

Identity Landscape: Are We Making Progress?

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What Is Going On Today?

- Blogosphere
- Online Gaming
- Enterprises
- (E)commerce
- Governance
- Online Gaming & commerce intersecting
 - Trading in online avatars and/or possessions exists
- etc.

What is *Identity*?

- Some talk of “owning one's identity”
 - And controlling everything that occurs on one's behalf
 - And controlling what others know about you
 - This all is in a particular context, often simply Web-based interactions, e.g. blogging

What is *Identity*? Cont'd

- Others realize identity cannot be “owned”
 - Rather, one is constantly “presenting” or “performing” one's “identity” -- or facets thereof
 - “*Identity is a story*” (Blakley 2006, Goffman 1959)
 - We are constantly interacting with others and leaving a “trail” or “story” behind
 - Which is how others “know” us
 - And we for the most part cannot “control” what they do with that information
 - e.g. I am here in front of you speaking today, I cannot take that back

What is *Identity*? Cont'd

- But in the “offline”, traditional, world, what governs one's identity?
- The default answer in most “developed” settings..
 - “The Law”
 - i.e. The “legal code(s)” governing the legal frameworks for establishing entities and the protocols for their interactions
- But this begs the question..
 - How do we describe facets of one's identity?

What is *Identity*? Cont'd

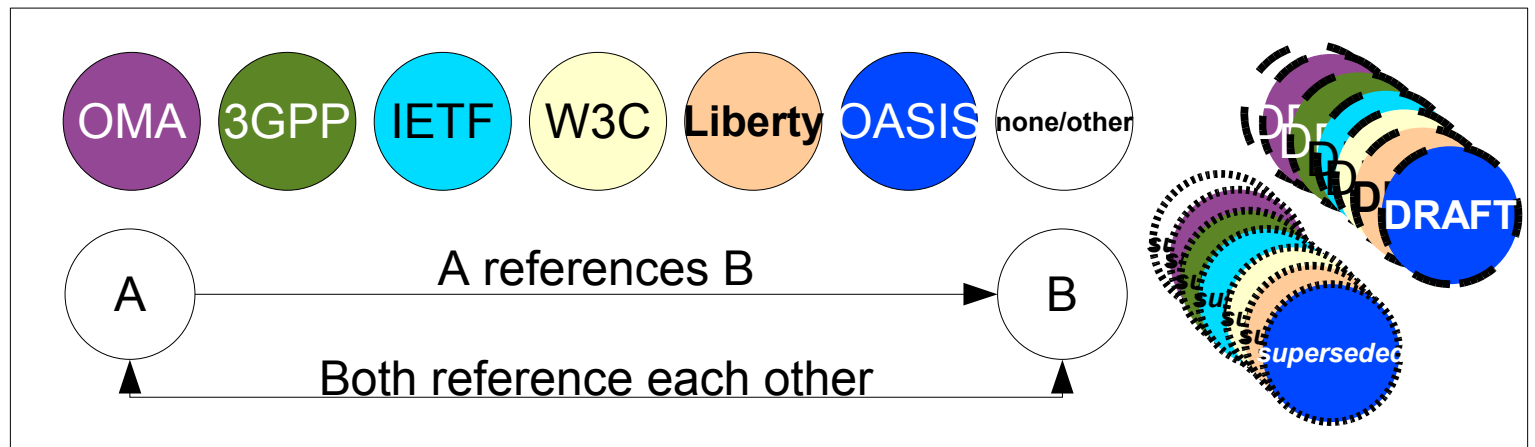
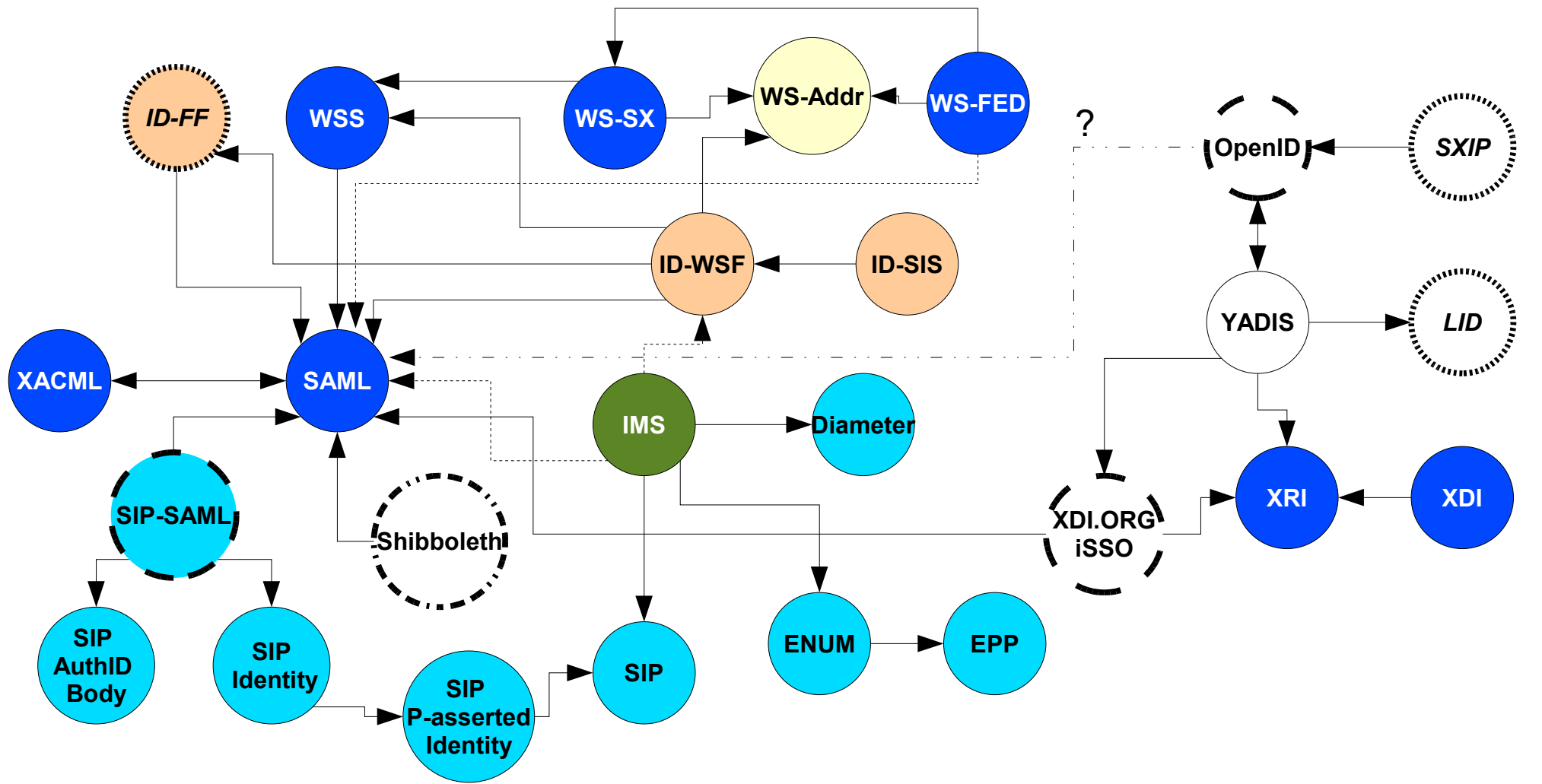
- Brief aside:
 - “Digital Identity” is a misnomer (Hodges, 2007)
 - “Identity at a distance” has existed since humans invented smoke signals, writing, etc. (yes?)
 - We have laws governing behavior, and thus describing notions of identity of communicating entities, on analog circuit-switched PSTN interactions
 - This is not “digital”
 - But it is “online”, yielding..
 - “Online Identity” (lawyers using this term)

What is *Identity*? Cont'd

- But which aspects of Law apply to “Online identity”?
- Emerging discipline
 - Initial default assumption is apparently “Property Law”
 - Recent thinking is perhaps it should be “Trademark Law” (Noveck 2005)
 - Gaming and commerce driving this thinking

So, we ask and note...

- How's Online Identity going to be realized?
 - Something better than just a string nominally identifying me?
- Governments working towards facilitating official online interactions with citizens
 - But what about privacy?
 - Big Brother?
- Some enterprises have notion of converged online identity



IETF Discovers SAML

Substantial SAML incorporation:

draft-hodges-saml-lsso-00.txt
draft-guenther-geopriv-saml-policy-01.txt
draft-ietf-sip-saml-00.txt
draft-schubert-sipping-saml-cpc-02.txt
draft-schwartz-sipping-spit-saml-01.txt
draft-tschofenig-enroll-bootstrapping-saml-02.txt

Some SAML incorporation:

draft-fries-msec-mikey-applicability-00.txt
draft-greco-sipping-roaming-00.txt
draft-hartman-webauth-00.txt
draft-housley-tls-authz-extns-07.txt
draft-ietf-msec-mikey-applicability-02.txt
draft-jennings-sipping-pay-04.txt
draft-lendl-domain-policy-ddds-02.txt
draft-rocky-sipping-override-barring-00.txt
draft-winterbottom-http-location-delivery-03.txt
draft-winterbottom-geopriv-held-sighting-00.txt