

11 REASONS TO LEVEL UP AGAINST CYBER THREATS

MORE THAN 3 BILLION PEOPLE¹

play video games of some form, and players of games are favorite targets for cyber attacks. The stakes are high as attackers may share cheats and stolen in-game currency or hold source code for ransom. Game companies must invest in stopping cyber threats to prevent economic loss and damage to the user experience.



**\$178.8
BILLION**

Global games market revenue²

**\$44.7
BILLION**

Mobile gaming revenue H1 2021³

HOW THEY ATTACK

TOP 3

Web App Attack Vectors⁴



Structured Query
Language Injection



Local File Inclusion



Cross-Site Scripting

TOP 5

PC Games Exploited for Malware⁵



Web App Attacks in 2020 vs 2019⁶

UP 340%



14.6 Million
attacks in one day in July⁷



46% of DDoS
attacks aimed at gaming⁸

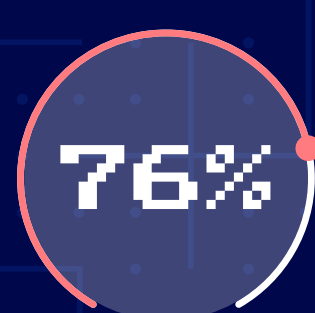
CYBER ATTACK FALLOUT



of gamers have had
a negative experience
due to cheaters⁹



less likely to
buy in-game content
due to cheating¹⁰



of gamers that
were attacked suffered
financial loss¹¹



PROTECT YOUR CLOUD GAMING INFRASTRUCTURE

1 resources.newzoo.com/hubfs/Reports/2021_Free_Global_Games_Market_Report.pdf
2 newzoo.com/insights/articles/global-games-market-to-generate-175-8-billion-in-2021-despite-a-slight-decline-the-market-is-on-track-to-surpass-200-billion-in-2023/
3 www.gamesindustry.biz/articles/2021-07-01-mobile-gamers-have-spent-nearly-usd45bn-in-2021-so-far
4 www.akamai.com/newsroom/press-release/video-game-industry-faced-highest-growth-in-cyberattacks-during-www.akamai.com/our-thinking/the-state-of-the-internet/global-state-of-the-internet-security-ddos-attack-reports
5 securelist.com/game-related-cyberthreats/103675/
6 www.akamai.com/newsroom/press-release/video-game-industry-faced-highest-growth-in-cyberattacks-during-www.akamai.com/our-thinking/the-state-of-the-internet/global-state-of-the-internet-security-ddos-attack-reports
7 www.akamai.com/our-thinking/the-state-of-the-internet/global-state-of-the-internet-security-ddos-attack-reports
8 www.akamai.com/content/dam/site/en/documents/state-of-the-internet/akamai-state-of-the-internet-gaming-in-a-pandemic.pdf
9 resources.irdeto.com/irdeto-global-gaming-survey/infographic-cheating-game-over
10 resources.irdeto.com/irdeto-global-gaming-survey/infographic-cheating-game-over
11 investor.nortonlifelock.com/About/Investors/press-releases/press-release-details/2021/Norton-Special-Report-Reveals-Nearly-1-in-2-Gamers-Have-Experienced-a-Cyberattack/default.aspx
12 investor.nortonlifelock.com/About/Investors/press-releases/press-release-details/2021/Norton-Special-Report-Reveals-Nearly-1-in-2-Gamers-Have-Experienced-a-Cyberattack/default.aspx