

CENTRIFY ENABLES ORGANIZATIONS TO STOP BREACHES THAT START ON MAC ENDPOINTS

DUBAI: Centrify, the leader in securing hybrid enterprises through the power of identity services, today announced enhancements to the Centrify Identity Platform that deliver local administrator password management for Macs and comprehensive Mac application management and software distribution via turnkey integration with the Munki open source solution. These new capabilities enable Mac administrators to solve critical challenges by implementing best practices for controlling privileged access on Macs while at the same time simplifying management of Mac endpoints.

"Our latest security capabilities extend shared account password management (SAPM) from servers, network devices, Windows and Linux endpoints to Mac, while at the same time simplifying Mac application management with Munki support that enables users to install applications without knowing the admin password," said Bill Mann, chief product officer at Centrify. "The Centrify Identity Platform secures Mac endpoints as well as Windows and Linux with our market leading Identity-as-a-Service (IDaaS) and privileged identity management (PIM) solutions that help stop breaches across endpoints, infrastructure and apps."

Control Shared Passwords

It is common for organizations to maintain administrative accounts on their users' Macs and use the same admin password across all Macs. This introduces risk, because inevitably the password is shared with an end user who needs to install applications on their Mac, or is known by admins who leave the company. These users and ex-employees now have full administrative privilege across every Mac. This leaves an organization highly susceptible to breaches that start on Mac endpoints, and demands a solution that enables organizations to minimize and centrally control access to Mac administrative accounts, just like they do for Windows and Linux endpoints, servers and network devices.

The Centrify Identity Platform closes this gap in security with local administrator password management (LAPM) for Mac that enables administrators to generate a unique administrator password for each Mac. With Centrify, organizations are eliminating the sharing of a single Mac admin password across an entire organization. The solution can be enabled for all Macs enrolled in the cloud-based management service, ensuring support for remote

machines as well as those on the corporate network. Authorized admins can check out the admin password, and the rotation of the admin password is automated. Who accessed what and when is fully audited across Mac administrative access and all other endpoints and infrastructure and available through comprehensive reporting.

Eliminate Admin Access

End users cannot install software without local admin rights. However, local admin rights mean your end users-or anyone who compromises their accounts-are privileged users on their Mac. This increases your attack surface and makes endpoints an effective target for malware and rogue applications. By seamlessly combining the Centrify Identity Platform with the open source Munki solution - the leading Mac app and patch



Bill Mann

management solution - your end users can install and manage applications without local admin rights.

Munki's open-source toolset provides a rich Apple App Store like end user experience, where the specific apps an organization approves are available for seamless installation. Centrify simplifies the Munki setup, management, security and ongoing support to make it easier for organizations to deploy and operate their own enterprise Mac app store. Additionally, Centrify's cloud-based app repository extends Munki to remote Mac users regardless of their location or status on the corporate network.

Controlling access to shared administrative passwords for endpoints and eliminating the need for local admin rights to install software on Macs are established PIM best practices. A recent Forrester study found a direct correlation between the number of PIM best practices an organization has implemented and the number of security incidents it encounters. The Centrify Identity Platform now makes it easy for organizations to extend best practices to Mac in order to stop breaches that start on endpoints.

CONNECTING THE COLD ECONOMY TO TACKLE ISSUES OF WARMING WORLD

By Dermot O'Connell, Vice President, OEM and IOT solutions, Dell EMC EMEA

The accumulation of greenhouse gases (GHGs) in our atmosphere has led to noticeable changes in natural systems. Ocean acidification and increasing ocean temperatures are damaging marine ecosystems. Each year, at least eight million tons of plastics find their way into the ocean - which is equivalent to dumping the contents of one binlorry into the ocean every minute. Further still, the increased frequency and severity of extreme weather events are putting many more at greater risk, irrespective of location. We all know that to limit the likelihood of disruptive and potentially catastrophic change to our climate and ecosystems, public and private institutions across the planet will need to develop and implement mitigation and adaptation strategies. As atmospheric levels of greenhouse gases rise, however, it's become widely accepted that mitigating adverse impacts will become more challenging, complex and costly. This bleak outlook needs to serve as a call to action for governments, businesses and the general public alike to do their part to enact change.

Where to start?

Let's look with the retail sector. Did you know that the retail sector, including supermarkets, is one of the largest users of F-gas (fluorinated greenhouse gas) refrigerants? That's something that we can change and without a complex solution. We've all heard the hype about the Internet of Things and how cool it is that your fridge can tell you when you're out of milk. Now, what if the millions of refrigerated trains, trucks and storage centres used in the cold chain process by supermarkets to transport and store food could tell you when they needed to be on to keep food fresh? Surprise! They can.

IoT sensors can be used to monitor the refrigeration units needed to transport and store food around the world to keep it fresh. The sensors can track the temperature in units, lowering the level of energy or units needed in conjunction with how cold the food needs to be and how much food is currently stored. They can also track how long food has been out of refrigeration and how quickly it needs to be put back in before it spoils and creates unnecessary waste.

How does it work?

Have a look at IMS Evolves' cutting edge Cold Chain Logistics process as an example. The food retail industry admits that supply chain complexity has meant it is easier and safer to chill all food to the lowest temperature required (by meat) meaning an extensive annual over-chill. However, by integrating the data from the existing machine sensors with supply chain and merchandise systems as well as the fridge control systems, each machine can be automatically set at the temperature to suit the specific contents, removing instances of over-chilling. The 'always on' nature of this approach ensures that even throughout the course of normal business when products are moved around the store, the right temperature for the right product is sustained automatically.

The result is that IMS is able to significantly reduce excess energy consumption, minimise food waste and improve customer experience. In addition, with smart cold chains, a higher quality product can be achieved, resulting in a better customer experience. In manufacturing and processing environments, consistency of both ingredients quantities and environmental factors can be regulated and the available data from each stage of the process united to ensure the highest quality, most profitable end product every time.

Take dairy products for example, many of us have come face to face with an unappetising watery yogurt, but few are aware this a familiar bi-product of over-chilling squeezing the product, that can be eliminated by a smarter cold chain. The possibilities for IoT are endless but it's important that to think beyond the obvious smart cities applications and think about how you can change your business and your product for the better - for the customer and even for the world.

Connecting the cold chain process is only one example of how businesses can make a positive impact on their customers' experience and on the environment. It's important to look at all options to reduce the effect that businesses can have on the physical world - alternative shipping methods can be deployed, sustainable packaging can be used, components can be recycled. While we can't fix global warming with just a few sensors, as more organisations realise the capabilities of IoT, it's at least one small step for man in the pursuit of change.



LOS ANGELES: Nintendo co-Representative Director and Creative Fellow Shigeru Miyamoto, left, and Ubisoft Co-founder and CEO Yves Guillemot talk about 'Mario Rabbids Kingdom Battle' on stage during the Ubisoft E3 conference at the Orpheum Theater in Los Angeles, California.

'ASSASSIN'S CREED' HEADING FOR EGYPT TO REIGNITE GAMERS

LOS ANGELES: Ubisoft's blockbuster "Assassin's Creed" video game is heading for Egypt, taking the serial's storyline back to an ancient world and overhauling play to reignite its top franchise. The French video game star took last year off after hitting the market with annual releases and boasting overall sales of more than 110 million copies of the game since it first launched in 2007.

A cooling in fan interest appeared to prompt a step back, and an investment by Ubisoft to revitalize it was unveiled at a press event Monday ahead of the opening of the Electronic Entertainment Expo (E3) in Los Angeles. Work on "Assassin's Creed: Origins" began nearly four years ago, and included overhauling the combat system and building artificial intelligence into all of the non-player characters, according to game producer Julien Laferriere.

Every character has a "life" of its own, tending to work, worship, family, meals and other daily routines that players can take into account while on missions, an early glimpse at the game showed. Players are also free to explore a virtual version of all of Egypt in 49 BC, during the rise of Cleopatra to the throne. "It is a part of world history we have wanted to do for a long time," Laferriere said. "We wanted to be as authentic as

we could." Players get to climb pyramids, explore beneath the Sphinx, and learn the origins of the brotherhood of assassins, whose deadly fight with the order of Templars is at the core of the franchise that segues from one generation of master assassin to another. "Fans will have a front row seat to the formation of the brotherhood," Laferriere promised. Ubisoft hopes Origins will energize long-time fans and win new players at the start of the story in a game that has become fodder for books and films. Versions of Origins tailored for play on Xbox One, PlayStation 4 and Windows-powered personal computers will be released on October 27.

South Park and Mario

"Assassin's Creed" was among a diverse lineup Ubisoft is showing off this week at E3. Ubisoft offerings spanned genres, from action shooters such as "Far Cry 5," to sports, dance, piracy, a space monkey, and virtual reality. A "Fractured But Whole" based on an irreverent South Park animated television series opens with well-known children characters obsessed with being super heroes sneaking into a strip club to solve the mystery of a missing cat. Their weapons include flatulence and firecrackers.

"The South Park universe doesn't take itself too seriously, so you can be satirical," game director Jason Schroeder told AFP while providing a peek at the game, which also releases on October 17. "You can take the notion of something like a strip club and turn it on its head." Nintendo legend Shigeru Miyamoto joined Ubisoft chief executive Yves Guillemot on stage at a press event to unveil an innovative alliance with Nintendo to unite its zany "Rabbids" with beloved "Mario" in a game. "I have been excited to see what kind of humor the Rabbids could bring to the Mario world," Miyamoto said through an interpreter.

Getting into heads

The game maker continued its tradition of embracing hardware innovations, showing off games crafted for Nintendo's hot-selling and tough to find Switch consoles as well as the budding virtual reality gear market. "We have been experimenting with virtual reality for several years," said Ubisoft partnerships vice president Chris Early. "Though it is not taking off as fast as any of us would like, it is providing some great learning about what it means for having fun." — AFP

SONY FIRES AT XBOX WITH ARSENAL OF BIG PS4 GAMES

LOS ANGELES: Sony on Monday showed off rich, action-packed new PlayStation 4 video games, some for virtual reality, as it defended its crown as the top-selling new-generation console. The company focused on blockbuster games and intriguing new titles for PS4 at a press event on the eve of the opening of the major Electronic Entertainment Expo here. There was no mention of the Xbox One X console unveiled a day earlier by rival Microsoft in a heightened challenge to PS4.

"PlayStation is home to all the biggest and best game franchises in the world," Sony Interactive Entertainment worldwide studios chairman Shawn Layden said dur-

ing a rapid-fire presentation of video trailers. The line-up included the first "Uncharted" game to feature a heroine in place of the "Nathan Drake" hero, a "God of War" sequel with a mighty father-son theme, and a pulse-pounding title starring "Spiderman" of Marvel Comics fame. The event also unveiled a version of the hit fantasy role-playing game "Skyrim" tailored for play on PlayStation virtual reality gear.

"It's all about gaming," Layden said. "Every year, we continue to push the envelope of imagination, storytelling, and technology." PlayStation has had success in keeping the focus on gamers and what they like. PS4 models include a "Pro" con-

sole for powering ultra-high definition 4K graphics, and the entire line of consoles syncs with PlayStation VR gear. Sony has sold more than 60.4 million PS4 consoles since they hit the market in November of 2013, the company revealed on Monday.

More virtual reality

A PlayStation 'ecosystem' that includes online game communities, content and services had more than 70 million monthly active users as of the end of March, according to Sony. "The PS4 platform is in its prime, with the industry's best lineup of exclusive and partner titles slated to release this year, taking full advantage of the power of the PS4 system," Sony Interactive Entertainment global chief executive Andrew House said.

PlayStation plans to expand services, software, and virtual reality offerings, he said. Microsoft unveiled its Xbox One X on Sunday, billing it as the most powerful video console ever made, and escalating a battle with market king PlayStation. The \$499 product was built with the muscle for seamless play on ultra-high definition 4K televisions and will be available worldwide on November 7, according to Xbox team leader Phil Spencer. Meanwhile, PS 4 Pro is priced at \$399 and other models of the console can be bought for less.

Microsoft also showed off coming games, an array tailored for exclusive play on Xbox One consoles, but it remained to be seen if there is enough unique content to get lots of people to buy the higher-priced hardware. Independent publishers tend to make blockbuster titles available for play on Xbox, PlayStation and personal computer hardware in an effort to sell cre-



LOS ANGELES: Shawn Layden, President of Sony Interactive Entertainment America, speaks on stage.

ations to as broad an audience as possible.

Game play on 4K screens, whether on televisions or personal computer monitors, is expected to be among themes at E3 this week. Sony PlayStation 4 has dominated the latest generation of consoles, out-selling Xbox One two to one, according to industry trackers. PlayStation has also become the prime driver of revenue and profit at the Japan-based entertainment giant Sony, executives say.

Nintendo's recently launched Switch has been a winner, with fans snapping up the console and a "Legend of Zelda" game that has become a must-play title for fans. Demand for Switch consoles has been so intense since its launch early this year that the consoles are tough to find in stores and Nintendo has reportedly doubled production. Switch launched at the start of March and some 2.74 million were sold by the end of that month, according to Nintendo. — AFP



LOS ANGELES: Game enthusiasts and industry personnel attend the Sony PlayStation E3 showcase before the start of the conference at the Shrine Auditorium in Los Angeles, California. — AFP photos