



# ThirdPartyTrust / Take-Two Case Study



**Take-Two Interactive** 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

## 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

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

Understand the risk environment and streamline risk assessment within the organization

## Main Takeaways



**Time to complete assessments** went from 21 days to 14 days thanks to the ThirdPartyTrust platform



Take-Two was able to build a **custom trust score model**



All **relevant information** is now available within the platform, so the team does not have to switch between apps anymore



The ThirdPartyTrust **API integration** allows Take-Two to streamline security assessments through the ServiceNow ticketing system