

Multiple motives make the most sense as it would be a collaboration of things; however, we must go over each motive to explain it thoroughly, starting with motives that make the most sense. Revenge is most likely because of the potential threat vectors and the relative ease of perpetrating a cyberattack. Someone will identify all avenues of harm, and if a user can locate an easier path than physical harm, it most likely will be the path taken. It is the only motive that involves an external personal conflict or feelings of the individual. There is a constant need for money within our global society; it weighs on many other factors, typically a “secondary need” for our primary needs. As a productive member of society, you are expected to work in some capacity; with this in mind, one can assume this is a common motive for individuals. Whether we like it or not, we are social beings, and the need for social interaction and entertainment is a fundamental part of who we are. The thrill of interaction, or simply seeking attention can lead individuals to carry out cyberattacks to satisfy these social and psychological needs. People often hold political beliefs, usually shaped by family and community influences rather than personal development. Political ideas tend to come second-hand, and true zealotry only arises when an individual’s beliefs align closely with a particular existing ideology. Recognition and boredom are unlikely motives for a cyberattack, as they contradict the usual goal of staying anonymous and avoiding interaction with defenders.