

RSA CONFERENCE 2014

FEBRUARY 24 - 28 | MOSCONE CENTER | SAN FRANCISCO

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Secure.

Capitalizing on
Collective Intelligence

Diablo Security: What Can Infosec Learn from Video Games?

SESSION ID: MASH-T07B

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Elements of Success for Gaming

- ◆ Goals:
 - ◆ Win the game by meeting my objectives along my journey
 - ◆ Improve, advance, receive recognition & earn more resources
 - ◆ Defend myself and ensure the successful achievement of my larger objectives



ISOLDE		ROGUE	
LEVEL	31	EXPERIENCE	24978822
		NEXT LEVEL	25774405
		GOLD	4016
STRENGTH	BASE 55 NOW 88	ARMOR CLASS	108
MAGIC	70 138	TO HIT	153%
DEXTERITY	130 158	DAMAGE	45-60
VITALITY	53 68	RESIST MAGIC	0%
POINTS TO DISTRIBUTE		RESIST FIRE	39%
LIFE	160 160	RESIST LGTNING	0%
MANA	327 271		

CHAR	QUESTS	MAP	MENU	INV	SPELLS
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Diab

ISOLDE **ROGUE**

LEVEL **31** EXPERIENCE **24978822**

 NEXT LEVEL **25774405**

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GEMMED SCISSORS KATAR
ONE-HAND DAMAGE: 9 TO 17
DURABILITY: 64 OF 68
[ASSASSIN ONLY]
REQUIRED DEXTERITY: 55
REQUIRED STRENGTH: 55
REQUIRED LEVEL: 18
CLAW CLASS - VERY FAST ATTACK SPEED
ADDS 10-14 COLD DAMAGE
ADDS 1-4 LIGHTNING DAMAGE
ADDS 15-20 FIRE DAMAGE
SOCKETED (3)

CHAR INV

QUESTS SPELLS

MAP

MENU

Diab



60
Enchantress

YOU HAVE REACHED
PARAGON LEVEL 100

- OBJECTIVES**
- Heart of Sin
 - Kill Azmodan in the Heart of Sin

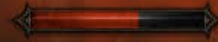
- You have gained 3% Magic Find.
- You have gained 3% Gold Find.
- You have gained 3 Strength.
- You have gained 1 Dexterity.
- You have gained 1 Intelligence.
- You have gained 2 Vitality.

Character status icons: Health, Mana, Stamina, and Experience.

Player's skill bar and hotbar with various abilities and items.

Map icon with a level indicator (8).

SKELETON



UNDEAD

YOU HAVE DIED.



OBJECTIVES

A Shattered Crown

- Search for the Chancellor's Altar beneath the Cemetery of the Forsaken

The Matriarch's Bones

- Search the Funerary Urns for the bones of Lady Dunhyld: (1/3)

EXIT MENU



gong: Aid me!
Xanth was slain by a Skeleton!





Templar

CONGRATULATIONS!
YOU HAVE DEFEATED THE
DIABLO III BETA.



Game UI elements including health and mana globes, skill hotbar, and character portraits.

Elements of Success for Gaming

- ◆ To succeed, I need to...
 - ◆ ...know where I am and what my goals are
 - ◆ ...quantify the capabilities of the resources at my disposal
 - ◆ ...understand my threat environment and my enemies' capabilities
 - ◆ ...evaluate my own capabilities comparatively
 - ◆ ...adapt and adjust based on the situation and my business requirements
 - ◆ ...align my skills, technology, strategy, and tactics to maximize my chances of success
 - ◆ ...quickly evaluate my current status and progress over time

Element of Success for Security Leaders

- ◆ Security Leaders want to know:
 - ◆ How harm to assets affects one or more of the organization's goals & priorities
 - ◆ Concrete steps they can take to minimize the risk of harm occurring
- ◆ For which they need to understand:
 - ◆ Timely view of Risks, Threats, Vulnerabilities, Impact, Criticality, Likelihood
 - ◆ Relationship between what they are protecting vs. business goals & priorities
 - ◆ How to best align current and considered resources to mitigate risk