



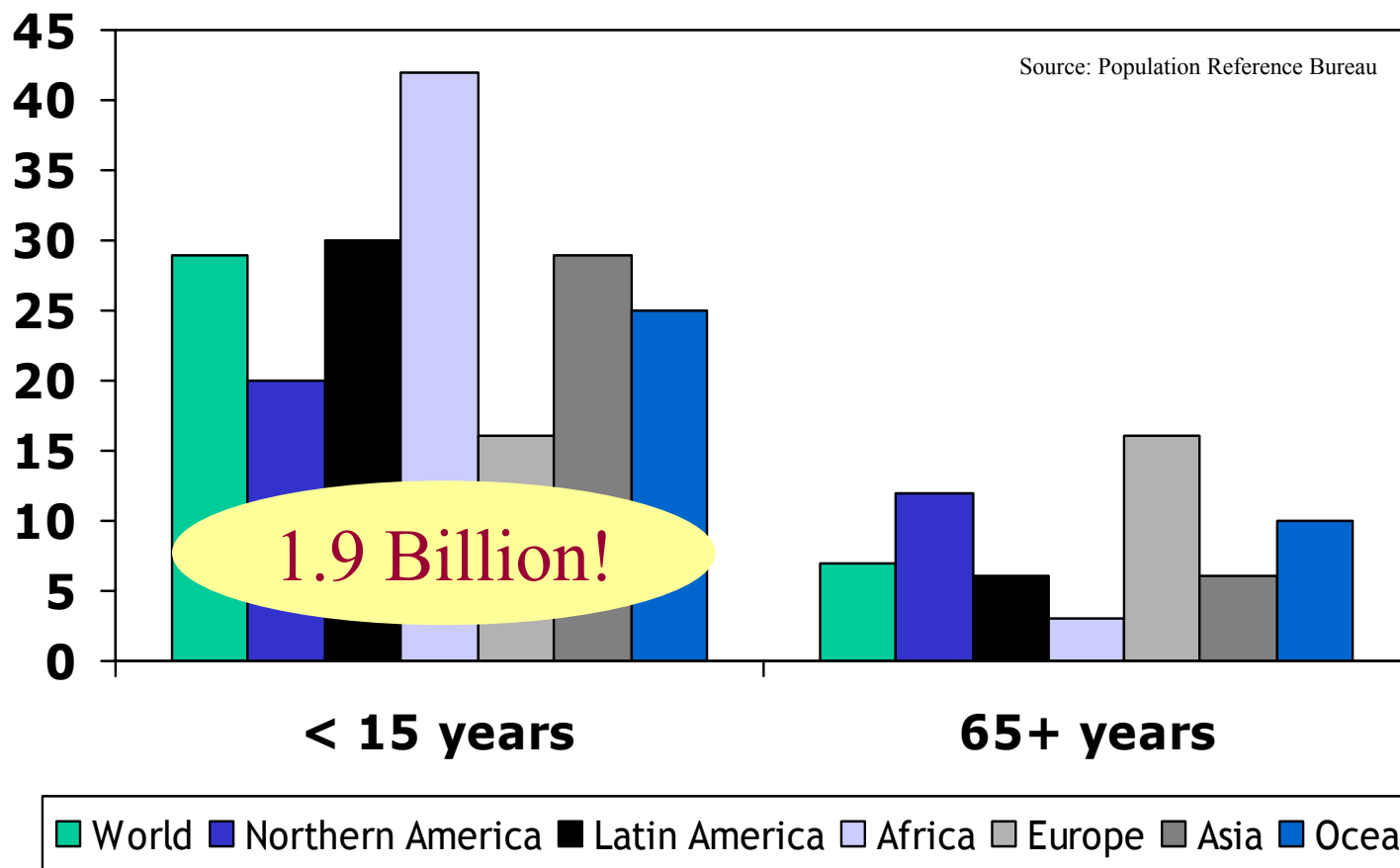
Identity Management Eco-system: Requirements for the Youth

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29% of the World population is < 15 years

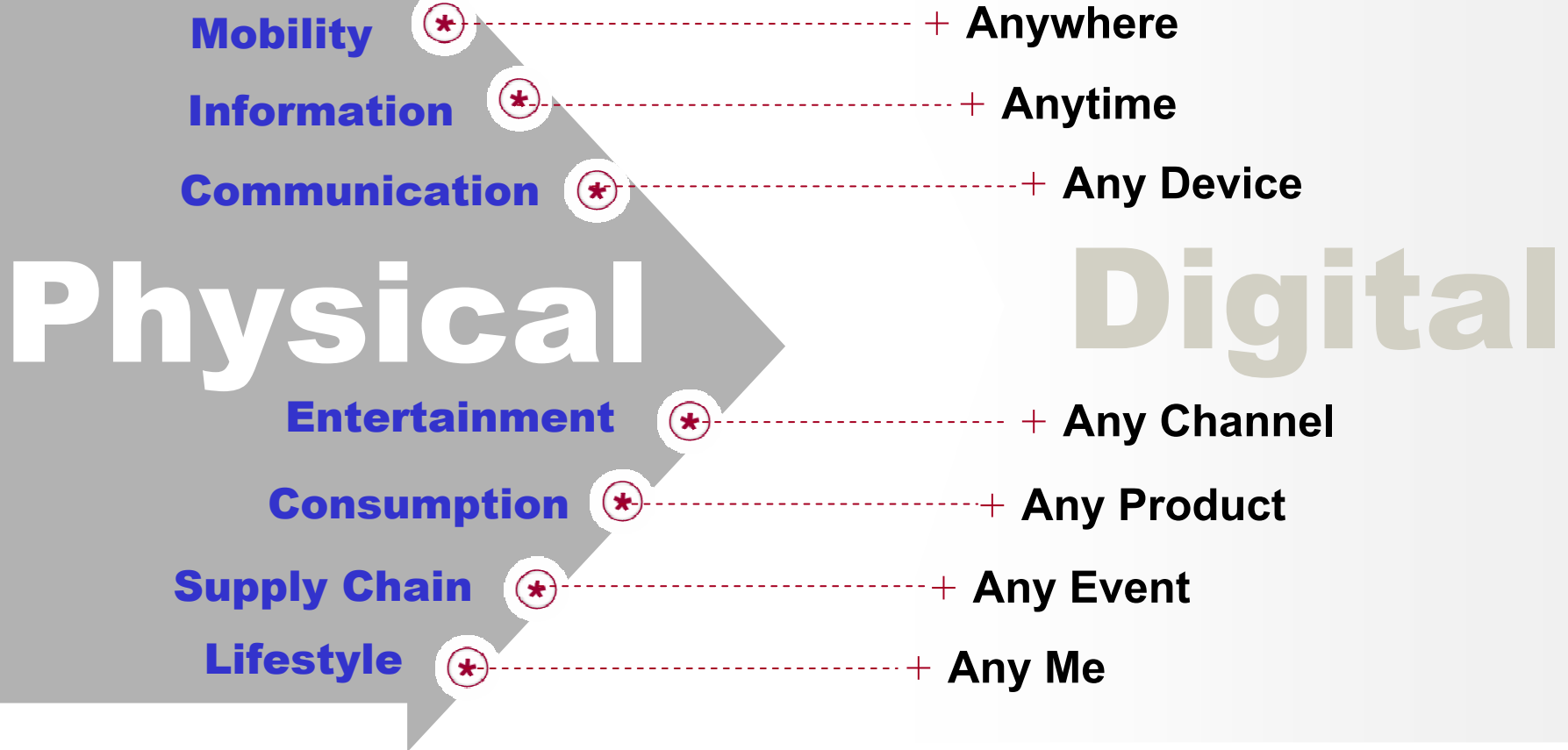
% of Population by Age (mid-2006)





And the Physical is converging with the Digital

ITU-T



Driving A Dramatic Increase In Networked Interactions



Our generation has already enabled the "Any Era"





It's Real, It's Global and It has already begun

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1b Internet users, 75% outside of U.S.

180m global broadband subscribers

70m Chinese Internet users under 30

70%+ Korean broadband penetration

1b cumulative iTunes

60m iPods

100m registered PayPal users

34m active blogs

100m registered Skype users

2b security incidents

Source: Morgan Stanley

Watch where the Global Youth spend their time...

Ringtone Downloads, Connecting Mobiles to Net






Social Networking







Video






Yahoo! Movie Reviews



The Critics:
B+
15 reviews

Yahoo! Users:
A-
15261 ratings

eBay Feedback Ratings

Seller information

selling2u-half (256 ★)

Feedback Score: 256

Positive Feedback: 96.0%

Member since Nov-15-01 in United States

Amazon Recommendation Engine

Customers who bought items like this also bought

[Fever Pitch \(Boston Red Sox Collector's Edition\) DVD](#) ~ Peter Farrelly

[Now I Can Die in Peace: How ESPN's Sports Guy Found Salvation with Skill, We Believe - The Boston Red Sox Movie DVD](#) ~ Paul Doyle Jr.

[Reverse of the Curse of the Bambino DVD](#) ~ George Roy (II)

In-Game Advertising

massive incorporated

YOUR CHANNEL TO THE GAMING AUDIENCE™



Source: Morgan Stanley

And many other places...



Mobile + Web 2.0

ITU-T

- Data Sharing
 - My *
- Social Networking
- Collaboration Tools
- Users in Control
- Real-time

Enhanced by:

- Persistent Identity
- Profile
- Presence
- Geo-location



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The Youth

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Characteristic:

- Multi-tasking
- Easily bored
- Share (everything) !
- Now...
- “Be cool” - High-tech
- Have a Social edge

IdM System Requirement:

- ⇒ Seamless across ANY
- ⇒ Interactive
- ⇒ Provide privacy protection
- ⇒ Real-time
- ⇒ Demands Rich User experience
- ⇒ MUST facilitate social interactions

Challenges:

- Cost
- Quality
- Individualization

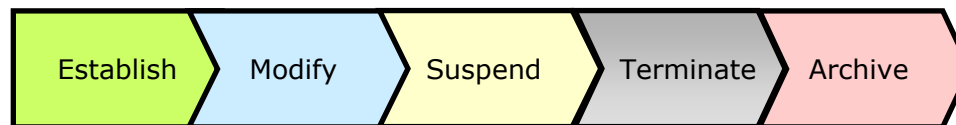
We must integrate and unify, not dictate...



Basic IdM Requirements

- ITU-T
- Unique (*universal to a namespace*) identifier
 - Simple, yet Rich and context aware
 - “Resolvable” and routable from anywhere at anytime
 - Maps to many virtual identities/personas (or to real ids in other namespaces)
 - Entity verification - to determine level of trust (and safeguards needed)
 - Person, device, network, application, content, ...
 - Rich Attributes
 - Inherited (‘forever’)
 - Assigned (potentially Verified)
 - Acquired (reputation, behavioral, negotiated/exchanged, ...)
 - Appropriate authentication, SSO
 - Discoverable
 - Scalable - as needed for the specific situation - password to biometric
 - Auditable
-
- Real-time Authorization based on context and application-specific

Typical Identity Lifecycle





Personal Identity Provider (based on OpenID)

ITU-T

- Convergence of concepts from LID, OpenID 1.1, SXIP, DIX
- Implements a framework:
 - Discovery, Authentication, Profile Exchange, Attribute verification (e.g. Age), Real-time authorization (e.g. trust requests to exchange specific attributes), audit records, ...
- OpenID (<http://openid.net>) is:
 - URI-based - no new namespaces!
 - Decentralized - no “hard-wired” roots of authority/trust
 - Lightweight - practical to adopt and extend
 - Flexible security - layer more security dependent on need
 - Open Source - community-based and transparent
 - Open source project in Apache: Heraldry
- PIP at <https://pip.verisignlabs.com>