

# MobiBot, GameBot, ?Bot: The Security Threats To and From the Intelligent Electronics Devices

Gang Xu, Jay Jayawardena, Gustavo de los Reyes, Cristina Serban, Gokul Singaraju, Krishna Sistla, and Phi Nga Hoang

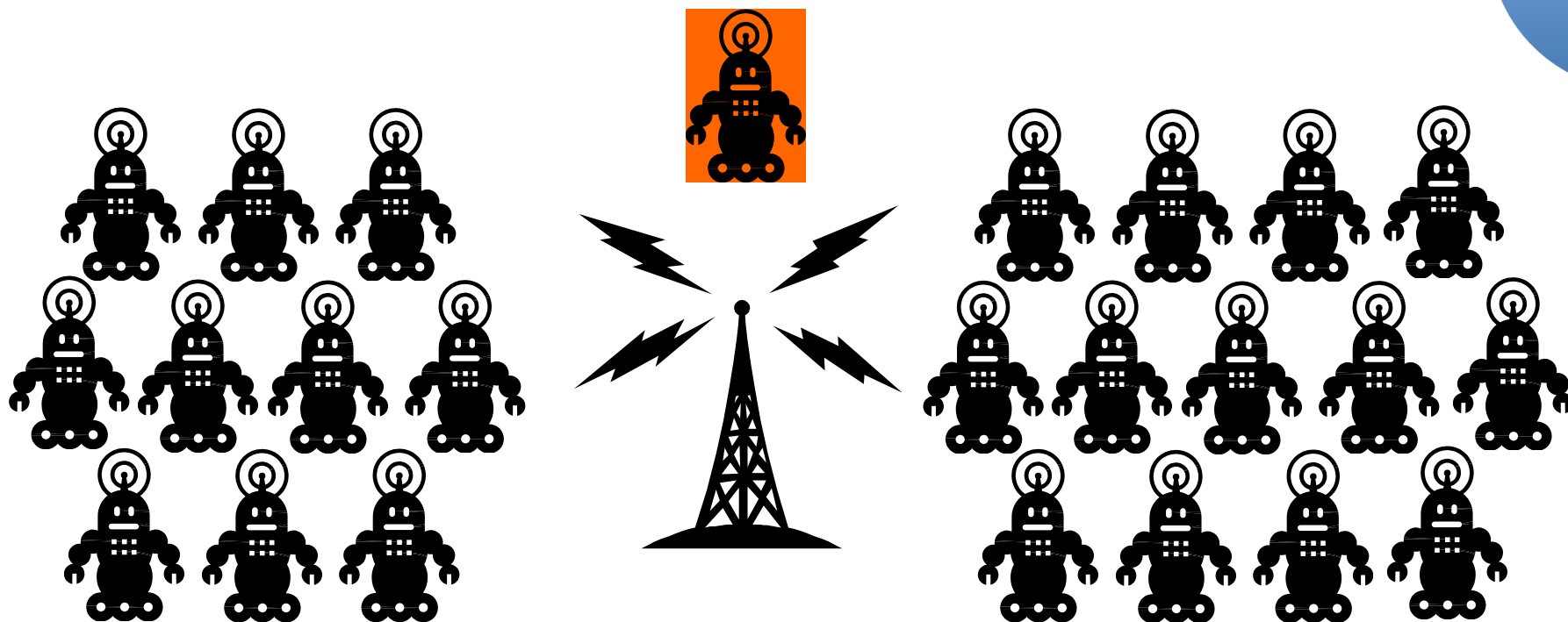
**AT&T Security Research Center**  
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# roBot + Network = BotNet

Bot — A compromised computer infected with software (malware) providing special capabilities and allowing remote control

BotNet — Collection of bots under the same controlling entity



# MobileBot and GameBot: Upcoming Threats

Traditional botnets are a group of PCs

- Running a malicious agent (e.g., DDoS tools)
- Connected through a hidden communication client (e.g., IRC)

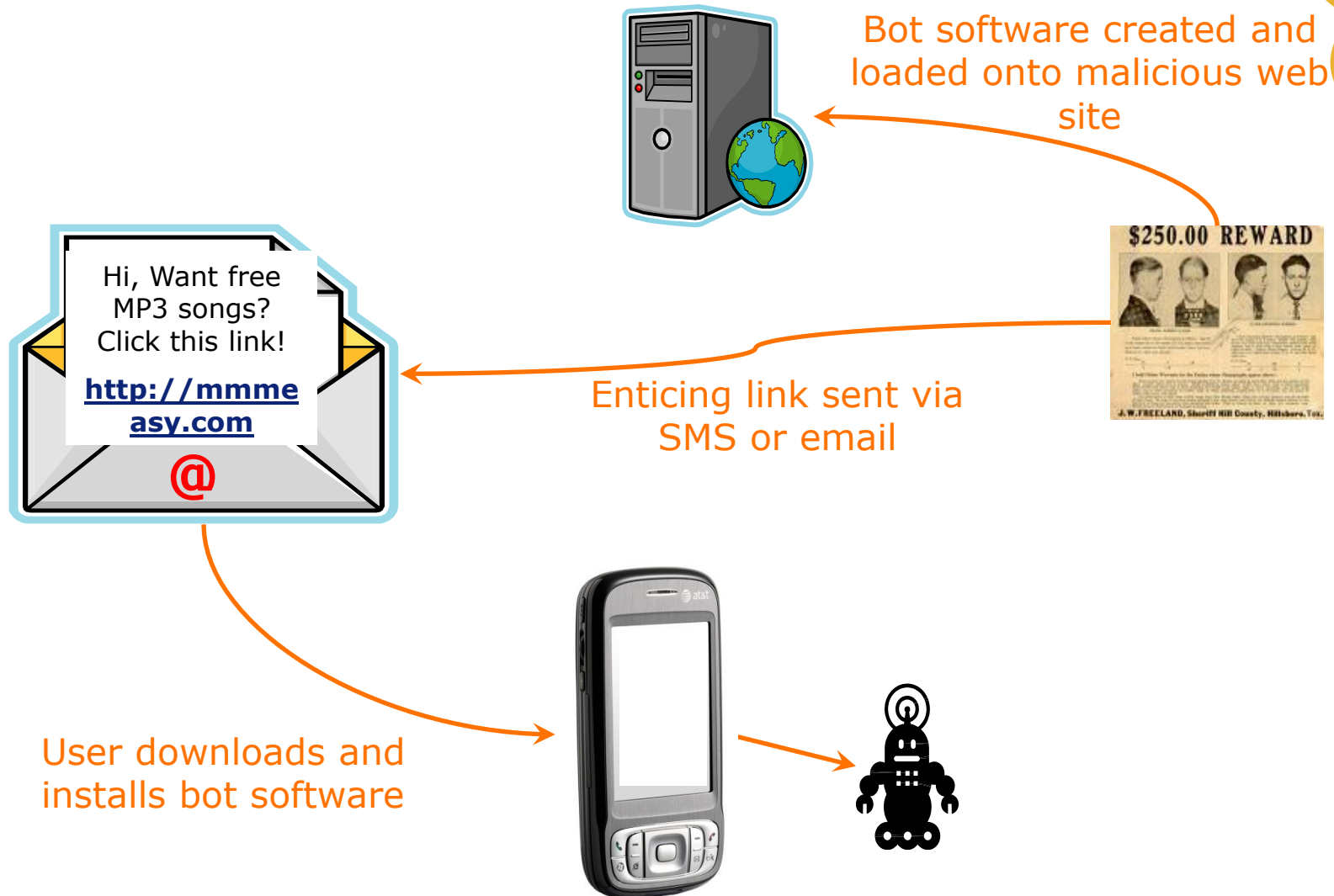
Bots will spread beyond PCs

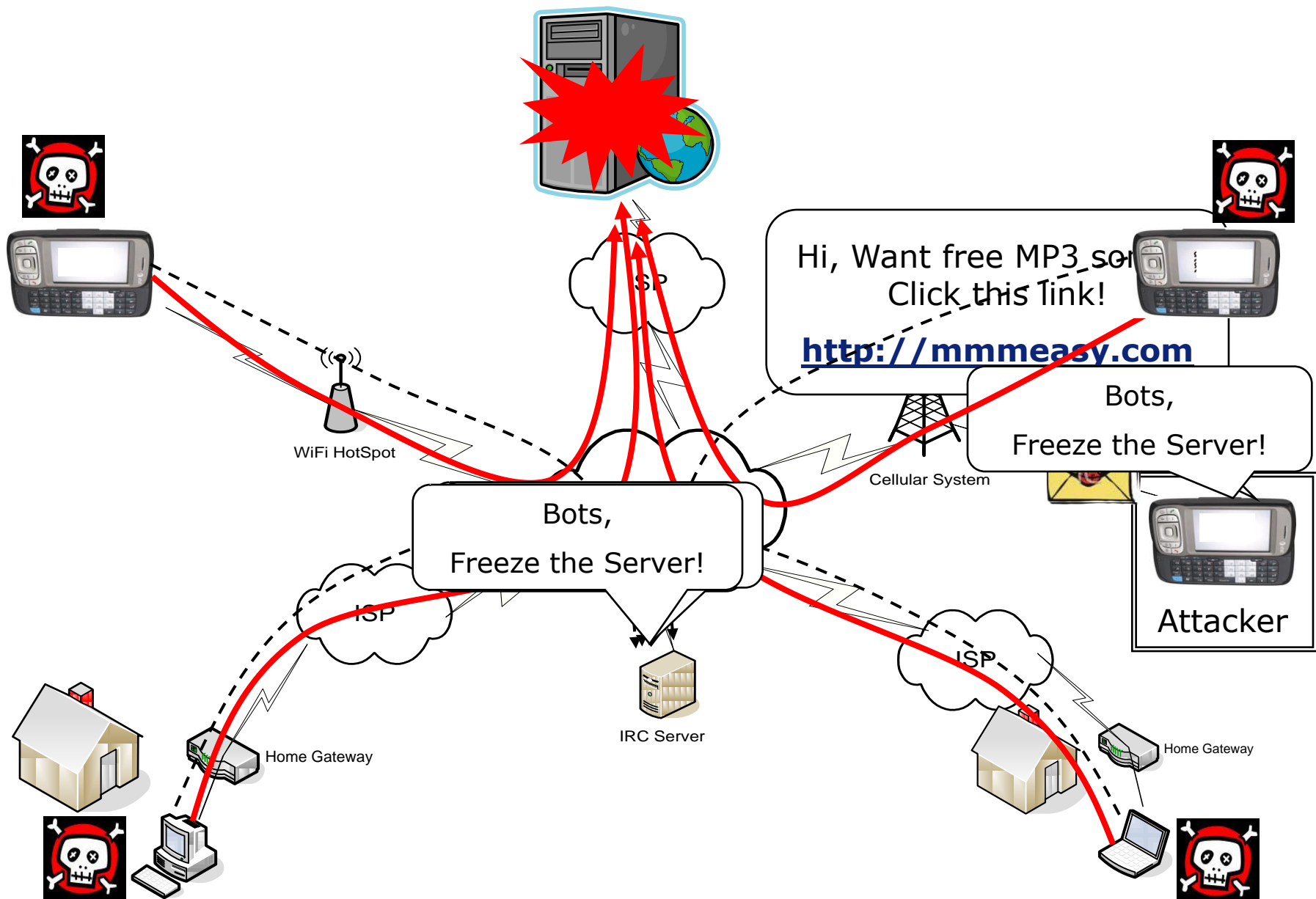
- Consumer electronic devices: cell phones, game consoles, etc.
- Computing power and number increasing
- Networkable
- “Non-computers” often receive little security attention

Proof-of-concept shows the feasibility of creating cell phone and gaming botnets

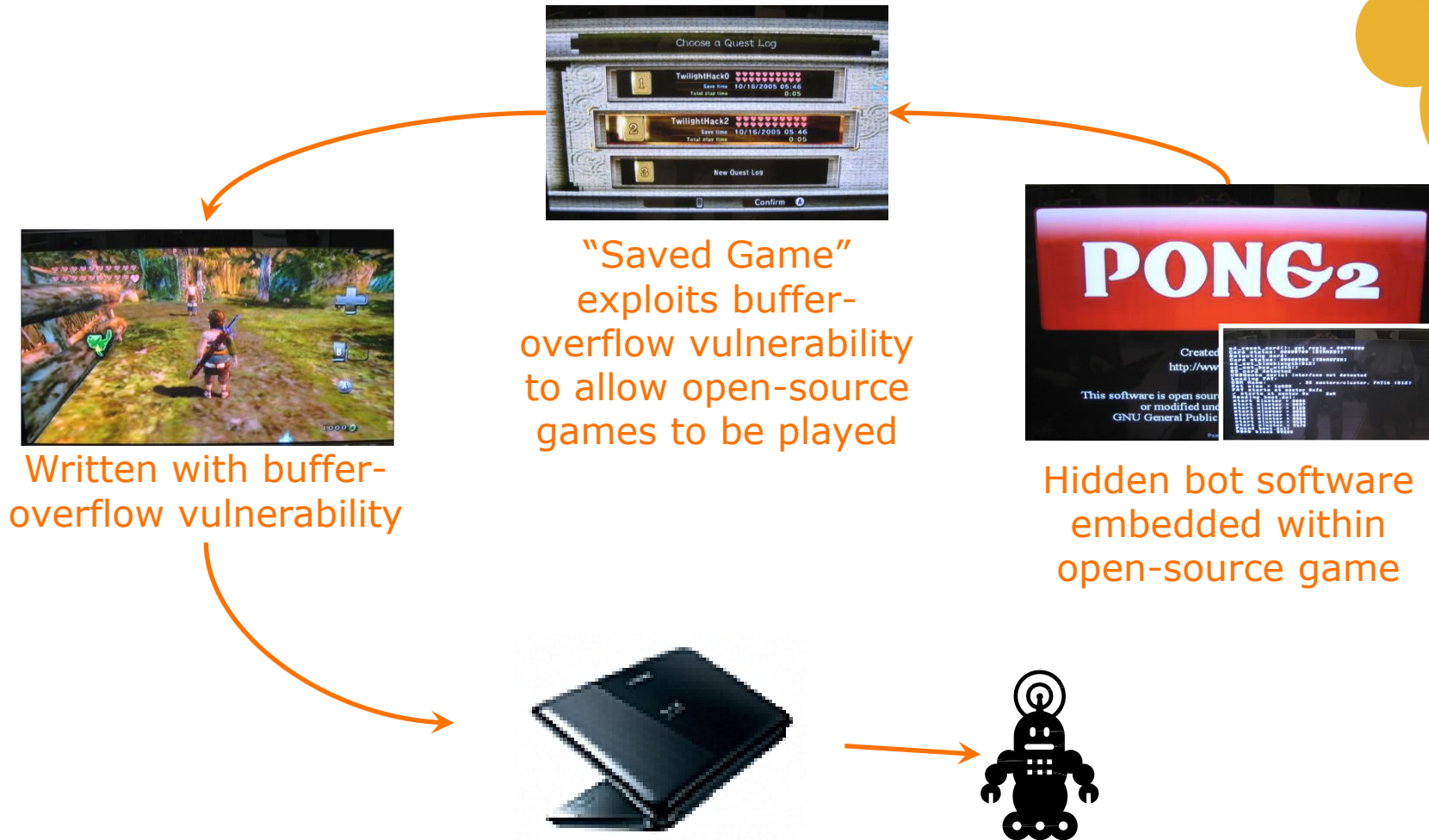


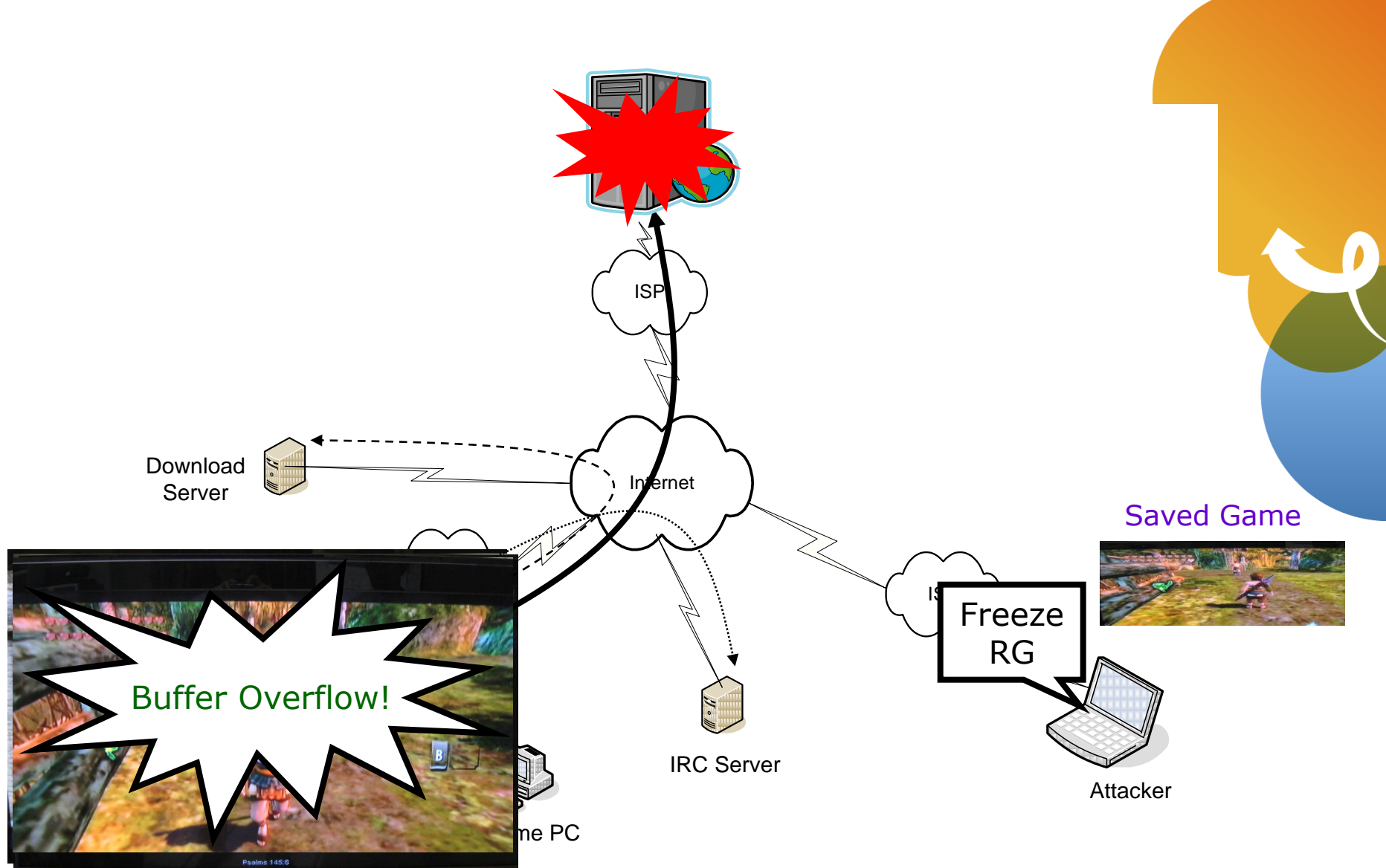
# Creation of a Mobile Bot



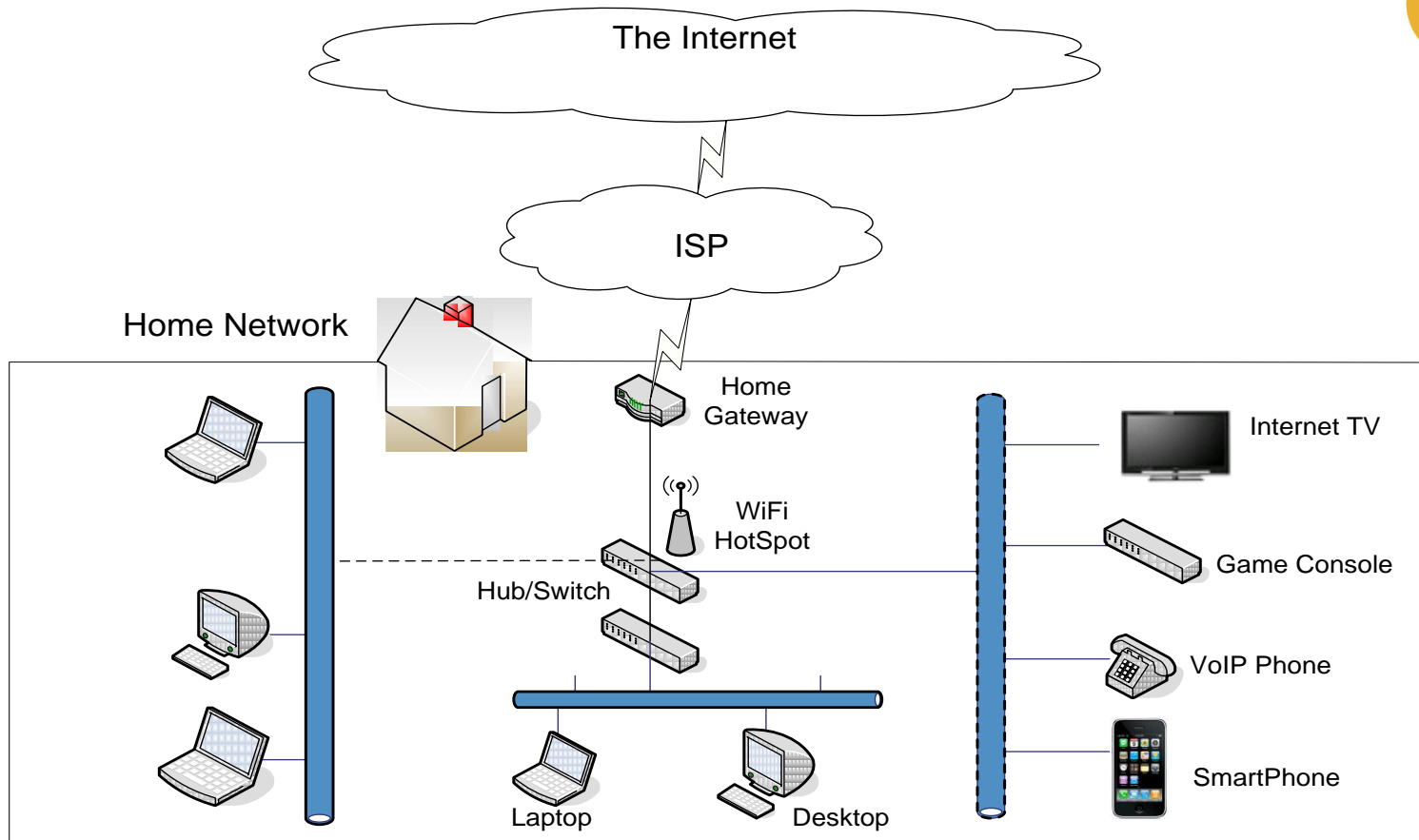


# Creation of a GameBot



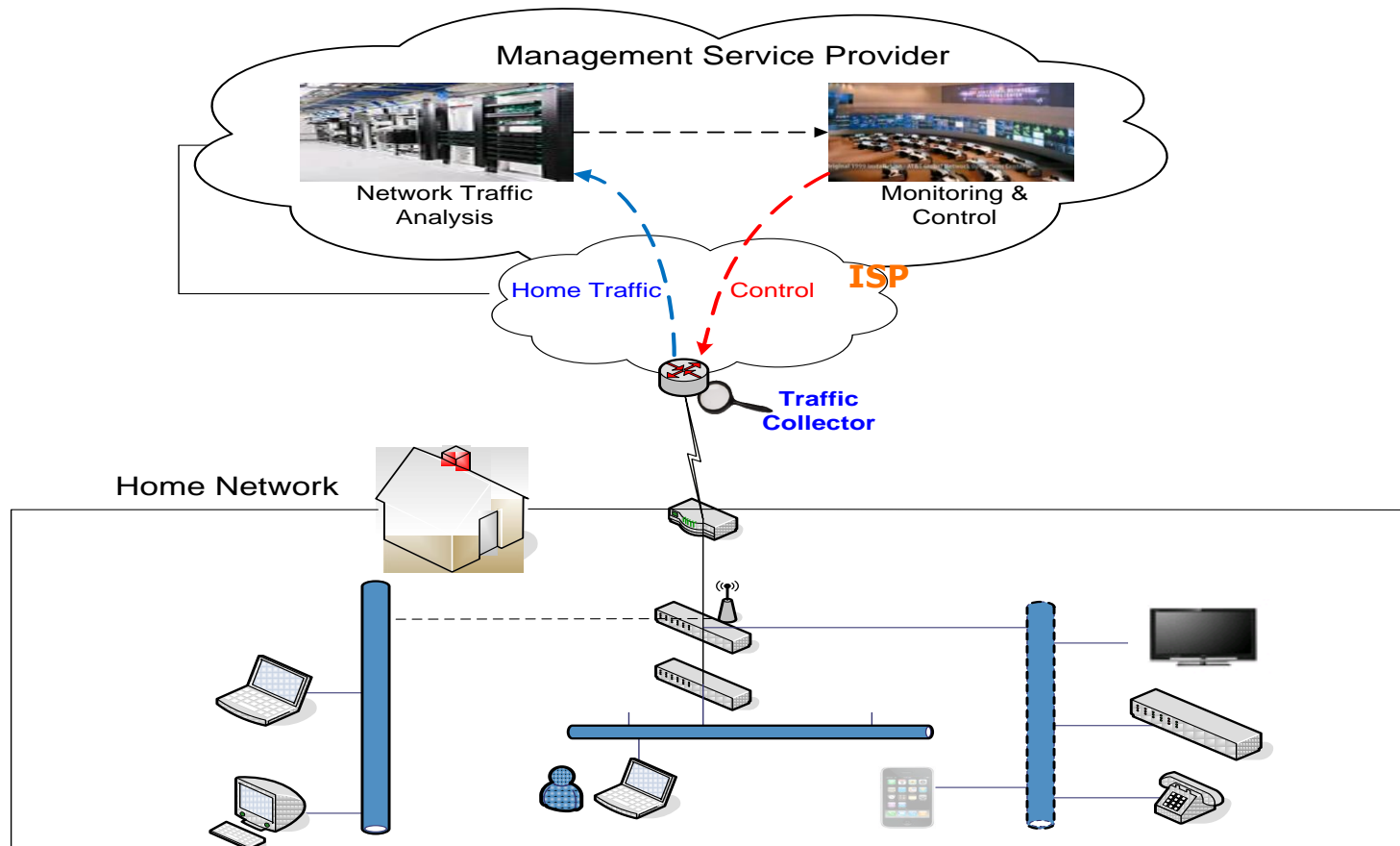


# Home IntraNet





# Edge-Driven Detection and Defense





# Thank You

## Questions?

