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Sommario/riassunto	Learn about the most common and known threats and attacks in the gaming industry. Cybersecurity is a critical concern in the gaming industry due to the significant financial investments, personal data, and intellectual property at stake. Game developers, publishers, and players all have a vested interest in maintaining a secure gaming environment. This pocketbook is about why cybersecurity in the gaming industry is essential to protect player data, maintain a secure gaming environment, and safeguard intellectual property. Both players and game developers need to remain vigilant, educate themselves about potential threats, and employ best practices to ensure a safe and enjoyable gaming experience. We will describe the most common type of targeted games facing cybersecurity attacks as well as some of the most common types of cyber threats faced by the gaming industry such as malware, distributed denial of service (DDoS) attacks, data breaches, etc.

