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G-LOOT usecase

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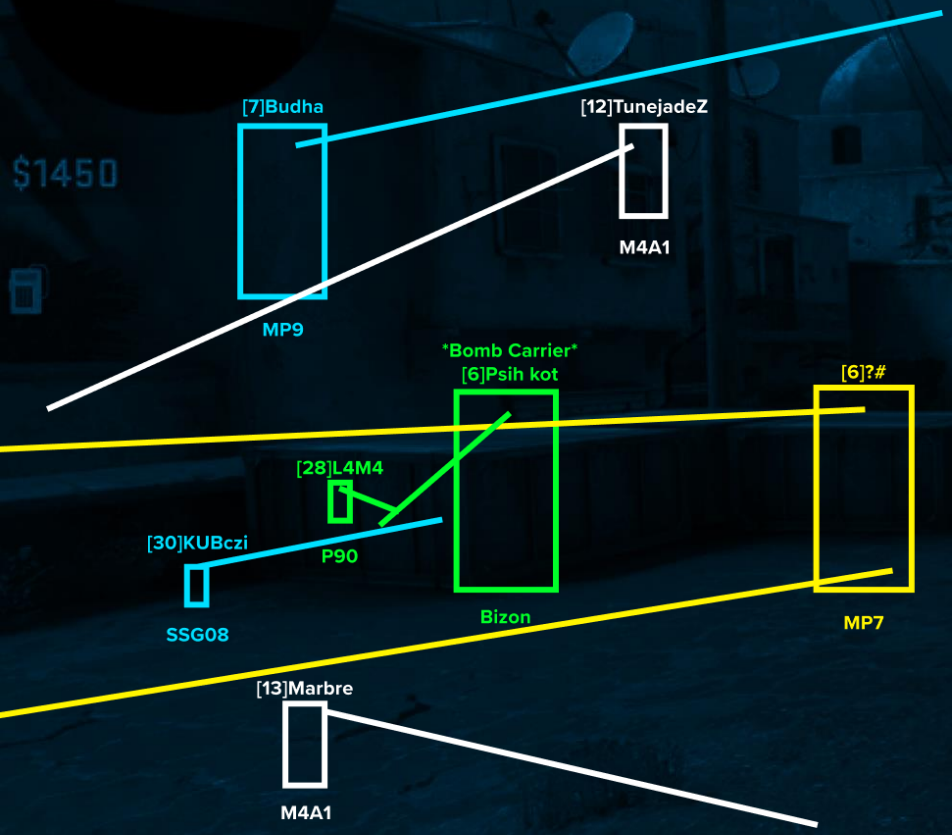

Our performances

99% accuracy | **< 1% false-positives**

Performances frauds

Aimbot
Triggerbot
Rapid-fire
Recoil / Sway scripts and macros

Identity frauds

Boosting
Smurfing
Bots

Hardware frauds

Strikepack
Cronus
XIM

Farming frauds

Bots

Profile & Demographics

Age
Gender

Player experience

Mental fatigue
Stress

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A thorough validation process...

AS OF FEBRUARY 22:

- **1.4M** hours of gameplay monitored
- **130K** unique players

- Low false-positives orientation
- Player-centered cross-validation
- Scientific peer review approach and community dissemination

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... and happy customers!

G-LOOT

About G-Loot

G-Loot was founded in Stockholm, Sweden in 2015.

Esports for everyone: Their platform allows gamers to compete alone or with friends, for free or for a prize pool.

They support 20+ titles including Rainbow 6, CSGO, Apex Legends, and Hearthstone.

They are present in 100+ countries. G-Loot raised 56M$ in 2020.

"I never believed that finding an abuser could be so easy and help me save time. As part of Player Protection, time is crucial for us and Anybrain has achieved something that we have been manually working towards for almost two years! Save time and collect data in a much easier and faster way.

"Time is gold" as I always like to say. Good job Anybrain, let's keep going forward together!"

Christina Kokkinou
Player Success Agent

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G-LOOT x VALORANT

VALORANT CASE

First 30 days
13 500 users

In the first 30 days, Anybrain was tested on Valorant in one segmented geographical G-Loot area. During this time: 13 500 unique users were tracked.

979 cheaters Were detected

7% of the players in the segmented area were detected with fraudulent/cheating behaviours.

400 unique user-id's

From the 979 cheaters who were detected, there were 400 unique users. This means that almost 50% of the user were using more than one account.

150 players banned

37,5% of the detected unique users were banned from G-Loot. The rest of the players was able to continue to play for further investigation.

Saving 1/2 day of work

During this 30 days period, G-Loot Player Protection Lead saved half a day of work each day, while using Anybrain.

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Upcoming G-Loot

Q1

Bots search and detect

Q2

Anybrain for consoles

Q3

Age/gender verification 2.0

Q4

Wallhacks

PUBG · DOTA 2 · ROCKET LEAGUE · CALL OF DUTY WARZONE · RAINBOW SIX SIEGE · APEX LEGENDS · CS:GO · LEAGUE OF LEGENDS · FORTNITE

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Trusted by the industry

UBISOFT G-LOOT FREAKS 4U GAMING overwolf

"Most of us here at Overwolf are hardcore gamers, and we vouch only for high-quality platforms and apps that we would use ourselves. In that regard, partnering with Anybrain felt like the most natural thing to do. Their technological prowess and seamless integration capabilities, paired with their uncompromising player-first approach are a true asset for us and for the entire gaming ecosystem."

Rotem Dangot
Developer Relations Manager at Overwolf

"I never believed that finding an abuser could be so easy and help me save time. As part of Player Protection, time is crucial for us and Anybrain has achieved something that we have been manually working towards for almost two years! Save time and collect data in a much easier and faster way.

"Time is gold" as I always like to say. Good job Anybrain, let's keep going forward together!"

Christina Kokkinou
Player Success Agent at G-Loot

"Fair play is one of the biggest and most important aspects for us as a league and tournament operator. With Anybrain, Freaks 4U Gaming has found a partner with a shared vision and who has become an integral part of our product through providing their technology and expertise."

Michael Puttler
Senior Product Manager at F4U

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Contact information

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