



**International
Standard**

ISO/IEC 23078-1

**Information technology —
Specification of digital rights
management (DRM) technology for
digital publications —**

Part 1:

**Overview of copyright protection
technologies in use in the
publishing industry**

First edition

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Foreword

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The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives or www.iec.ch/members_experts/refdocs).

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This document was prepared by Joint Technical Committee ISO/IEC JTC1, *Information technology*, Subcommittee SC 34, *Document description and processing languages*.

This document cancels and replaces ISO/IEC TS 23078-1:2020, which has been technically revised.

The main changes are as follows:

— in [3.3](#), the definition has been improved.

A list of all parts in the ISO/IEC 23078 series can be found on the ISO and IEC websites.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

Introduction

Ever since digital publications have grown in popularity, copyright protection has been an important issue for authors and publishers.

While the distribution of digital publications around the world is mostly based on the open EPUB standard, most retailers are using proprietary technologies to enforce usage constraints on digital publications in order to impede oversharing of copyrighted content. The high level of interoperability and accessibility gained by the use of a standard publishing format is therefore cancelled by the use of proprietary and closed technologies: digital publications are only readable on specific devices or reading applications (a retailer "locked-in" syndrome); digital publications may not be accessed anymore if the distributor which protected the publication goes out of business or if the DRM technology evolves drastically. As a result, users are deprived of any control over their digital publications.

In reaction to these hindrances, watermarking and fingerprinting technologies have also been developed for digital publications. These are sometimes called "social DRM" which is a good way to describe the effect of the visible marks embedded into the content. Thanks to their presence and the personal information they contain, the "licensee" cares about the use of the content he/she has acquired: one would not like to see content associated with one's personal information freely shared on the web. But the term "social DRM" is misleading also, as watermarking and fingerprinting techniques do not enforce technical control on the use of digital media.

Requirements related to security levels differ depending on which part of the digital publishing market is addressed. Many trade publishers, in different countries, are satisfied with a protection based on watermarking; but in many other situations, publishers require a solution which technically enforces the digital rights they provide to their users. This is where DRM technologies come into play.

In most use cases, publishers are happy to adopt a DRM solution which guarantees an easy transfer of publications between devices and a certain level of fair-use, and provides permanent access to the publications acquired by their customers. However, in certain use cases, publishers require a stronger protection measure, which limits the capability for users to transfer publications from one device to another.

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