

CYBER THREAT INTELLIGENCE FOR

MEDIA AND ENTERTAINMENT

THREAT INTELLIGENCE USE CASES FOR
MEDIA AND ENTERTAINMENT SECTOR

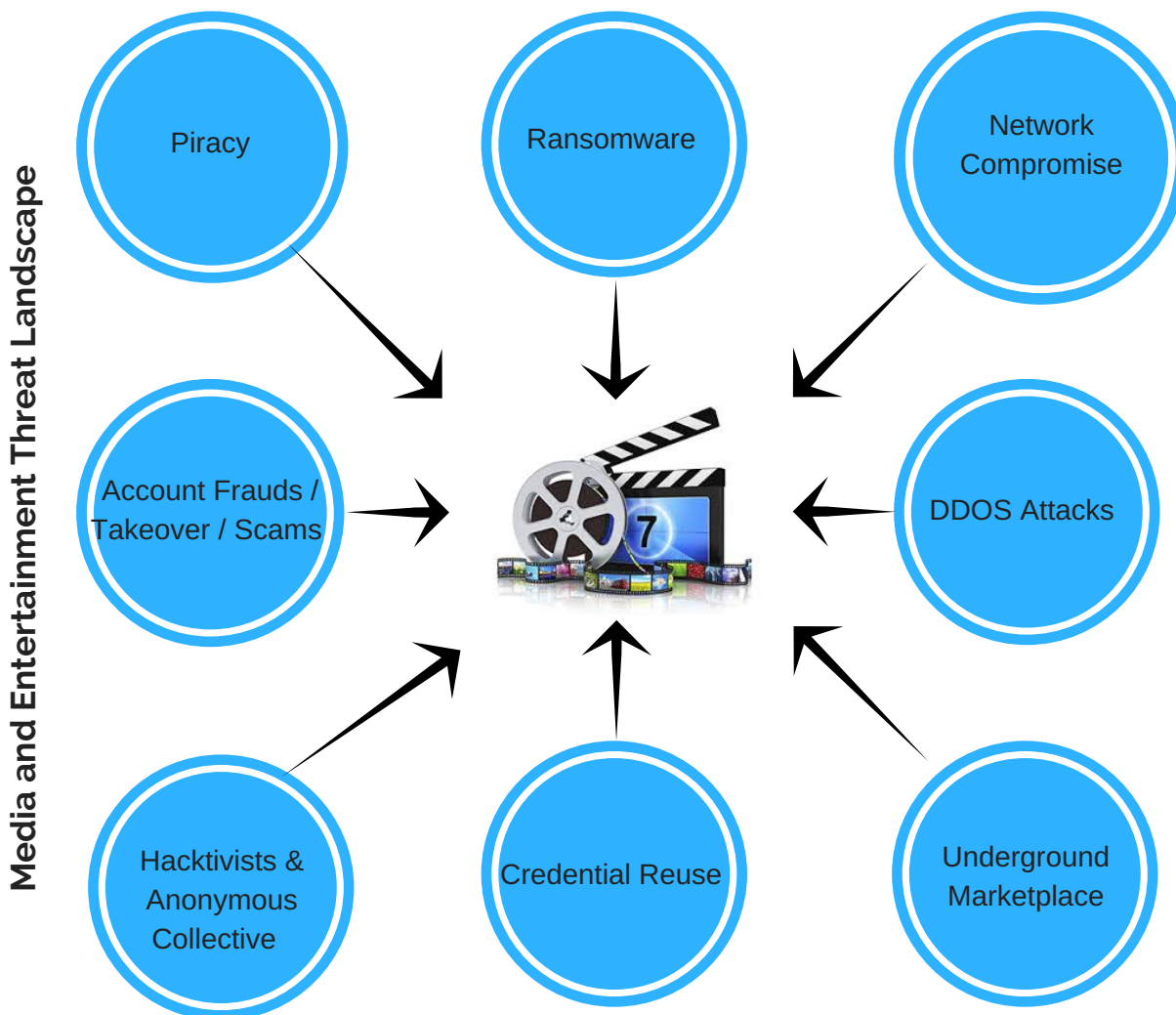


THREAT LANDSCAPE

A recent study conducted by Akamai highlighted acts of 'Account takeover, Piracy, DDOS and Network compromise' as the top drivers of cyber attacks against Media and Entertainment sector.

Survey reports mentions that about half of media companies accepted they are not prepared to protect against current cyber threats.

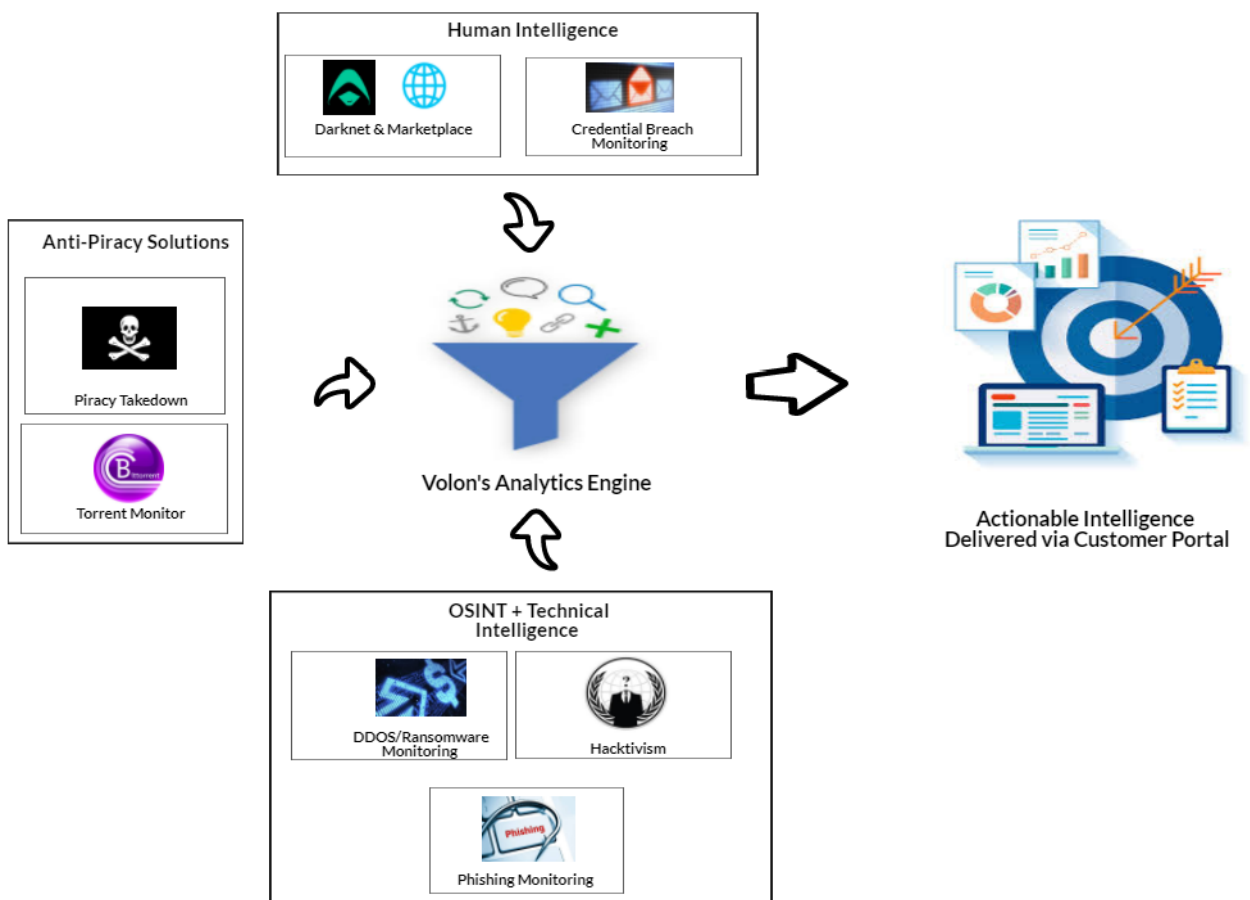
Attributes for Media & Entertainment industry Threat Landscape includes:



THREAT INTELLIGENCE SOLUTION

Volon deploys 'Media and Entertainment Sector' specialized team to generate customer specific Threat Intelligence including contextualized Anti-Piracy feeds plus real-time alerts and reporting backed with specialized Human Intelligence (HUMINT), Open Source Intelligence (OSINT) and Technical Intelligence (TECHINT).

The initial threat scoping during customer on-boarding ensures that they receive actionable intelligence insights specific to their business.



OUTCOMES

Media and Entertainment sector specific observables (supported with HUMINT operations) are delivered via Customer Portal. Volon's HUMINT research capability provides adversary focused insight including Intent, Motivation and TTP.

Managed Threat Intelligence (MTI) is delivered in the form of fortnightly reports providing end to end coverage of external threat and adversary insights.

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info@volon.io

