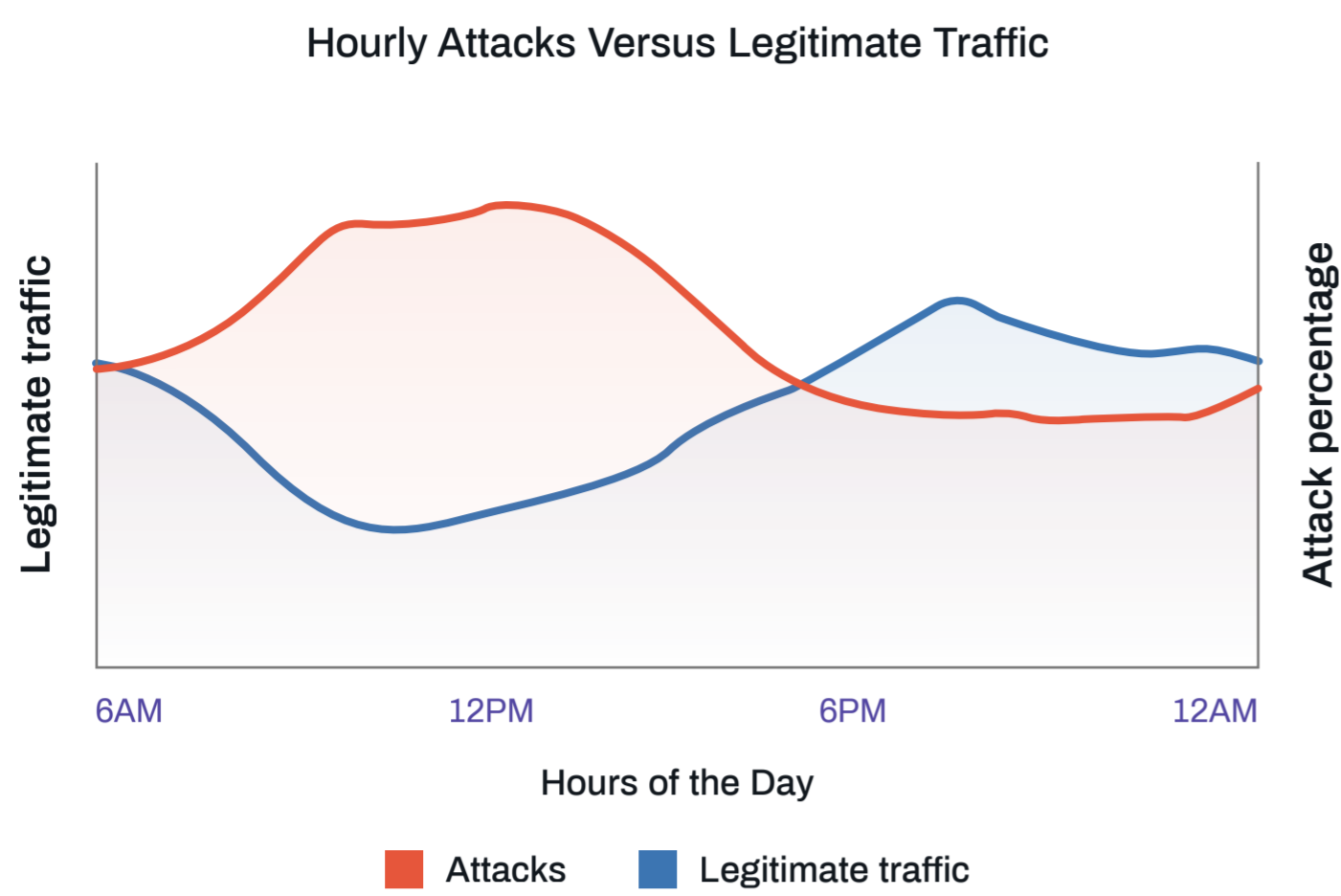


# Gaming Insights from the Arkose Labs Network

30% Spike in Gaming Volume as Consumer Behavior Shifts During COVID-19

## COVID-19 is a Catalyst for Gaming Fraud:

- ✓ Higher volumes throughout the day but peaking towards the evening and staying high into late night
- ✓ The attack volume remains consistent throughout the day, leading to a fluctuation in the attack rates



- 29%** of all transactions are attacks
- 34%** increase in attack rate
- 24%** increase in automated gaming attacks

**30%** increase in consumer traffic

**92%** increase in total number of attacks

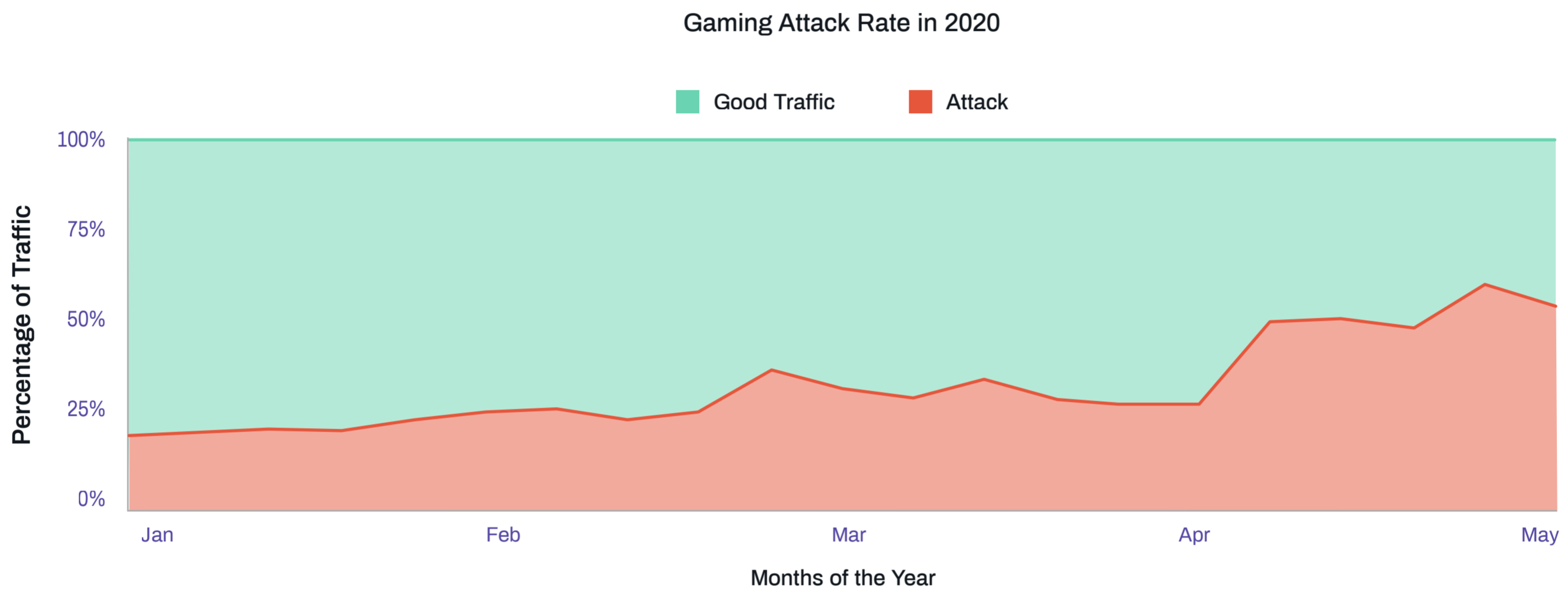
**Logins**  
most-attacked use case

**40%** attack rate from desktop traffic

## Fraudsters have perfect conditions to carry out large-scale fraud:

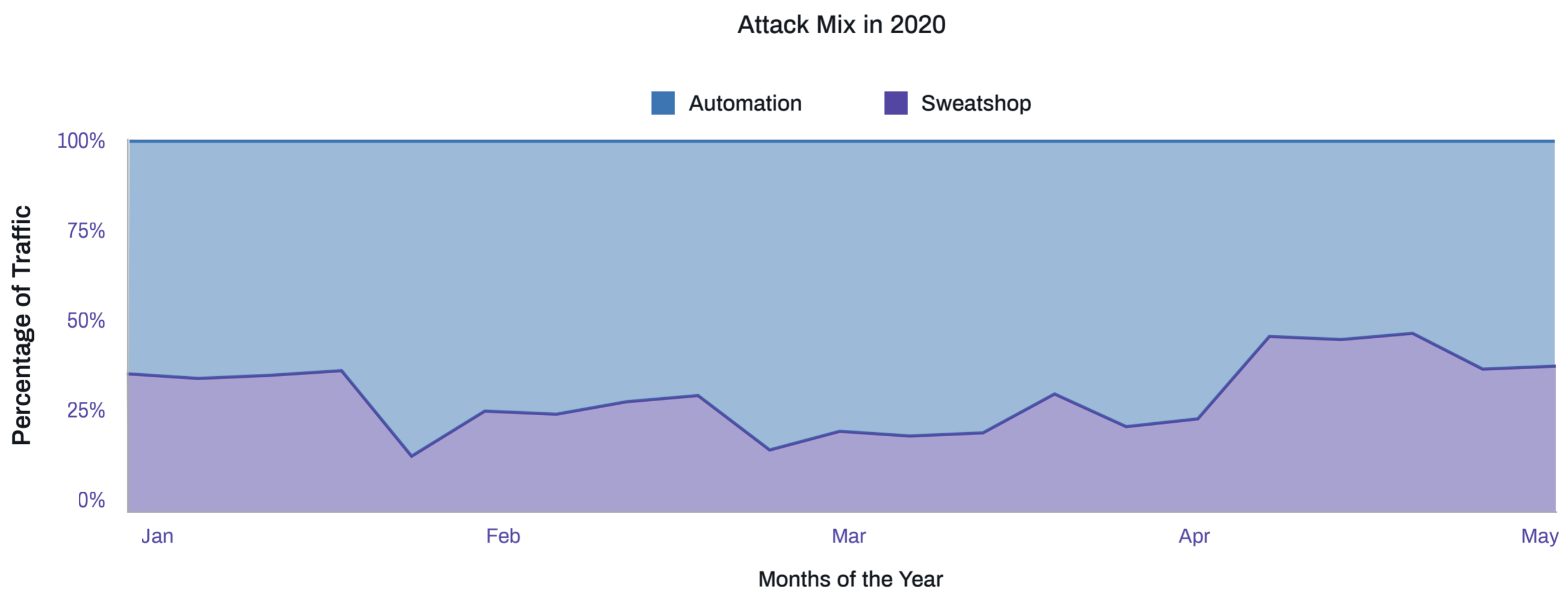
- Cost-effective human resources to carry out attacks
- Heightened incentive levels due to economic turmoil
- Plentiful fresh stolen user data
- High gaming volumes and user engagement across the globe
- Increasing digital activity across the globe
- Easy access to fraud toolkits

## Rapid Growth of Traffic and Attacks:



## Human-Driven Attack Trends During COVID-19 Crisis:

After an initial decline as the shelter in place orders went into effect, human-driven attacks have been increasing

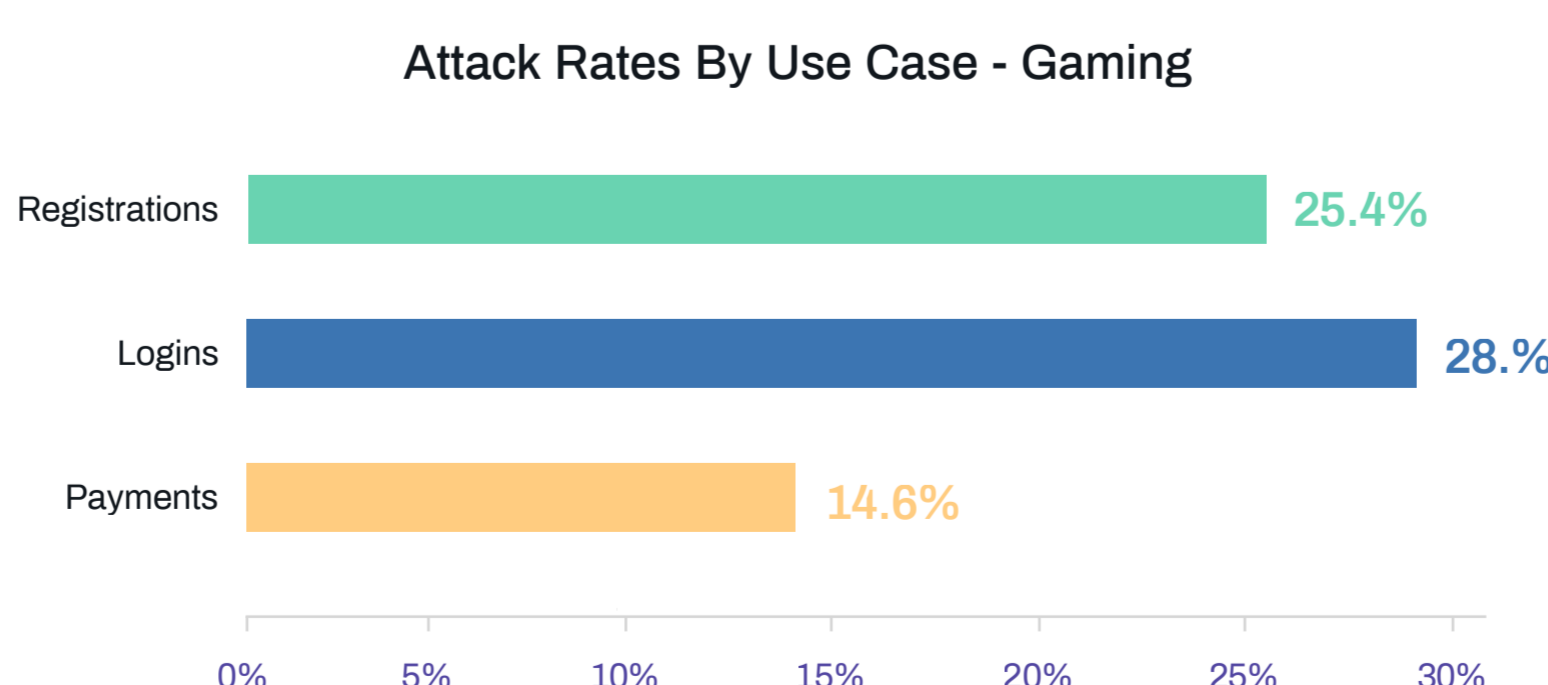


## Attack Trends Across Customer Touchpoints:

With the frenzy of fraudulent activity brought on by the COVID-19 global crisis, overall attack rates have gone up across most use cases

- 41%** of in-game abuse is human-driven
- 46%** rise in new account fraud
- 45%** increase in login fraud

**In-game abuse:** Attack levels are comparable to login, payment, and registration attack rates. These attacks could include in-game economy inflation, auction house scraping, gold/currency farming, and promo abuse.



Download the full Q2 2020 Fraud and Abuse Report at [www.arkoselabs.com](http://www.arkoselabs.com)