



Privacy & Identity Management for Community Services

Build trust and privacy within mobile communities.

Main Questions

- ❖ What are the trust, privacy and identity issues in new context-rich mobile communication services, especially community-supporting services?
- ❖ How can information flows and privacy requirements be balanced in complex distributed service architectures?
- ❖ How can these issues be solved in an acceptable, trust-worthy, open, scalable, manner?
- ❖ Which supporting services and infrastructures do the stakeholders need?

Milestones

- ❖ A set of interdisciplinary requirements for trustworthy, privacy-friendly community transactions.
- ❖ A platform prototype that demonstrates the provision of state-of-the-art privacy and trust technology to community applications.
- ❖ Prototypical implementation of two community applications

Facts

- ❖ Duration: 01.02.2008 – 31.01.2011
- ❖ 11 European partners from research and practice
- ❖ Project coordinator:
Johann Wolfgang Goethe-Universität, Frankfurt (DE)

www.picos-project.eu | twitter.com/picos_project



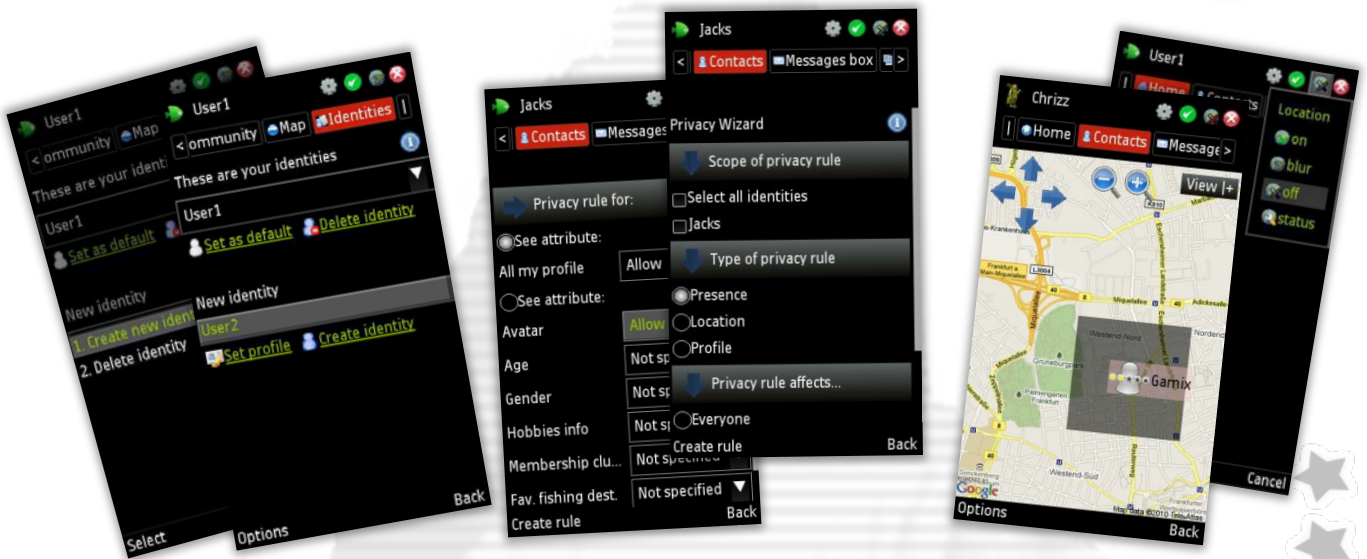
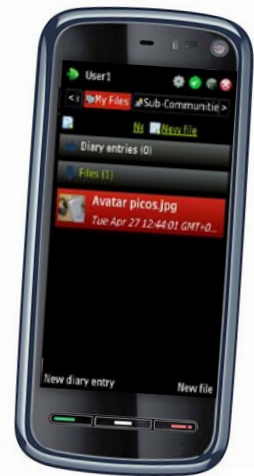


Privacy & Identity Management for Community Services

Enable advanced identity management.

The PICOS Application Prototypes

- ❖ Prototypical implementation for two exemplary communities (Anglers, Gamers)
- ❖ New user-centric concepts for mobile communities (e.g. private rooms)
- ❖ Advanced privacy and identity management features
 - ❖ Partial Identities
 - ❖ Privacy Policies
 - ❖ Blurring
 - ❖ Privacy Advisor



www.picos-project.eu | twitter.com/picos_project