Movie industry hacking

https://www2.cso.com.au/article/621345/how-movie-industry-can-fight-growing-hacker-threat/

A feature film or television series production is an expensive exercise. It takes millions of dollars to produce a movie or TV show. Studios are worried about stolen content on the internet causing a drop in box office receipts and a dip in television viewership.Hackers steal movies and TV shows without paying for them. Cyber criminals threaten to leak stolen content unless companies pay ransoms. After this happens, companies work hard to protect their data.Hackers hold content hostage. Sony was hacked in 2014, but hackers held hacked content hostage. Hackers threaten content creators. Consumers are not sympathetic to the plight of content creators.Piracy is costing content creators billions of dollars every year. The more people share passwords, the more money goes down the drain. People who pirate movies or TV shows are hurting companies that create them.The idea of putting video assets online is great but it's not always possible. Some people may be interested in your videos but you can't put them online because they're too big.Security should be a top priority when dealing with videos online. All connections should be secured using SSL/TLS encryption. There shouldn't be any unnecessary ports opened. And most importantly, the system should log everything that happens.Two factor authentication is important because it adds an extra layer of security. Penetration testing is vital because you should check your system every now and then to see if anything has been changed. DRM is also important because it helps prevent illegal copying. Everyone involved in the project must know about these things.Cybercrime is an issue that spans across every part of the content life cycle and no single organization can solve it alone. Having a heightened focus on process safety will help keep movies and TV shows as safe as possible. The result is a more resilient industry better equipped to handle the challenges of operating in the digital age.