Rights / Business Models in the NSDL

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Some Recent History

• ’96 Sept. – NSF ‘terms and conditions’
• ’98 April – NSF/DLF/CRIA–Enabling Access in Dig Libs
• ’98 April – Lynch, White Paper (Cross-Org Access Mgt)
• ’99 Nov. – DLF Authentication technical architecture
• ’00 Dec. – EPIC IP Policy Roundtable
• Internet2 “Shibboleth” authN/authZ technology
NSF/DLF/CRIA Workshop

Key properties for the design and adoption of systems that enable access for users while respecting the rights and interests of authors and publishers

- simplicity
- privacy
- good faith
- trusted intermediaries
- reasonable terms

EPIC Roundtable

- w/ Columbia Law School
- solicit comments & perspective
  - librarians
  - scientists
  - attorneys
  - disseminators
  - publishers
EPIC Roundtable

• Questions
  – What are the necessary/desirable components of a digital rights management system for an author? For publishers? For users?
  – What type of information and/or tracking would authors or other copyright owners want the system to provide with respect to their work?
  – To what extent is technological protection appropriate to ensure that users have valid access to the system and comply with any restrictions placed on the material by authors or other copyright owners?
  – To what extent is the technological protection appropriate to ensure that users are accessing the authentic version of the content?
  – How can a digital rights management system for educational materials provide an appropriate level of protection for authors and at the same time accommodate users’ privileges, such as fair use?
  – What incentives would publishers have to participate in such a digital rights management system? What incentives would the system have to include them?
  – What effect would authors’ participation in the NSDL rights management system have on their potential ability to publish their work through more traditional channels?

Two issues emerged as being of primary importance in the creation of a digital rights management system

• integrity
• payment
Integrity—authentication of digital materials

• context of creation
• provenance, handling
• independent authority
• “signatures”
• see *Authenticity in a Digital Environment* (CLIR, May 2000)

Payment—various models

• per use
• license
• debit account
• academic credit

• granularity / packaging matrix
### Pricing Models . . .

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Pricing Models . . .

- charge for services?
- no charge for content?
Identity and Privacy Management

- communities of use
- aggregation authorities
  - proxies
  - certificate authorities
  - trust/policy agreements
- reporting services

A Possible Architecture