



THE CHALLENGE

As one of the fastest growing companies in America, LivingSocial continues to rapidly expand their physical office presence and personnel base. In less than four years, LivingSocial has grown from 40 to approximately 5,000 employees. Security is an important element for any business-LivingSocial required a way to secure their domestically dispersed offices that would allow convenient travel between them.

THE APPROACH

Kastle Systems assessed LivingSocial's properties; performed a strategic evaluation of the risks associated with each; and analyzed the operational elements that would affect overall security, such as visitor and employee traffic patterns. The goal was to design a system that was standardized, flexible and easy to manage.

THE RESULT

The solution for LivingSocial is an enterprise-wide managed security service. This allows the company to focus on their booming business, while outsourcing the daily security activities to an expert. The security procedures from office to office are standardized, so that there is a single consistent approach. Built on top of an

advanced IP platform, the system unites multiple technologies for easy security administration and review. Access control, video surveillance, webbased security and visitor management are brought together in an integrated fashion. Accessible from anywhere and at any time, Kastle provides a web-based assessment of daily security activity. A few of the benefits that stand out for LivingSocial are: the ability to use a single credential to access any of their locations; the ability to instantly enroll and revoke employees due to the connection made between the security and HR systems; and overall security enhancement through 24/7 monitoring by redundant operations centers. With Kastle, LivingSocial has a partner that can service and support all of their offices. "We see Kastle Systems as a security partner that will help us grow, and grow with us," said Ryan Garvey, Senior Manager of Physical Security at LivingSocial.

