IEC 62227

Edition 1.0 2008-06

INTERNATIONAL STANDARD

NORME INTERNATIONALE

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Multimedia home server systems – Digital rights permission code

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Systèmes serveurs multimédia domestiques – Codes numériques des autorisations des droits

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COMMISSION ELECTROTECHNIQUE INTERNATIONALE

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MULTIMEDIA HOME SERVER SYSTEMS – DIGITAL RIGHTS PERMISSION CODE

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This bilingual version (2012-11) corresponds to the monolingual English version, published in 2008-06.

The text of this standard is based on the following documents:

CDV	Report on voting
100/1287/CDV	100/1374/RVC

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

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INTRODUCTION

The common ID system is used to systematically identify every entity, device and content that would be involved in the course of digitally distributing content. The permission code can express various sets of permission information and permission conditions necessary for content transmission in a remarkably short code form. The permission code is not defined from a technical perspective, but rather on the basis of permission information that rights holders actually employ in the field, even if the permission code is recognized for its technical effectiveness with respect to digital distribution of content.

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MULTIMEDIA HOME SERVER SYSTEMS – DIGITAL RIGHTS PERMISSION CODE

1 Scope

This International Standard defines the permission code, a set of permission related information in short code form, primarily intended for home server systems. The permission code is comprised of a common ID system (content ID, issuer ID, receiver ID, device ID, etc.) and a narrowly-defined permission code.

The common ID system is used to systematically identify every entity, device and content that would be involved in the course of digitally distributing content. The permission code can express various sets of permission information and permission conditions necessary for content transmission in a remarkably short code form. The permission code is not defined from a technical perspective, but rather on the basis of permission information that rights holders actually employ in the field. Even after, the permission code is recognized for its technical effectiveness with respect to digital distribution of content.

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ISO 3166-1:2006, *Codes for the representation of names of countries and their subdivisions – Part 1: Country codes*

3 Terms, definitions and abbreviations

3.1 Terms and definitions

For the purposes of this document the following terms and definitions apply.

3.1.1
permission
act by a certain issuing entity to authorize use for content to a certain receiving entity under a certain set of permission classifications and usage conditions

NOTE The issuing entity and/or the receiving entity may not only be human, but also a device, storage medium, organization, domain or another entity.

3.1.2
permission management server
a server that issues a permission code based on a permission agreement

NOTE The server is equipped with a

a) license server,
b) a function that forwards the permission code to a distribution server, and
c) a function that receives a content usage report from the license server and the distribution server.

3.1.3
compliant license server
a server that issues a license based on a permission code

NOTE The server is equipped with

a) a server system (including home server),
b) a function that generates necessary keys for content access based on a permission code, and
c) a function that forwards the license to a client device. A license contains information about the content's permitted scope of use based on a permission code.

3.1.4
license server
a compliant license server (unless otherwise specified, a compliant license server is simply referred to as a license server)

3.1.5
compliant license
license issued by a compliant license server

3.1.6
license
a compliant license (unless otherwise specified, a compliant license is simply referred to as a license)

3.1.7
home server
client device that serves as a gateway for a home domain

3.1.8
client device
device that becomes the actor of content access and is compliant with permission code terms

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3.1.9
compliant device
device that possesses the function to control content access based upon a compliant license

3.1.10
domain
set of actors to which a common set of rules apply in the context of content management

3.1.11
home domain
home-based content usage environment, permitted by rights holders

3.1.12
legacy device
non-compliant device that does not control content access based upon compliant licenses

3.1.13
disclosure type
permission classification that specifies the disclosure class for the permission, including open permission and closed permission

3.1.14
open permission
permission under disclosure type that is received according to previously arranged default conditions

3.1.15
closed permission
permission under disclosure type that is received through a separate, individually negotiated contract

3.1.16
application type
permission classification that specifies the application class for the permission, including ad hoc permission and blanket permission

3.1.17
ad hoc permission
an application type that grants permissions on a per usage unit basis

3.1.18
blanket permission
an application type that grants permissions in aggregate for use within a given time period

NOTE Time periods may include monthly, annual or other time increments.

3.1.19
billing type
permission classification that specifies the billing class for the permission, including ad hoc billing and blanket billing

3.1.20
ad hoc billing
billing type that bills on a per content basis

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3.1.21
blanket billing
billing type that bills on monthly, annual or other time-based increments

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3.1.22
usage purpose type
permission classification that specifies the usage purpose class for the permission, including commercial, public, not-for-profit, promotion

3.1.23
commercial permission
usage purpose type that permits use for commercial purposes

3.1.24
public permission
usage purpose type that permits use for public purposes

3.1.25
not-for-profit permission
usage purpose type that permits use for non-profit purposes

3.1.26
promotion permission
usage purpose type that permits use for promotional purposes

3.1.27
charge model type
permission classification that specifies the charge model class for the permission, including pay and free, etc.

3.1.28
pay permission
charge model type that permits use for charge

3.1.29
free permission
charge model type that permits use free of charge

3.1.30
pay per use
pay permission that charges per use

3.1.31
subscription
pay permission that charges per time period

3.1.32
coupon
pay permission that uses coupons, a form of pseudo-currency that can be exchanged with a given piece of content

NOTE A coupon is distributed to users by the content's sponsor in order to increase user contact with said sponsor.

3.1.33
sponsor type
permission classification that specifies the sponsor class for the permission, including advertising model, premium model, coupon model and personal information disclosure model

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3.1.34
advertising model
a sponsor type that specifies the advertising reception mode

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3.1.35
time synchronized forced viewing
advertising model that forces the synchronization of advertising viewing and content access

3.1.36
pre/post viewing
advertising model that forces advertising viewing pre/post access

3.1.37
arbitrary time
advertising model that allows for arbitrary advertising viewing, a kind of viewing in which users are allowed to choose their favorite timing to view advertising

3.1.38
blanket
advertising model that forces advertising viewing across the board, whereby the terms of advertising viewing and content access will apply to a broad scope of services associated with the content

NOTE Under blanket, advertising viewing is a condition upon which content access is allowed. However, the timing in which advertising is viewed is not limited to those that are synchronized with content. For example, a user may be allowed to access content after viewing a special advertising channel.

3.1.39
premium model
sponsor type that uses content for premium purposes, whereby, "premium" refers to a promotional practice in which a sponsor provides content access to a user as reward for the user's contact with said sponsor

3.1.40
coupon model
sponsor type that uses content as a gift for coupons

NOTE A coupon is distributed by the content's sponsor in order to increase user contact with said sponsor. That is promotional practice in which coupon, a form of pseudo-currency, is exchanged with contents.

3.1.41
personal information disclosure model
sponsor type that deems personal information disclosed as consideration for content access

3.1.42
usage type
permission classification that specifies the usage class for the permission, including broadcast permission and streaming permission

3.1.43
territory ID
identifier that specifies the territory for the permission, including country and area

3.1.44
redistribution type
permission classification that specifies the redistribution class for the permission, including simultaneous redistribution, programmed streaming and on-demand streaming

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3.1.45
non-fixation permission
usage type that permits content use without storage

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3.1.46
fixation permission
usage type that permits content use with storage

3.1.47
broadcast permission
usage type that permits broadcast use of content

3.1.48
streaming permission
usage type that permits streaming use of content

3.1.49
broadcast storage permission
usage type that permits broadcast use of content with storage

3.1.50
download permission (on-demand)
usage type that permits broadcast use of content with storage and delivery on-demand

3.1.51
redistribution permission
usage type that permits content use with redistribution

3.1.52
programmed streaming
redistribution permission and/or a streaming permission for content streamed in accordance with program listings