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With phishing attacks becoming more sophisticated, and email increasing in popularity as an attack vector, having DMARC in place creates a sense of comfort, knowing that we have the means to stop these types of attacks cold.

Dominic Martinelli | Vice President,
Customer and Technical Operations

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HOW ELECTRONIC ARTS STOPPED PHISHING EMAILS with Valimail

BACKGROUND:

**Creating a trusted email ecosystem
through email authentication**

With a history spanning over a decade, Electronic Arts is a leading creator of mobile games. Electronic Arts' diverse portfolio features top-growing and award-winning titles available worldwide on various platforms including the App Store and Google Play. One of Electronic Arts' core values is “Trust Each Other,” and the company has extended that value by creating a trusted email ecosystem through a layered approach that includes email authentication, a key component of which is DMARC enforcement.

RESULTS

DMARC Pass Rate (avg):

99%

Authenticated Emails:

128m

PHISH Blocked/Month (avg):

5,000

PRODUCT: ENFORCE AMPLIFY

INDUSTRY: Mobile Games

LOCATION: Global



TRUST YOUR EMAIL

CHALLENGE:

68% of email phishing attacks are new on a daily basis

Electronic Arts' security team needed a solution that was automated, easy-to-configure, and could stop modern email attacks. DMARC was frequently a topic of discussion, but the conversation always came back to the amount of work that implementing it and associated standards would take. There was also a fear that if DMARC was done incorrectly, not only would spoofed emails be blocked but also legitimate emails, and that would create more pain.

SOLUTION:

Electronic Arts found a solution that was automated, easy-to-configure, and stop modern email attacks

After discovering the integration between Valimail and Microsoft, it was clear that they had found the solution their team needed. It would enable Electronic Arts to deploy and maintain an email authentication project quickly, without the risk associated with trying to build a workable solution themselves.

Microsoft 365 E5 combined with Valimail Enforce enabled Electronic Arts to achieve its optimal security posture without shifting priorities and without the risk of manual configuration errors.

Within 60 days, Electronic Arts was able to achieve DMARC enforcement. Electronic Arts found that even with its complex infrastructure, the implementation process was simple and allowed the team to achieve protection quickly.

Valimail is the global leader in zero-trust email security. The company's full line of cloud-native solutions authenticate sender identity to stop phishing, protect brands, and ensure compliance; they are used by organizations ranging from neighborhood shops to some of the world's largest organizations, including Uber, Splunk, Yelp, Fannie Mae, Mercedes Benz USA, and the U.S. Federal Aviation Administration. Valimail is the fastest growing DMARC solution, with the most domains at DMARC enforcement, and is the premier DMARC partner for Microsoft 365 environments. For more information visit www.valimail.com.

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