



XBOX 360 Forensics: A Digital Forensics Guide to Examining Artifacts

By Steven Bolt

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XBOX 360 Forensics is a complete investigation guide for the XBOX game console. Because the XBOX 360 is no longer just a video game console - it streams movies, connects with social networking sites and chatrooms, transfer files, and more - it just may contain evidence to assist in your next criminal investigation. The digital forensics community has already begun to receive game consoles for examination, but there is currently no map for you to follow as there may be with other digital media. *XBOX 360 Forensics* provides that map and presents the information in an easy-to-read, easy-to-reference format.

This book is organized into 11 chapters that cover topics such as Xbox 360 hardware; XBOX LIVE; configuration of the console; initial forensic acquisition and examination; specific file types for Xbox 360; Xbox 360 hard drive; post-system update drive artifacts; and XBOX Live redemption code and Facebook.

This book will appeal to computer forensic and incident response professionals, including those in federal government, commercial/private sector contractors, and consultants.

- Game consoles are routinely seized and contain evidence of criminal activity
- Author Steve Bolt wrote the first whitepaper on XBOX investigations

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XBOX 360 Forensics: A Digital Forensics Guide to Examining Artifacts By Steven Bolt Bibliography

- Sales Rank: #2919523 in Books
- Published on: 2011-01-20
- Released on: 2011-01-06
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .69" w x 7.50" l, 1.19 pounds
- Binding: Paperback
- 304 pages



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Editorial Review

Review

"A very timely reference for forensic examiners, with a wealth of tools and processes for all aspects of the Xbox console. The author takes a unique approach of not just relaying details, but guiding the reader along a forensic adventure to explore the Xbox 360."--**Brian Baskin, Senior Consultant, cmdLabs**

"Xbox 360 Forensics is a handy reference and a good introduction.... [T]his book is not a simple step-by-step walkthrough but a very good starting point for the reader's own forensic investigations."--**Computers and Security**

From the Back Cover

Because the XBOX 360 is no longer just a video game console ? it streams movies, connects with social networking sites and chatrooms, transfer files, and more ? it just may contain evidence to assist in your next criminal investigation. The digital forensics community has already begun to receive game consoles for examination, but there is currently no map for you to follow as there may be with other digital media. *XBOX 360 Forensics* provides that map and presents the information in an easy to read, easy to reference format, from the author of the first whitepaper on XBOX investigations. As cyber crime continues to plague society the need for the cyber crime investigative community to have resources to call upon to assist them in their examinations is imperative.

About the Author

Steven Bolt is currently a Sr. Incident Response and Forensics Team Leader for a global corporation. Previously he worked as a Security Operations Center Manager and as a Computer Forensics Leader, Instructor and course developer at the Defense Cyber Investigations Training Academy. He holds several industry certifications.

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