Security Presentation

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The Issue

- What
 - PSN was hacked putting user information at risk
- When
 - o Between April 17 and April 19 of 2011 (Quin)
- Where
 - Sony/All around the world



April

- 4 PSN hit by Anonymous DDOS
- 7 Anonymous halts attacks
- 59 PSN hacked, person information accessed
- 21 Sony pulls PSN offline
- 22 "External intrustion" admitted
- 26 Sony admits: personal info exposed
- 27 Sony defends disclosure

May

- PSN security upgrades, "welcome back" programme detailed
- 14 PSN returns online
- 17 Email server issues still preventing user password changes
- 23 Sony estimates hack costs at £105m



What Happened

Users information including names, birthdays, email addresses, passwords, security questions, and maybe credit card detail were exposed in an "external intrusion" into the PSN (Anthony).

This was the result of an issue with the software and the encryption of the data.

Cody Kretsinger, a hacker affiliated with LulzSec was charged for involvement with the hacking (Welch)

2 Possibilities

- Result of Anonymous DDOS attacks which happened earlier that month (Anthony)
- Custom PS3 firmware build Rebug (Anthony)

Damages

77 Million Users data exposed (Armending)

\$600,000 in damages (Purchese)

Network was down for 3-4 weeks

Possible decrease in opinion of consumers

Solutions

- 1. Do exactly what Anonymous did with the DDOS attacks on the PSN before putting it out for consumer use.
- 2. If a custom firmware is created that gives access to internal development commands, change the way the internal development commands are accessed to where it cannot be access without having certain credentials even tougher than the current ones.
- 3. Build the system around the internet and not just adding the capability to access the internet to the system as an afterthought.
- 4. Encrypt any personal information and login credentials that is stored for the system.

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