

Re: Network Computer Games on Business Machines

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- *From:* "Tom Willett" <tompepper@xxxxxxxxxxxxx>
 - *Date:* Fri, 15 Jun 2007 07:57:51 -0500
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You are telling us that your company is being controlled by the employees? Shouldn't it be the other way around? If the company says no on company owned equipment, it shouldn't have to justify its reasons. Make your policy simple enough to understand: No software will be installed on the machine without the prior approval of _____, IT department, management, etc. Persons who violate the company usage policy are subject to disciplinary action, up to and including termination. Then spell out the disciplinary possibilities.

It works for us.

"Ben" <benb@xxxxxxxxxxxxxxxxxxxx> wrote in message
news:%23y4k2KzrHHA.3448@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

| Hi,

| We've found some of our users have installed computer games with
| network/online capabilities (i.e. Guild Wars). Personally I don't think
| games such as these should be installed on our business machines, but the
| users are saying they should be allowed, as long as they don't play them
| during work time, but only at home, or in evenings when staying in a hotel
| when working away from home. I'm trying to add a section to our company
| computer policy explaining why they are insecure, but I've been told that
| saying 'because they are not secure' is not a good enough explanation, so

I

| need some concrete reasons why they are not secure. All I've got so far is
| that ports may need to be opened in a firewall, which might allow other
| 'unwanted' traffic through, & the software might contain spyware.

| Does anyone have any more reasons I can provide for blocking installation
of

| network games? I've tried googling for web sites, but can't find much, so
if

| anyone has a site, I'd be most grateful!

| Many thanks

| Ben

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