



The global games market is forecast to grow to \$200.8Bn by 2023 - representing a 8.3% growth in Total Market CAGR from 2019 to 2023. With more people working remotely and spending more leisure time, and money, online, along with the increased use of mobile devices, this growth is set to continue.\*

\* source: Newzoo Global Games Market Report 2021



Cyber criminals recognise that this huge upsurge in activity, often with a large number of smaller transactions, offers an unparalleled opportunity to access customer funds and Personal Identifiable Information (PII) from operators. They have become more sophisticated, with more time to develop ever more complex attacks, to exactly mimic user behaviour, platform prompts, plays, timings, logins and communications.

The proliferation of online gaming and betting platforms means players have many choices, and each platform's operators rely on their reputation for success. Cyber criminals recognise the sensitivity of these online platforms to business interruption, fines, loss of profitability and reputation, which makes the operators themselves an attractive target for hacking and subsequent extortion.

And the risk are compounded, along with operational complications, by regular mergers and acquisitions, complex and multiple IT infrastructures, multiple vendors and partners. Even more so, now that these operators are having to distribute their own development and deployment resources.





Forward-thinking businesses are increasingly hard-wiring security into their infrastructures as they build in DevOps, natively securing applications and services. By doing so they can build a seamless DevSecOps culture without impacting on the speed of development and deployment, but ensuring security is seen to be maintained right across the DevOps lifecycle.

## What Might Push You Into The Red?