

The Challenge of Mobile Devices in the Enterprise

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Mobile in the Enterprise Challenges

- Mobile platforms are indispensable in the Enterprise.
- Challenges that complicate their adaptation:
 - Bring Your Own Device (BYOD)
 - Enterprise security
 - Mobile device management

Mobile in the Enterprise

BYOD: Advantages

- BYOD: Employees use personal smartphones, tablets, PCs in the workplace.
- Employees' personal devices access company information and applications.
- BYOD: a win-win situation for employees and the Enterprise.
 - Employees can use devices of their own choosing and don't need to carry multiple devices;
 - Corporations reduce expenditure on devices.

Mobile in the Enterprise

BYOD: Difficulties

- By its very nature, BYOD leads to a diverse collection of devices in the Enterprise: laptops, smartphones and tablets.
- Support for such a large number of devices is difficult.
- Writing apps for such a diverse group of devices is difficult.
- HTML5 should help to solve the BYOD diversity problem, but it doesn't totally replace native apps.

Mobile in the Enterprise Security

- Mobile devices play a vital role in employee-corporate network interaction.
- Inherent security risks:
 - Insecure data transmission.
 - Stolen, lost, or compromised devices.
 - Use of public and open hotspots.
 - Malware and viruses.
 - Corporate policy enforcement.

Mobile Device Management

MDM

- MDM deals with remotely deploying, securing, monitoring, integrating and managing mobile devices, into the corporate network.
- Goal of MDM: to provide controlled access to corporate assets, while simultaneously protecting the corporate network from incursions.

Mobile Device Management Difficulties

- Physical access: The device is physically outside of corporate control which poses a security risk.
- BYOD: Many types of devices need to be managed.
- Apps: Not all MDM software is compatible with all apps; thus, app conversion may be necessary.

Ascender Technologies' Cloud Based Android Apps

- Ascender Technologies Ltd. has pioneered technologies that enable Android apps to be run in the cloud, yielding high performance graphics while using low network bandwidth.
- These techniques allow the majority of current Android apps to be run in the cloud without modification.
- Ascender's technology provides a practical solution to security concerns of BYOD in the Enterprise.

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Solution to **BYOD** Issues

- Run Android apps in the cloud
 - Standard Android apps can be used unmodified.
 - Many Android programmers available.
- Android apps viewable on:
 - Smartphones: IOS, Windows Phone, Android.
 - Tablets: Windows, IOS, Android.
 - Laptops and PCs: Windows, OS X, Linux.
 - Browsers via HTML5 and WebGL.

Ascender Technologies' Solution to **BYOD** issues

- Provides “write once run everywhere” via a thin client.
- Only one viewer must be written for each client platform.
- Viewer remotely displays Android apps.
- Changes the dynamics of BYOD by allowing employees to bring a mobile phone of their choice rather than choosing from supported popular platforms.

Ascender Technologies' Solution to **Enterprise Security**

- App execution is purely cloud-based and therefore intrinsically more secure than client-based or hybrid client-cloud solutions.
- The client viewer preserves no state on the remote device.
- All interaction with the Enterprise is via the client viewer which has only one communication channel that must be secured.

Ascender Technologies' Solution to **MDM**

Mobile Device Management issues are solved.

- No need for the Enterprise to manage remote devices.
- Employees bring their own devices and are responsible for maintenance.
- Interaction of the mobile device with the Enterprise is via the client viewer app which is managed from the Enterprise cloud.

Remote Android Graphics

Web Links

General: <http://www.ascender.com/remote-graphics>

Whitepaper: <http://www.ascender.com/remote-graphics/whitepaper>

FAQ: <http://www.ascender.com/remote-graphics/faq>

WebGL Demo: <http://www.ascender.com/webgl-demo>

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