



**FALMOUTH**  
UNIVERSITY

# Workshop 2: History & State of Cybersecurity

COMP280: Creative Computing  
BSc(Hons) Computing for Games  
BA(Hons) Game Development: Programming

- Workshop Session
  - **Review** the assignment
  - **Develop** your analytical skills
  - **Present** findings

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- Review the assignment

- <https://github.com/Falmouth-Games-Academy/bsc-assignment-briefs/raw/2019-20/comp280/2/2019-20-comp280-assignment-2-brief.pdf>



Gareth Lewis

### Introduction

In this assignment, you are required to write a report on cybersecurity related issues for a GaaS (games as a service) provider that is looking to launch a new service and is concerned with potential issues relating to hacking, phishing, data security and compliance to the GDPR regulations.

To help with cybersecurity research for writing your report, you will work collaboratively to build a collection of cybersecurity knowledge, as a wiki, that you can all use to provide suitable and appropriate evidence for writing on cybersecurity.



#### XYZ Online Games Cybersecurity report

This is a report from another consultant's visit to XYZ games. She spent a day with the company having an office tour and interviewing people from each department and the company's CEO.

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  - Create a repository of cybersecurity knowledge
  - Write a report on XYZ Online Games
    - Potential Cybersecurity issues for the firm
    - How Controls and Control Strategies can mitigate cyber issues
    - Outline potential major GDPR issues for the organisation with regards to its current data management and security processes
    - Compare and contrast traditional encryption with modern AES cryptography
  - Read at the Rubric

- Develop your analytical skills
  - Pair up (1xBSc & 1xBA)
  - Take the first 10 articles in the repo
    - Do 5Ws&H and 3A assessments of them
  - Put results into a 2 page presentation
    - Page 1: 5Ws&H
    - Page 2: 3As

- Present findings
  - Present your findings



- Questions