

E-gaming Case Study

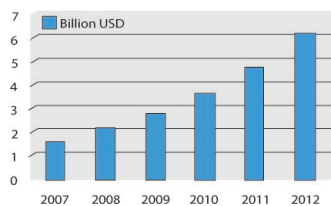
Leading online game operators trust VASCO solutions and expertise to secure users' accounts.

With the ever increasing popularity of online games, internet fraud has become a real threat. E-gaming is a multi-billion dollar business and is being targeted for various attacks by fraudsters hacking into users' accounts. VASCO Data Security is a leading software security company specializing in authentication solutions. VASCO brings banking level security to over 50 verticals, including e-gaming. With VASCO's DIGIPASS solutions, online game operators can secure their network and users' accounts against fraudsters.

BOOMING BUSINESS WITH MULTI-BILLION DOLLAR TURNOVER

A few years ago, the gaming industry was in its infancy, today it has turned into a multi-billion dollar industry. The revenues of the online gaming industry worldwide are targeted to reach 57 billion U.S. dollars by 2009 according to DFC Intelligence.

The top gaming sites in China are generating registered players in the millions and upwards of 500,000 concurrent players. Research shows that Chinese gamers had spent 1,7 billion dollars on games in 2007, a staggering amount that is expected to reach a figure of 6 billion by 2012. That is a spectacular annual growth of 29%.



Traditional online games still have a substantial customer base, but MMOG are becoming ever more popular. They contribute a significant percentage of revenue to the gaming industry. MMOG stands for Massively Multiplayer Online Game, a video game capable of supporting hundreds or thousands of players simultaneously. One of China's leading online game operators is the exclusive licensee and operator of one of the most popular MMOG's worldwide. The game is currently played by more than 9 million users worldwide of which 3,5 million subscribers in China alone.

The video game, played over the Internet, provides an online role-playing experience set in a virtual universe. Millions of players interact in this virtual world, assuming the roles of heroes and amassing materials and virtual money for their characters to fight against virtual evil.

VIRTUAL ECONOMIES, REAL MONEY

MMOG introduced a new phenomenon: virtual economies. Players can accumulate virtual currency, pieces of armor or new paraphernalia to tweak their virtual appearances. Game publishers provide new materials to enhance or influence the game. These items can be downloaded for small purchase fees. Gamers create online gaming accounts to store their acquired materials and gaming credits.

Fraudsters soon saw big business by hacking into gamers' accounts and stripping players of their gaming credits and acquired game paraphernalia and went on reselling it to other gamers. Several online gaming operators realized the need for a secure online gaming platform. Account hacking poses a real threat which may erode their customer bases. They want to provide their gamers with an excellent gaming experience and deliver products and services of the highest quality. It was therefore logical that the online gaming industry began investing in security measures to secure their gaming services for end-users. After all, it are those users who help build their success.

In the United States and Western Europe, most game publishers use a business model based on monthly subscriptions. In China however, universal payment systems are strictly regulated and may only be provided by banks. Therefore, gaming operators issue prepaid cards for playing online games. More and more game publishers are expected to use this principle of prepaid cards or mini-transactions. Rather than the regular fees many from monthly subscriptions, financial success will depend on offering little extras. The subscription-based model is inherently self-limiting which explains the shift in trend towards a model based on downloadable content in

exchange for a small fee.

This means that in the near future, the gaming industry will provide even more downloadable content, updates and expansion packs. Securing gamers' accounts will prove to be essential as a key to success for online game developers and providers.



DIGIPASS BY VASCO: GAMING WITHOUT WORRIES

Several online gaming developers and providers already turned to VASCO to secure their online gaming platform choosing for the combination DIGIPASS Go 6 and VACMAN Controller. They also opted for a fully customized casing of the DIGIPASS, adding extra value for their players while at the same time enhancing brand recognition.

DIGIPASS Go 6 is a one-button authenticator that generates one-time passwords. By replacing static passwords with strong dynamic passwords, hacking is made virtually impossible. Fraudsters need to operate in real time as the passwords can only be used once and expire after 32 seconds. Hackers can thus no longer store username and password combinations for batch processing. VACMAN Controller is the authentication platform that handles all login requests from authorized DIGIPASS users.

DIGIPASS®

The DIGIPASS Family is a suite of hardware and software authenticators which provide one-time password, host authentication, and digital signatures. The DIGIPASS is the most widely used credential around the world.



DIGIPASS Go 6

VACMAN® CONTROLLER

VACMAN Controller is VASCO's authentication backbone. Installed at the server side, the software solution coordinates all DIGIPASS client authentication products. VACMAN Controller seamlessly supports the entire DIGIPASS family.

IDENTIKEY SERVER 3.0®

Identikey Server 3.0 is designed to support the deployment, use and administration of DIGIPASS authenticators. The server software secures web applications through integration with the SOAP-interface. As a standalone application, Identikey Server 3.0 interfaces with standard RADIUS clients and web filters, the ideal solution for secure remote access. Identikey Server 3.0 offers a modular design with centralized user management, web based administration, multi-platform support and enhanced reporting features. The software is available for Microsoft Server Operating Systems as well as Linux enterprise distributions.

DIGIPASS can also be used in combination with VASCO's authentication server Identikey to secure remote access. Identikey Server 3.0 delivers a complete turnkey solution used to verify authentication requests. The server software interfaces with standard RADIUS clients and web filters supporting both MS Windows Server and Linux operating systems. Identikey Server 3.0 comes with a flexible licensing system allowing easy expansion of users and DIGIPASS making it the ideal solution to suit a company's growing needs.

Both the VACMAN authentication platform and Identikey Server software support any kind of VASCO client authenticator. This stresses the unprecedented flexibility and adaptability of VASCO's offerings, all to the benefit of our customers in the e-gaming sector and beyond.

USER-FRIENDLINESS PRIORITY FOR MASS DEPLOYMENT

User acceptance is a very important factor for mass authentication. As DIGIPASS Go 6 is so easy to use, gaming operators were quickly persuaded that this was the perfect authentication tool for deployment. End-users do not need to install additional software on their computers, eliminating the need for training manuals and therefore helpdesk costs.

All a gamer has to do, is login to his or her account by pressing the button on the DIGIPASS GO 6 and entering the password provided by the device. End-users get a secure gaming experience without any hassles.

DIGIPASS and VACMAN / Identikey allow online gaming operators to economically deploy a comprehensive, scalable, high performance two-factor authentication solution for secure remote

access.


OBJECTIVE

Secure end-users' gaming accounts from being stripped by fraudsters.

CHALLENGE

Implement a solution that can simultaneously process login requests of more than hundred thousands of players. User-friendliness is a top priority.

The application must not compromise the users' mobility or require extra software to be installed on user's PC as online games are played at home, in internet cafés and public places. The solution must also reflect the company's identity by incorporating logo's and images to enhance brand recognition.

SOLUTION

DIGIPASS Go 6 in combination with VACMAN Controller is a strong two-factor authentication allowing secure remote access without the need of installing additional software. The DIGIPASS device is an extremely user-friendly and portable solution. DIGIPASS Go 6 can be used as a marketing tool as the casing of the DIGIPASS is fully customizable.

About VASCO

VASCO designs, develops, markets and supports patented DIGIPASS® user authentication products for the financial world, remote access, e-business and e-commerce. With tens of millions of DIGIPASS® products sold, VASCO has established itself as a world-leader for strong User Authentication for e-Banking and for Network Access for blue-chip corporations and governments worldwide.

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