www.darkreading.com/threat-intelligence/cognitive-bias-can-hamper-security-decisions/d/d-id/1334925>



DATA VISUALIZATION

From Jeff Desjardins' article, **Every Single Cognitive Bias in One Infographic**, "Cognitive biases have been studied for decades by academics in the fields of cognitive science, social psychology, and behavioral economics, but they are especially relevant in today's information-packed world. They influence the way we think and act, and such irrational mental shortcuts can lead to all kinds of problems in entrepreneurship, investing, or management."

See the visualization

<https://www.visualcapitalist.com/every-single-cognitive-bias/>



ARTICLE

From Carey K. Morewedge's article, **How a Video Game Helped People Make Better Decisions**, "Researchers in recent years have exhaustively catalogued and chronicled the biases that affect our decisions. We all know the havoc that biased decisions can wreak. ... As this and other recent work suggests, such interactive training is a promising addition to the growing suite of techniques that improve judgment and reduce the costly mistakes that result from biased decision making."

Read the article

<https://hbr.org/2015/10/how-a-video-game-helped-people-make-better-decisions>

The Defense Personnel and Security Research Center (PERSEREC) founded **The Threat Lab** in 2018 to realize the DoD Counter-Insider Threat Program Director's vision to incorporate the social and behavioral sciences into the mission space. Our team is headquartered in Seaside, California, and includes psychologists, sociologists, policy analysts, computer scientists, and other subject matter experts committed to workforce protection.

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