



Grand Theft of Rockstar Games

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Rockstar Games

- Video Game Publisher Established in 1998
- Company Net Worth of \$22.75 Billion
- Published Successful Titles (Grand Theft Auto Series, Red Dead Redemption, etc)



Grand Theft Auto VI Hack

- In September 2022, Arion Kurtaj, an 18 year old, used an Amazon Fire Stick to hack into Rockstar Games' Slack
- Kurtaj downloaded the entire source code for the next project by Rockstar Games, Grand Theft Auto VI.
- He also uploaded testing footage from the game, which showed the main character, setting it will take place in, and various other things.





Damage Done

- Many people criticized the project after seeing the leaks, saying things like “it looks unpolished” and “not worth the wait”
- Rockstar Games had to contact many social media platforms and ask them to take down posts containing the stolen videos
- Rockstar Games had to confirm this Grand Theft Auto game was in development, even after being silent about the project for years



Strategies To Cope with these Challenges

- **Advanced Cybersecurity Measures:** Multi-Factor Authentication (MFA), Regular security Audits, Encryption Technologies.
 - Adding an additional layer of security, Conducting periodic audits to identify vulnerabilities, and Investing in Encryption technologies to protect sensitive data from unauthorized access.
- **Employee Training:** Cybersecurity Best Practices, Social Engineering Awareness
 - Conducting regular training sessions and rising awareness about the risk of Social Engineering attacks can create a security-conscious work Environment.



Strategies To Cope with these Challenges(Cont):

- Implementing End-to-End Encryption to secure sensitive communications and updating regularly to limit the access control and user permissions.
- Proactive Network Monitoring and having a well defined response plan for an immediate and organised response to suspicious behavior and security breaches respectively.



Legal Consequences

- **Customer Impact:** Exploits caused disruptions like fraud, and affecting customer trust and financial performance. Users were being locked out of their accounts repeatedly even after recovering them.
- **Legal Actions:** Rockstar may face legal consequences, including customer complaints, fines and penalties. Ex. Learning from Sony's 2014 Lawsuit, They settled a \$15 million after a similar data breach.
- **Regulatory Concerns:**
 - Violation of Privacy and Security Laws (e.g., GDPR, CCPA, FTC Act) may lead to investigation and sanctions.
 - Possible fines and corrective actions might be mandated to address the issues that led to the violation.



Suggesting Measures of Compliance for the Company:

- **Data Privacy and Safety, Intellectual Property Rights, Content Regulations for Video Games:**
 - Stick to GDPR, CCPA and FTC Act
 - Compliance with TRIPS and Guidelines like USPTO
 - Stick to ESRB, PEGI, and Industry guidelines like IGDA
 - Fulfillment of Contractor and Fiduciary duties
 - Respecting rights and expectations of clients, customers, and partners
 - Fulfilling stakeholder rights and expectations in the gaming industry.
- GDPR- General Data Protection Regulation, CCPA- California Consumer Privacy Act, FTC- The Federal State Commission, TRIPS- Trade-Related Aspects of Intellectual Property Rights, USPTO- United States Patent and Trademark Office, ESRB- Entertainment Software Rating Board, PEGI- Pan-European Game Information, IGDA- International Game Developers Association



Ethical Issues

Many people have raised concerns about the ethical issues with Rockstar Games. Many of these arguments are about the content that is promoted in their titles, such as Grand Theft Auto.

The issues with these titles include:

- Lack of enforcement against underage players
- Glorifying real world violence
- Promoting gambling and excessive alcohol consumption
- Blur between reality and digital experiences
- Promoting criminal activities
- Influence of violence on players mental being



Ethical Implementations

Being a video game publisher, Rockstar Games has certain responsibilities with the content they are promoting in their titles.

Some things that Rockstar Games can do to help maintain their responsibilities include:

- Make user data requirements for accounts to prevent underage users from playing
- Increase the distinction between fiction and real world actions
- Limit certain activities in games such as gambling to prevent addictions
- Place time limits in games to promote regular breaks



Thank you!

Questions?