Phase 9: Reporting, Dashboards & Security Review

Overview

After completing data management and deployment (Phase 8), the focus of Phase 9 was on turning CRM data into insights and ensuring gamer information is protected through security controls.

This phase had two main goals:

- 1. Build **reports and dashboards** that allow support agents, marketing teams, and managers to analyze data such as gamer activity, subscription performance, and support cases.
- 2. Conduct a **security review** to ensure sensitive PlayStation gamer data remains private, while still allowing teams to collaborate effectively.

By the end of this phase, PlayStation CRM became a **decision-making tool**, not just a data repository, while also meeting **security and compliance standards**.

Activities Done

1. Reports

Multiple report types were created to provide insights from different angles:

• Tabular Report:

A simple list showing all **Contacts (Gamers)** who currently have an active subscription. This helps the support team quickly find who is eligible for services.

• Summary Report:

Grouped Subscriptions by **Plan_Type__c** (e.g., Basic, Premium). This gave management a clear view of which subscription tiers are most popular.

• Matrix Report:

Rows = **Games**, Columns = **Regions** \rightarrow values = total subscriptions or cases. This report highlighted which games were trending in specific regions, guiding marketing campaigns.

✓ Together, these reports connected the CRM's data model (Phase 3) with real-world analysis.

2. Dashboards

Dashboards were built on top of these reports for visual insights:

• Subscription Dashboard:

- o Chart: Subscription Counts by Plan.
- o Chart Game Popularity by Genre.
- Chart: Subscriptions Expiring Soon.

• Support Dashboard:

Chart: Open Cases by Status.

• Dynamic Dashboards:

Configured so that managers automatically see **only their team's data**, without having to create separate dashboards for each user.

These dashboards provided **at-a-glance visibility**, ensuring leadership can monitor business health in real time.

3. Security Review

To protect sensitive gamer data, several security layers were reviewed and updated:

• Sharing Settings:

- Contacts (Gamers) and Subscriptions set to Private → only record owners and admins can view or edit.
- Campaigns set to Public Read-Only → marketing teams can collaborate without editing rights.

• Field-Level Security:

- Sensitive fields such as payment references and discount approvals are only visible to
 System Administrators.
- Support agents see only the fields they need to assist gamers.

Login Security:

- Defined Login IP Ranges for admin users, ensuring only trusted networks are used for system administration.
- o Adjusted **Session Settings** (timeouts, logout policies) for additional protection.

Audit Trail:

- o Setup Audit Trail enabled to track configuration and user changes.
- This provides transparency and compliance evidence in case of disputes.

The security review ensured the CRM complies with **data protection principles** while still being usable by day-to-day teams.



