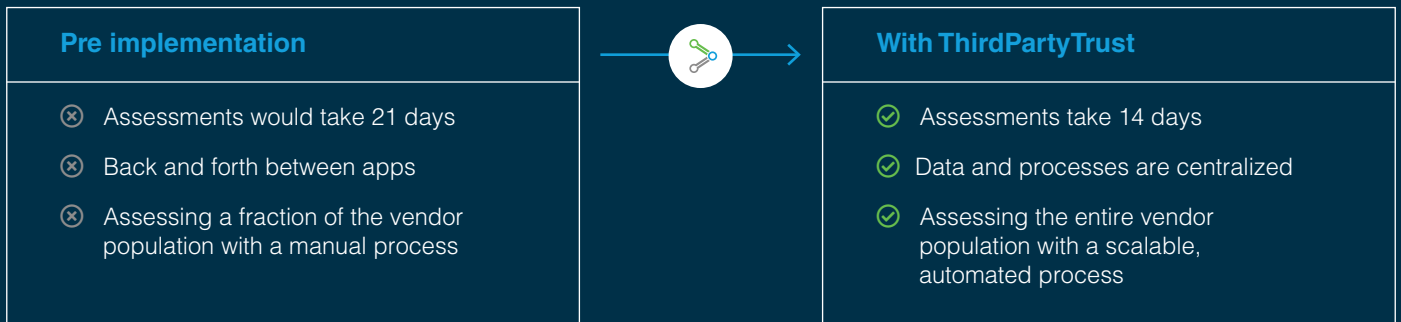**T2**

thirdpartytrust

CASE STUDY

Take-Two Interactive Software

Take-Two is a leading developer and marketer of interactive entertainment through their labels Rockstar Games, 2K, Private Division, and Social Point.

They have over a thousand third-parties, but they were only able to assess a fraction of them due to their decentralized program that had inconsistencies between labels and studios.

> *"The key thing that we love about ThirdPartyTrust is the dashboard. We have a quick view of all third-parties listed and their impact, trust score, risk score, etc. It's a very clear layout"*
>
> **Carrie Klinginsmith - Senior Manager, Take-Two Interactive Software**

Pre implementation

- ⊗ Assessments would take 21 days
- ⊗ Back and forth between apps
- ⊗ Assessing a fraction of the vendor population with a manual process

With ThirdPartyTrust

- ✓ Assessments take 14 days
- ✓ Data and processes are centralized
- ✓ Assessing the entire vendor population with a scalable, automated process

Goals & Challenges

Decrease the average amount of time spent on each assessment

Establish an enterprise third-party security program to improve the third-party onboarding experience.

Streamline an internal risk assessment program.

Integrate the third-party risk management solution with ServiceNow via API.

Understand the risk environment within the organization.

3pt Third Party Risk Management
Simplified To Scale

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