

# Outline **MSS-Mobile**

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The purpose for the MSS mobile was to provide a way for Users to be able to keep track, and be notified of incidents when on the go. A smaller subset of the full features that the desktop version provides, have been included; but unlike the desktop version the mobile MSS has used this opportunity to present the user with a different graphical user interface to streamline the process of providing more focus on the investigation in a way that is easier to navigate and manage.





# **Dismiss Investigations** Remove items not relevant to you.

Dismissed items are generally investigations that a user may determine is not an urgent matter or even a problematic incident. The user can dismiss an incident by swiping left or pressing on the Dismissed button in the Action bar.

#### **Review Activity Report**

Dismiss items irrelevant to your needs





# **Pin Investigations** Save items for later

Pinned items can be used as a means of saving for later review. All pinned items are placed in the "Pinned" List in the drawer menu. Pinned items on the list, can be "Dismissed" or "Promoted".

#### **Pin investigations for later**

Items you pin are stored in your "pinned" list





# **Promote Investigation** Raise tier of items relevant to you

Promoting an incident prompts its investigation (pending SLA). At this point an analyst will review the item, and all promoted incidents are moved to the "Updates" view. A user can access the "Updates" by pressing on "Updates" from the segmented switch.

#### Promote what matters to you

Items promoted are sent to analysts for review





## **Revert Investigation** Bring back a dismissed item

If a user dismisses an incident they can revert that incident back on to the stack, by pressing on the "Revert" yellow/gold button on the Action bar. Only dismissed incidents can be reverted.

#### **Dismissed by accident?**

Revert dismissed investigations





## Navigation Menu Where to access all views

Drawer menu to easily navigate views





Count of remaining cards in the stack

Macaw Engine Generates each lead as a card Carrier 奈 Ξ History

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#### Security Posture configuration

#### Action Bar



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History

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Each card generated, has an incident title

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Timestamp of incident, along with an ID#, and investigation state.



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Action Bar allows these actions:

- Revert \_
- Pin



Press to get average occurrence rate, and last time an incident of similar type happened



Yellow: Indicates a message the user sent to analyst (pending SLA)

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#### Occurrence percentage Find out how often certain events happen

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<b>New Thre</b> June	
This	
Last	





# Security Posture 5 Levels of security to monitor incidents





# Context colored categories Card's category styling based on 5 severity levels



## Breakdown Buttons available & Severity Colors/Levels

Severity Colors/Levels

- Red = Critical -
- Orange = High -
- Gold = Moderate -
- Green = Low -
- Blue = Planning -

BUTTONS

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Pin

SEVERITY COLORS



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#### 3:19 PM

X

• 4

#### Promote

#### Dismiss

#### Close

#### Revert

Investigations that have been pinned are moved

















#### User friendly ③ Empty states, that don't leave you feeling empty.

Carrier 🗢







# Store Pinned and revisit Dismissed investigations

Carrier 🗢	10:27 AM	
Ξ	PINNED	
New Threat	Intel Feed Activated	<b>.</b>
Created: Nov 2	29, 2017 9:39 PM	, <b>,</b> ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
UPDATED: Nov	v 29, 2017 9:39 PM	

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Carrier 중	3:20 PM	
Ξ	DISMISSED	
Q Searcl	'n	
Collector Service St Created: N	not receiving data tate ov 29, 2017 9:39 PM	ta >
Successfu Comprom Created: N	ul exfiltration of sensitive data ise of Information ov 29, 2017 9:39 PM	\$ \$





# Have questions? Please contact your MSS Rep



![](_page_18_Picture_4.jpeg)

![](_page_19_Picture_0.jpeg)