

A Study of Cyberthreats and Cybersecurity in Online Gaming

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Abstract: *Online gaming industry has witnessed a wide and a rapid growth in India and worldwide over the recent years. The way the gamers play games has evolved over a period of time beginning from board games, card games etc. to playing of games online with use of internet. The online games enable players from different geographies to connect, collaborate, and socialize while playing games through the medium of internet.*

In today's times when the online gaming is booming, it involves huge amounts of money. Apart from the finances, online gaming industry is sitting on a heap of data. It involves vast amount of data exchanges including personally identifiable data of the players, banking details so on and so forth. With this the online gaming industry being more lucrative and profitable than ever is not spared by the cyber criminals. The online gaming attracts a number of cyberthreats, cyberattacks, financial frauds etc. At the back drop or to say the initiators of the online games are the online gaming businesses which offer varied arena of online games to the gamers' community. While the gaming industries collect the personal data of the players, they themselves are at risk of financial frauds and reputational damage.

Given the vulnerability and the risks involved, the gaming businesses shall invest in and implement right security controls which protect against the cyberthreats likely to be faced by the gamers and the businesses itself. These controls are nothing but cybersecurity systems and technologies which prevent data thefts, secure the transactions, ensure protection against cyber-attacks and the like.

The entire gamut of online gaming needs to be regulated and shall have a stringent legal protection in place. The current regulatory framework in India comprises of certain provisions which govern the data principals i.e. the players of online gaming and data fiduciaries i.e. the gaming businesses.

This paper will study the evolution the gaming industry, the cyberthreats faced or likely to be faced by the gaming industry, the cybersecurity systems which are imperative against the cyberthreats and the regulatory framework governing the cyberspace and cybersecurity of online gaming industry in India. The paper will also provide appropriate suggestions..

Keywords: Cyberthreats, cybersecurity, online gaming, online gaming regulations