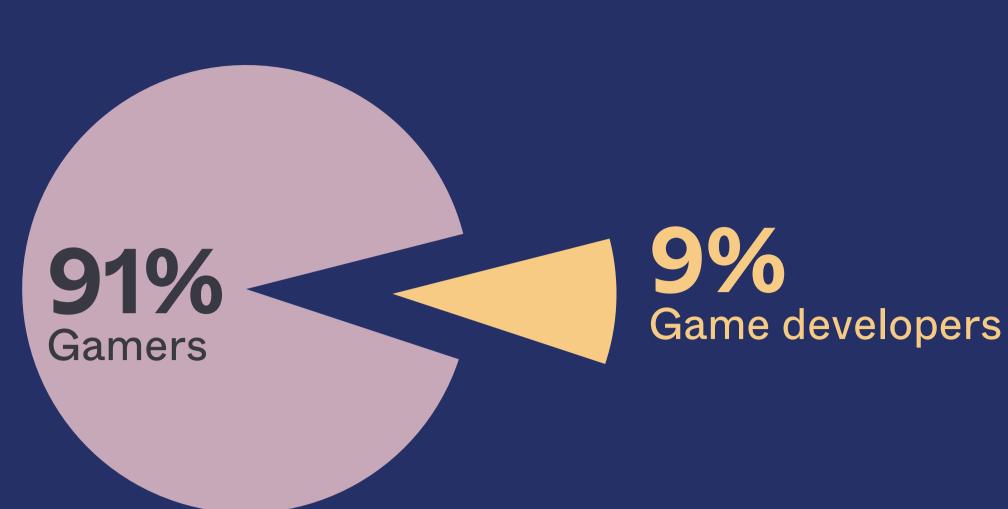


Welcome to the wasteland: The state of cybersecurity in gaming

As the gaming industry expands, so do gaps in the security protections that keep gamer and developer data safe. Who's responsible for protecting gamers and the games they play? And what security standards need to be upheld?

When we attended PAX West 2021, the annual iteration of Penny Arcade's foundational gaming and game culture exposition, we asked how the community felt about the situation. There's no consensus yet—and that's at the heart of the problem—but people are thinking about these questions. Here's what we heard in interviews and read in survey responses about the current state of security in gaming while at the conference.

We surveyed mostly gamers (and a few game developers).



"As a gamer, you have to put a lot of trust into the developers and publishers."

responsibility for security in gaming but especially gaming platforms and game companies, which aren't doing enough.

Who is responsible for security in gaming?

They think everyone shares

Gamers		18%	
Game developers		18%	
Gaming platforms			24%
Game companies			25%
Regulatory agencies	14%		
Other (1%)			

A little over half of respondents have experienced identity theft or had their information compromised in a data breach.

Yes 52%

breach that got your information?

Have you ever experienced identity theft or a security

No 46% Other (2%)

of personal information getting to people you don't want."

"There is a growing risk

gaming platforms?

Could that be why almost 75% worry

about the security of their data on

platforms and/or individual games. Agree or strongly agree

I worry about the security of my data on gaming

Rate how you feel about this statement:

Neutral 19% Disagree or strongly disagree (7%) their games. How confident are you that the games you

Something is making the majority feel

less than confident in the security of

Confident 31%

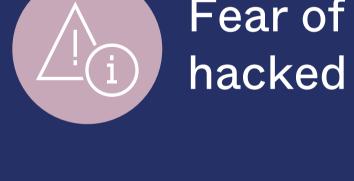
play are secure?

Neutral 48% Not confident 21%

Fear of being Risk of losing Growth of hate

Among the concerns gamers express about the industry, security is a major theme.

74%

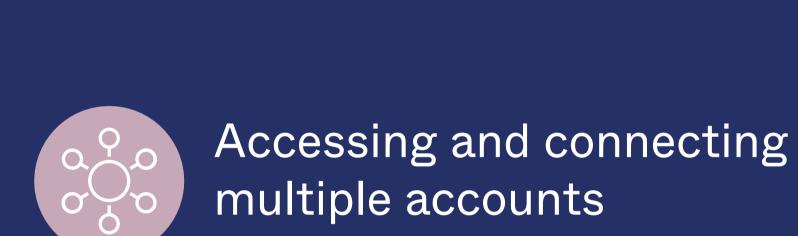


Lack of

standards



gaming history



speech

So how secure is online gaming, really?



As a game developer, how confident are you that the gaming world is secure?

Confident (0%)

Developers feel it isn't secure.

Neutral Not confident 42%

They understand the importance of

would like to do it more securely.

authenticating gamers, and 26%

How do you feel about the way you authenticate gamers into the games you develop?

But they're more positive about

develop themselves.

Satisfied

Neutral

authentication in the games they

Dissatisfied (0%) "Things are changing every day, so if a platform adds

something that introduces a loophole into your code it can kill your career."

What would you change about the current way you authenticate gamers into the games you develop?

Write less code 11%

Use other Identity Provider

Be more secure

Customize control

26%

31%

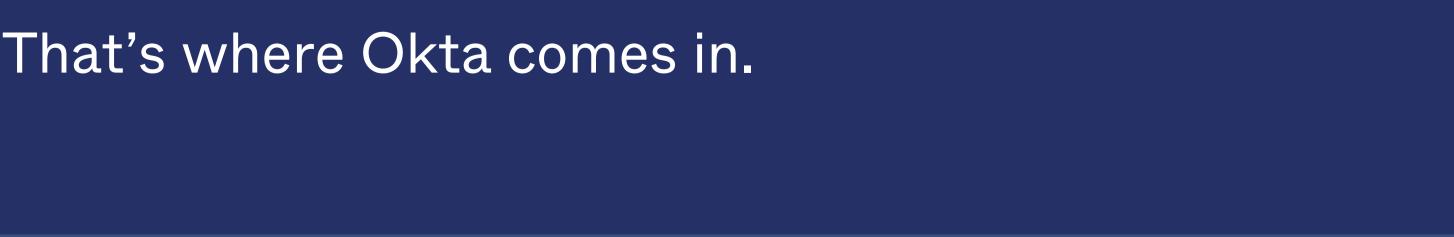
Other 15%

What's the number one thing they'd change? Nearly a third want to use an external Identity Provider for validation.

An external Identity Provider strengthens security with elements that also improve the user experience:

67%

Trusted solutions



Minimal passwords

Easier access to accounts

gaming more secure.

developer.okta.com/signup

A more secure gaming future

As cyberattacks increase in volume and sophistication, everyone involved in the gaming

industry has to start working together to protect the fun. One of the best ways for developers to prevent data breaches is to team up on authentication. Learn how you can partner with an Identity Provider like Okta to make signing in simpler—and

"Security is the new gaming frontier."