



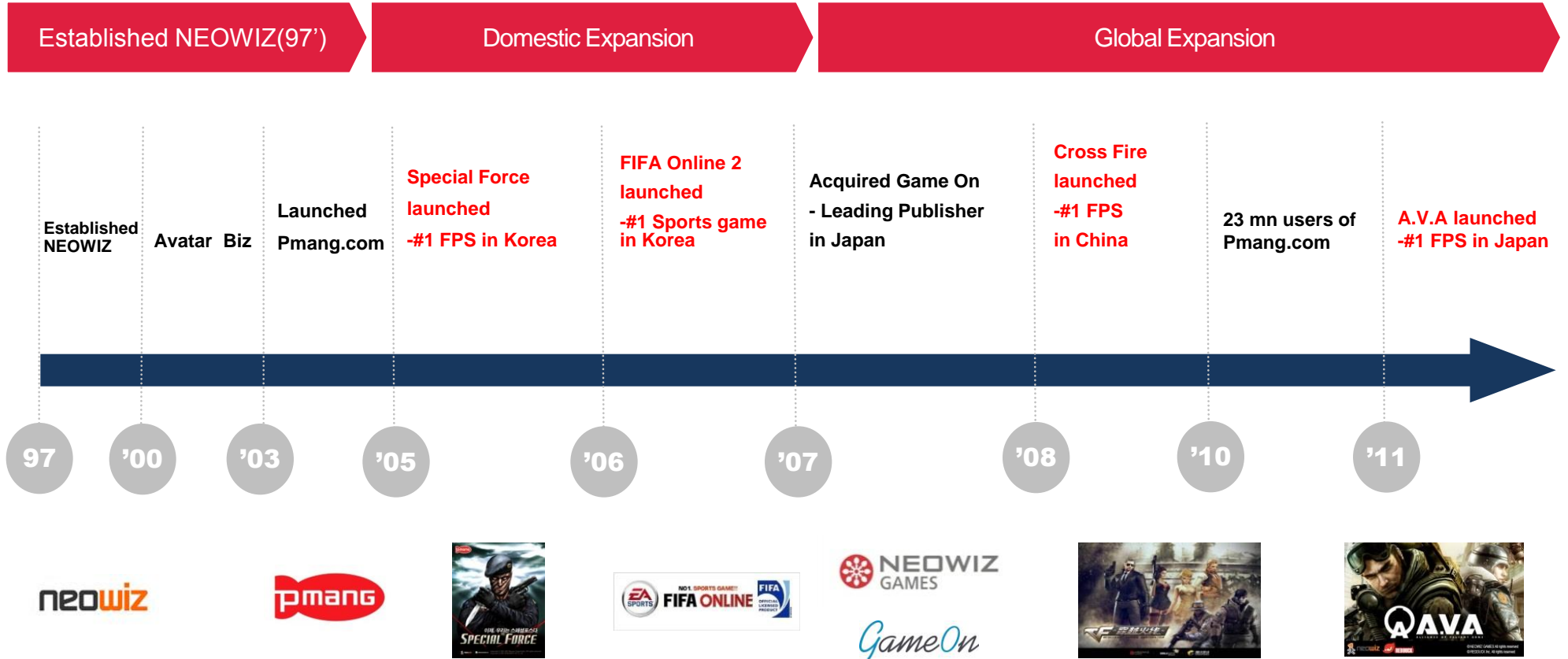
CYBER SECURITY APPLICABILITY AND COMPLIANCES FOR GLOBAL ONLINE SERVICE

Choi Joong-Sub
NEOWIZ GAMES



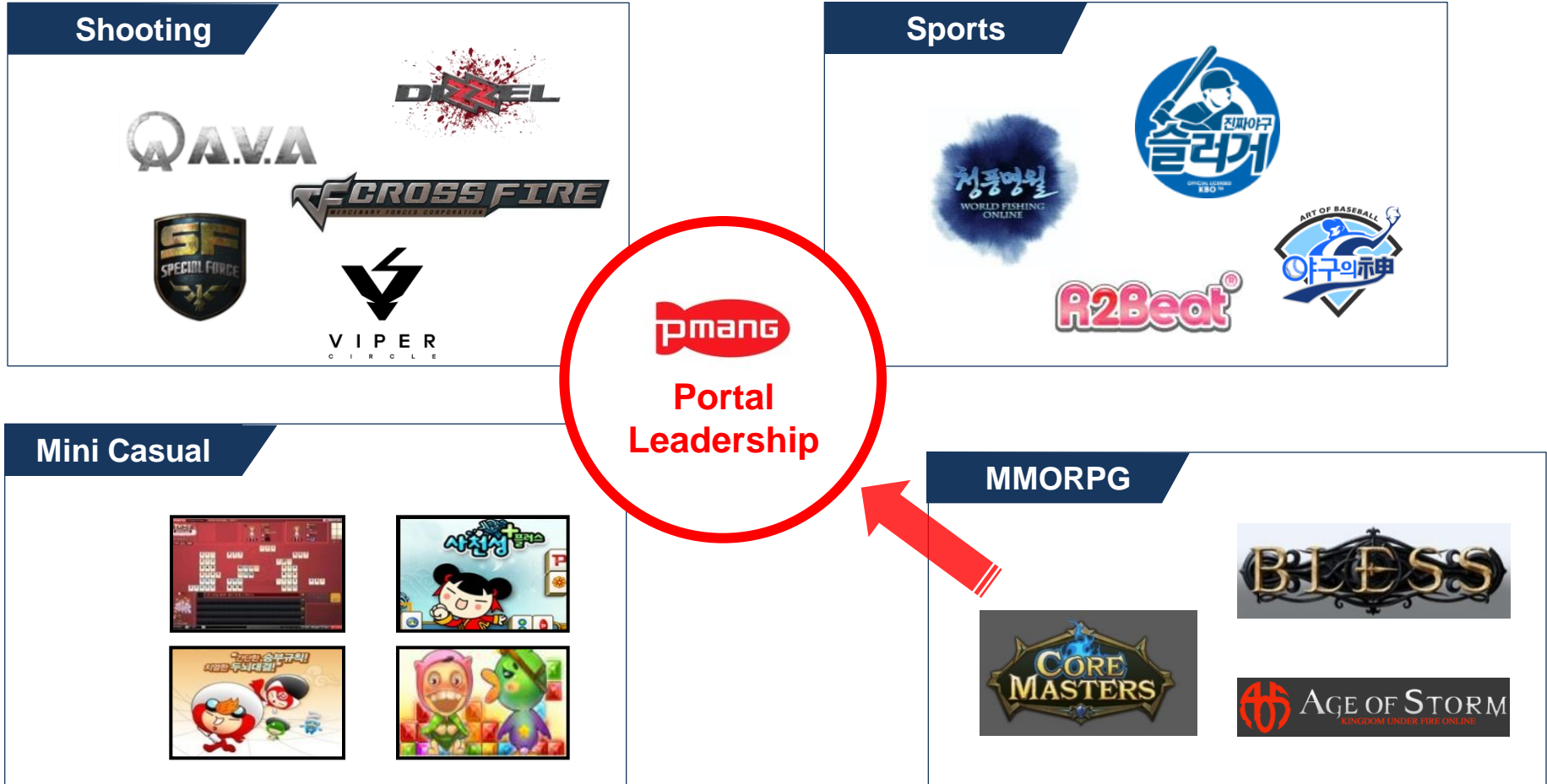
Company	NEOWIZ GAMES
CEO	Lee Ki-Won
Business	Online Game Publishing & Development
Established	April, 2007
Listed	July, 2007
Number of a Employees	1,500 (as of June. 2013)
Revenue	\$675 million (as of 2012)

NEOWIZ GAMES Is a global leading game publisher with several global #1 online games



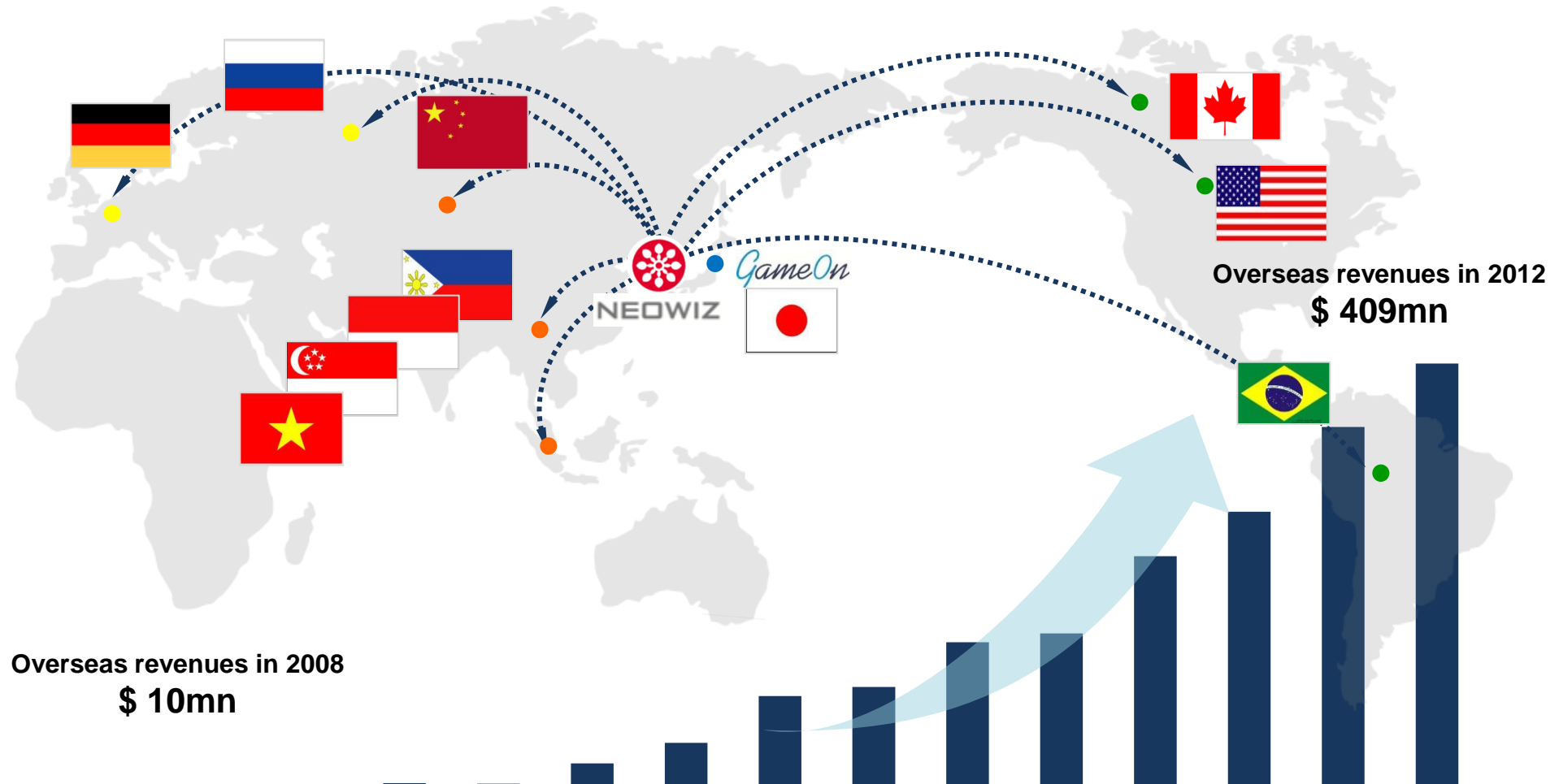
Game Portal Pmang.com empowered by 50+ titles in shooting, sports, and mini-casual games

Key Metrics : 20mn Registered Users, 4mn Unique Visitors, 15% Paying Ratio, ARPPU 30+ USD

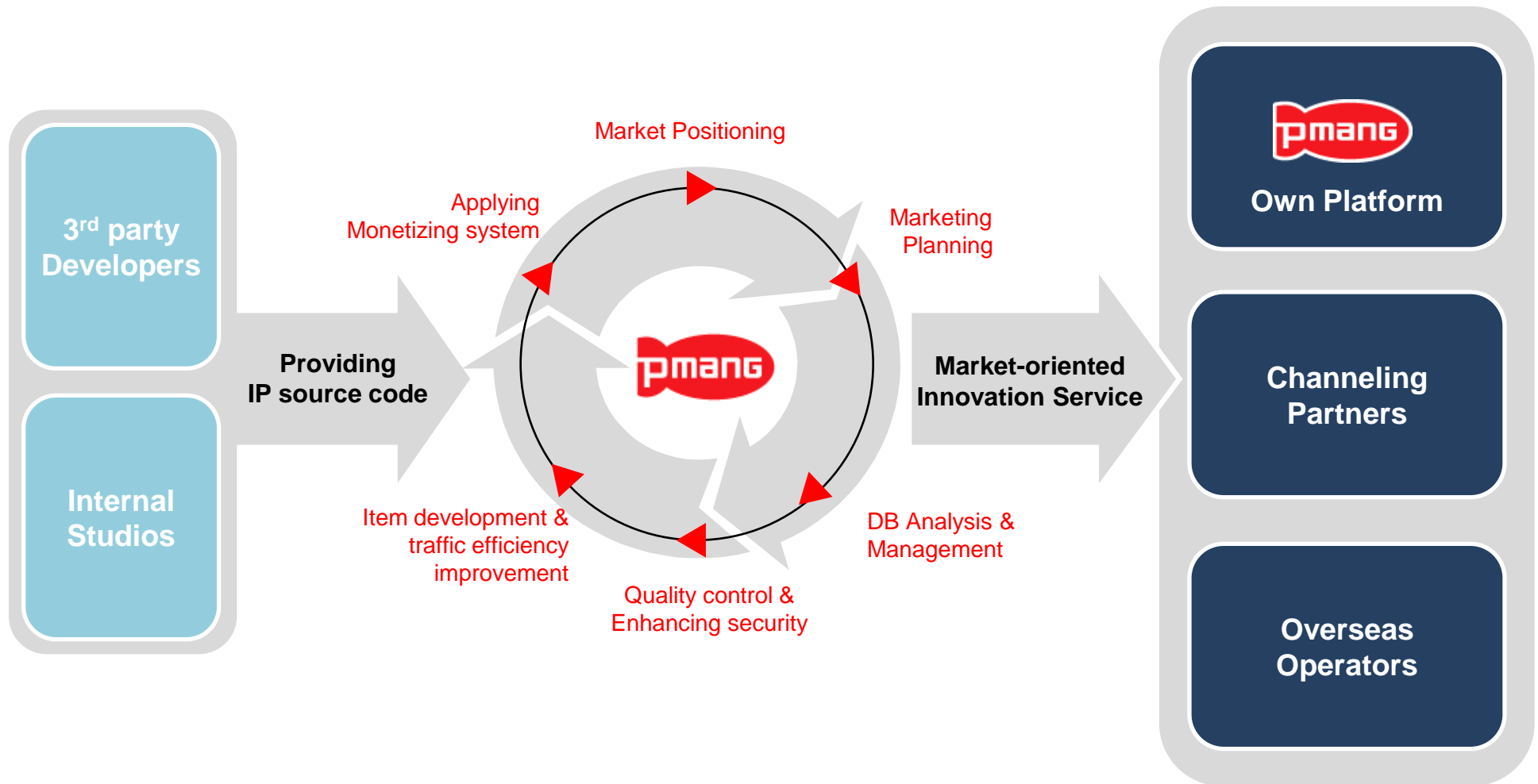


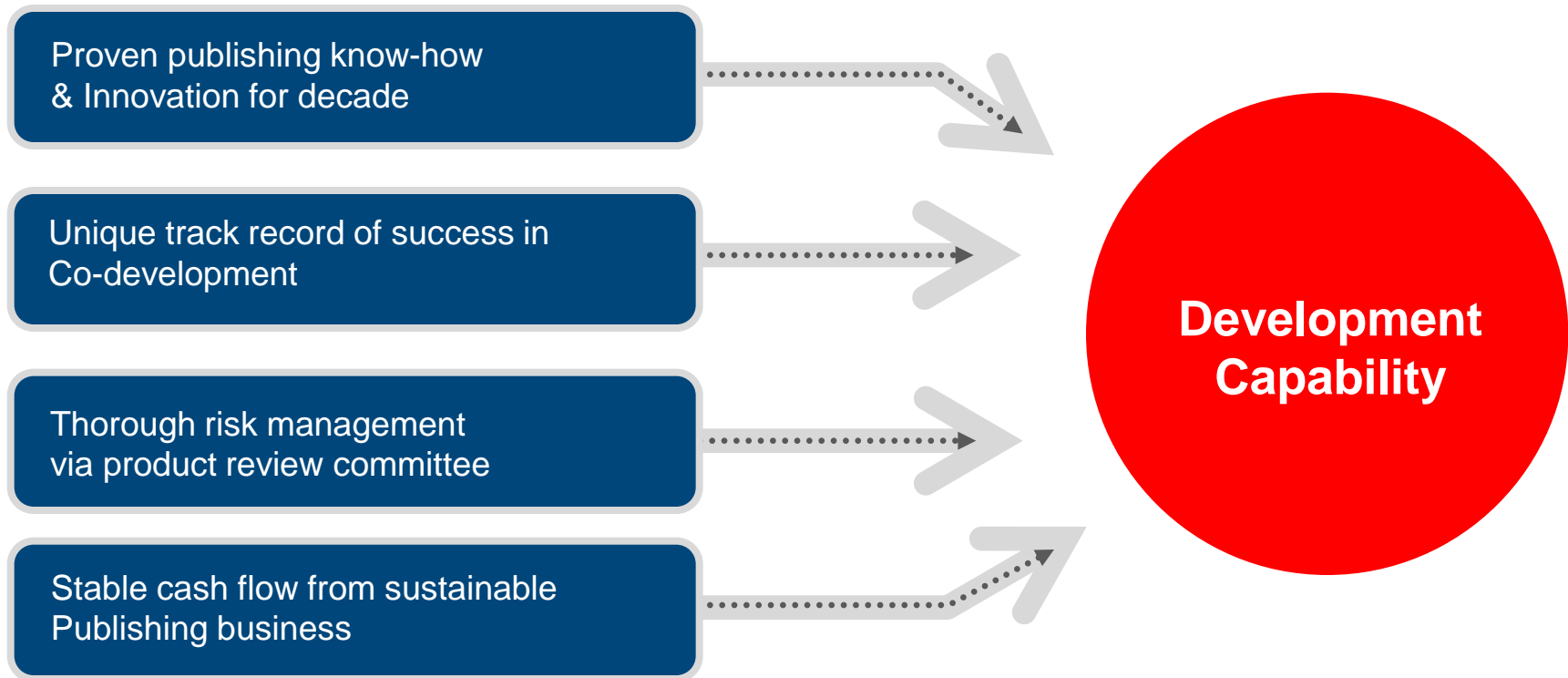
GROWTH DRIVING OVERSEAS BUSINESS

Expand into 20+ countries with Cross Fire, AVA, and S4 League
Explore more opportunities in frontier markets with new product line-ups



Pioneering new genre and maximizing product life cycle & traffic efficiency
Value creation to optimize the service for user needs rather than simple distribution





100+ Developers in FY 2007

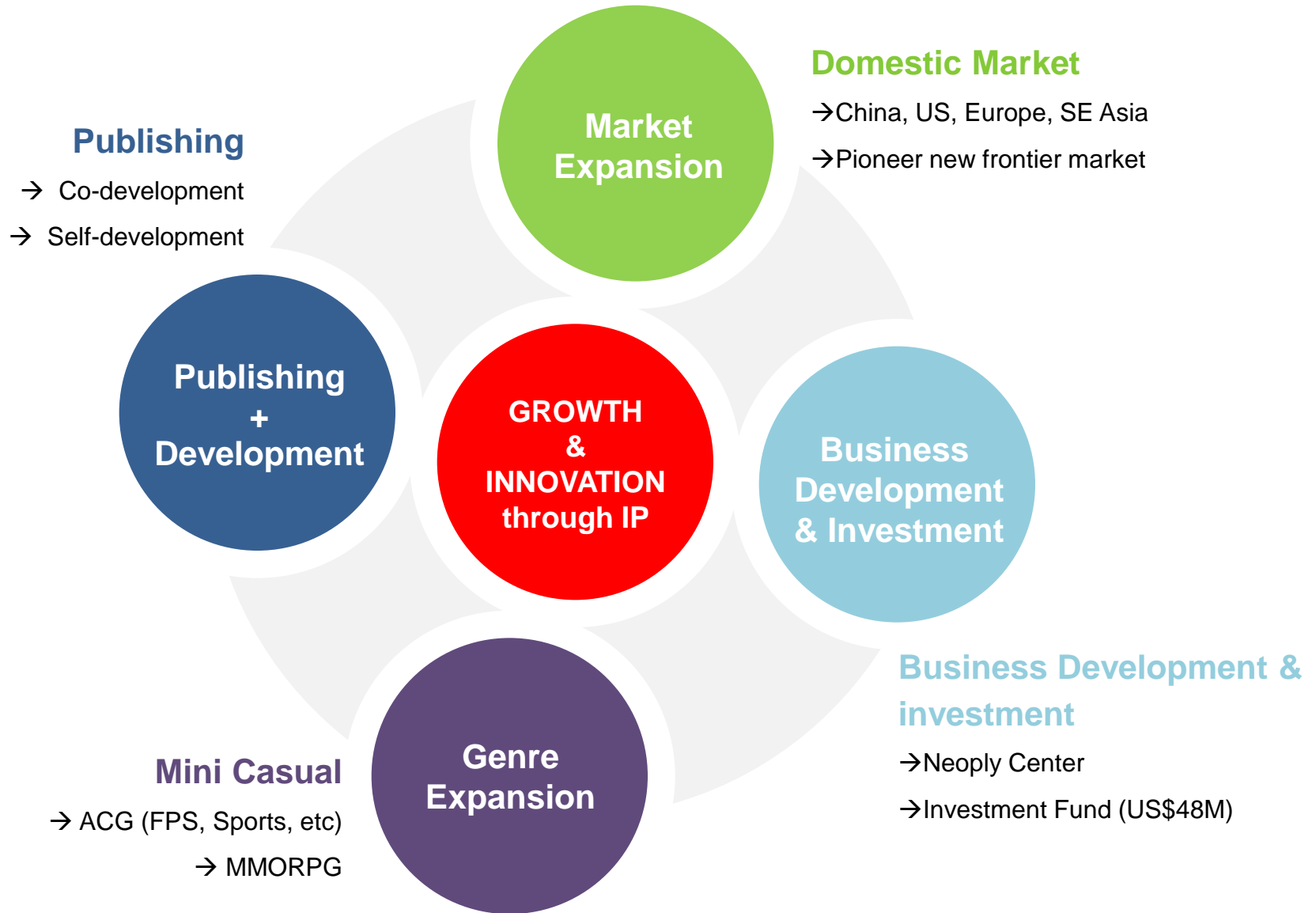


Co-development focused

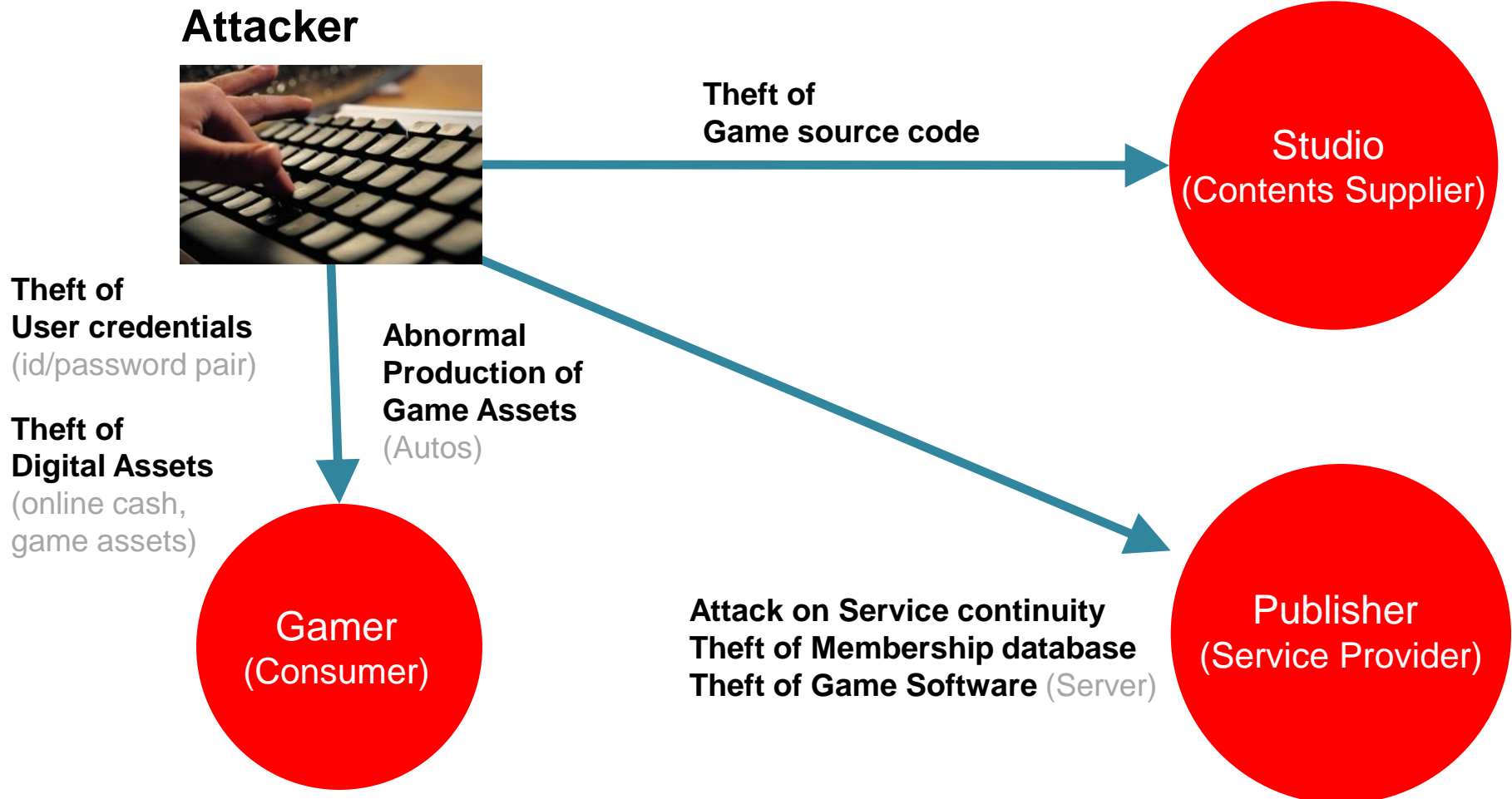
Currently 400+ Developers



Self-development



Security threats among on-line game industry are growing as on-line game industry grows



**Decreased
Fairness**

Lose interest
Move to competitive game

**Induce
Server Load**

Decline speed of games
Increase in user complaints
Increase the cost for additional servers

**User credential
Leakage**

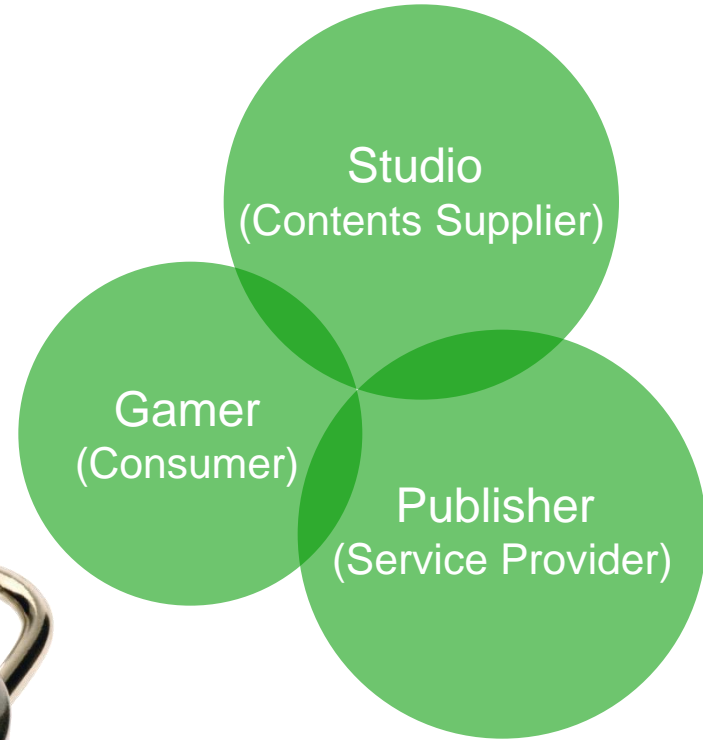
Lost privacy and gaming assets
Induce legal conflict
Abasement of brand values



**Shortening of game life
Deterioration of a profitability**

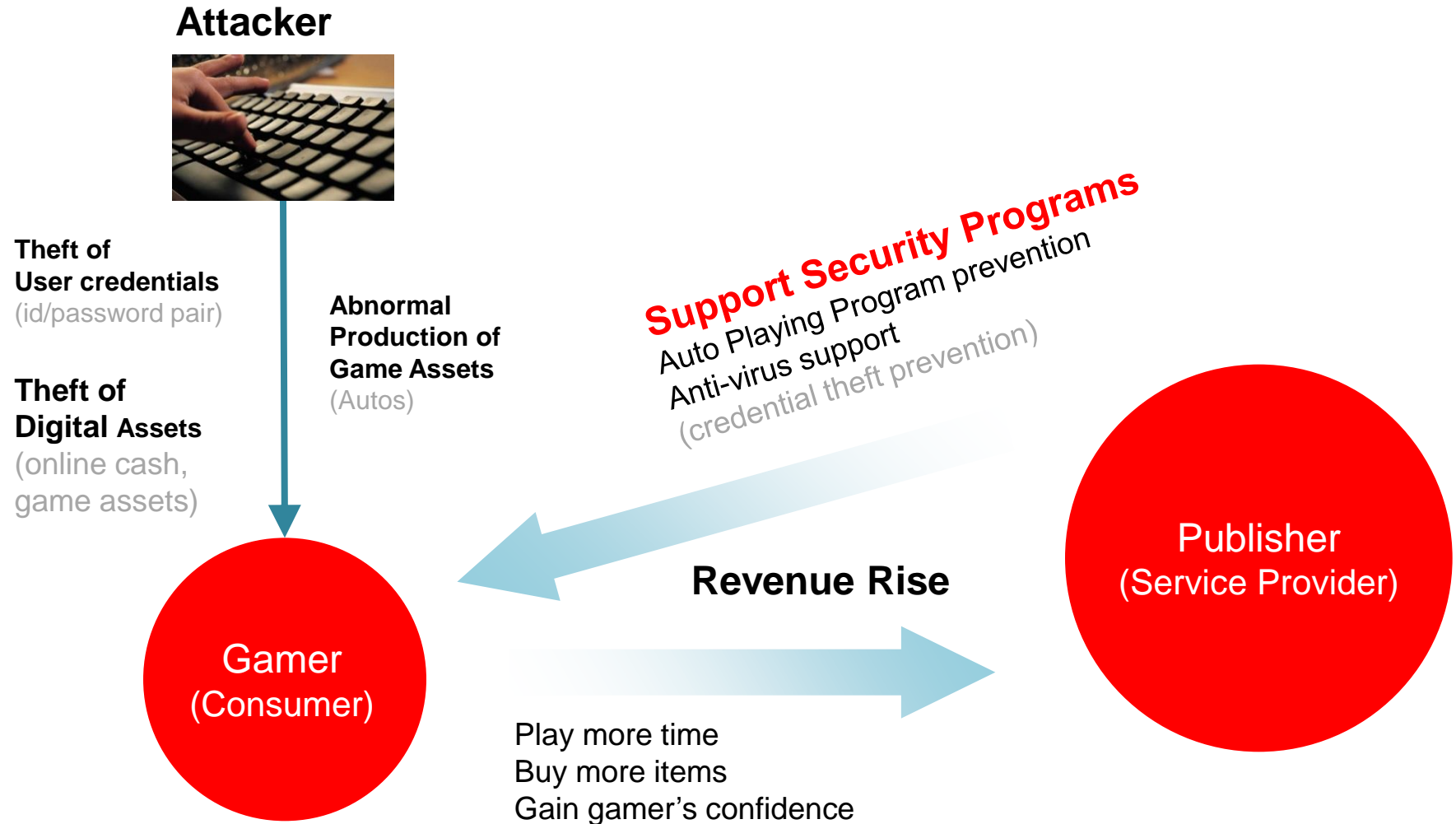
Hardening business growth strategy - Meeting IT & security compliances

Threat



IT Security compliances

- ISMS, ISO 27001, etc.
- Regulations
- Recommendations



THANK YOU



NEOWIZ
GAMES