

1. Record Nr.	UNISA996390319503316
Autore	Cambini Andrea <d. 1527.>
Titolo	Tvvo very notable commentaries [[electronic resource] ] : the one of the originall of the Turcks and Empire of the house of Ottomanno, written by Andrewe Cambine, and thother of the warres of the Turcke against George Scanderbeg, prince of Epiro, and of the great victories obteyned by the sayd George, aswell against the Emperour of Turkie, as other princes, and of his other rare force and vertues, worthye of memorye, translated oute of Italian into Englishe by Iohn Shute
Pubbl/distr/stampa	Printed at London, : By Rouland Hall for Humfrey Toye dwelling in paules Church yearde at the signe of the Helmette, 1562
Descrizione fisica	[10], 32, 32-68, 99-100, 1-42, [3] leaves
Altri autori (Persone)	ShuteJohn <fl. 1562-1573.>
Soggetti	Turkey History To 1453 Early works to 1800 Turkey History Mehmet II, 1451-1481 Early works to 1800
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	The first part is a translation of: Della origine de Turchi et imperio delli Ottomani. "A commentarie of the warres of the Turckes made against George Scanderbeg prince of Epirro", author unknown, begins new foliation; register is continuous. Reproduction of the original in the Library of Congress.
Sommario/riassunto	eebo-0078

2. Record Nr.	UNINA9911007472603321
Autore	Nardone Massimo
Titolo	Cybersecurity Threats and Attacks in the Gaming Industry : Secure Game Players' and Developers' Data and Systems / / by Massimo Nardone
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2025
ISBN	979-88-6881-492-1
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (XVI, 106 p. 4 illus.)
Collana	Apress Pocket Guides, , 3004-9288
Disciplina	794.815
Soggetti	Computer security Internet - Security measures Cyberterrorism Video games industry
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1: Introduction of Cybersecurity in the Gaming Industry -- Chapter 2: Key aspects of Cybersecurity in Gaming Industry -- Chapter 3: Games Target of Cybersecurity Attacks -- Chapter 4: Cybersecurity Threats & Attacks in Gaming Industry.
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.

