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Soggetti	Cryptography Data encryption (Computer science) Computer networks Operating systems (Computers) Computers and civilization Computers—Law and legislation Information technology—Law and legislation Electronic data processing—Management Cryptology Computer Communication Networks Operating Systems Computers and Society Legal Aspects of Computing IT Operations
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Nota di contenuto	Assurance and Authentication Issues -- A Novel Framework for Multiple Creatorship Protection of Digital Movies -- TIVA: Trusted Integrity Verification Architecture -- Legal and Related Issues -- The Australian Sony PlayStation Case: How Far Will Anti-circumvention Law Reach in the Name of DRM? -- Downloading vs Purchase: Music Industry vs Consumers -- Digital Rights Management: Merging Contract, Copyright and Criminal Law -- Expressing Rights and Management -- User-

Attributed Rights in DRM -- AVS-REL—A New Right Expression Language -- A Comparative Study of Specification Models for Autonomic Access Control of Digital Rights -- Watermarking -- The Effect of Fidelity Measure Functions on the Capacity of Digital Watermarks -- A MPEG-2 Video Watermarking Algorithm with Compensation in Bit Stream -- Reversible Semi-fragile Image Authentication Using Zernike Moments and Integer Wavelet Transform -- Software Issues -- Software Tamper Resistance Through Dynamic Program Monitoring -- Call Tree Transformation for Program Obfuscation and Copy Protection -- Algorithms to Watermark Software Through Register Allocation -- Fingerprinting and Image Authentication -- An Efficient Fingerprinting Scheme with Secret Sharing -- Worst-Case Optimal Fingerprinting Codes for Non-threshold Collusion -- Secure Remote Fingerprint Verification Using Dual Watermarks -- Supporting Cryptographic Technology -- Security Weaknesses of Certain Broadcast Encryption Schemes -- A Broadcast Encryption Scheme with Free-Riders but Unconditional Security -- A Novel Broadcast Encryption Based on Time-Bound Cryptographic Keys -- A Vector Approach to Cryptography Implementation -- P2P Issues -- A Novel Privacy and Copyright Protection Enforced Peer-to-Peer Network -- Design of a Secure Digital Contents Delivery System in P2P Networks -- Implementations and Architectures -- Real-Time Implementation of Broadcast Switching System Using Audio Watermark -- Enforcing Regional DRM for Multimedia Broadcasts With and Without Trusted Computing -- A DRM System Supporting What You See Is What You Pay.

Sommario/riassunto

The First International Conference on Digital Rights Management: Technology, Issues, Challenges and Systems (DRMTICS – pronounced ‘dramatics’), took place in Sydney, Australia on 31st October - 2nd November, 2005. It was organized by the Centre for Information Security of the University of Wollongong and in cooperation with the International Association of Cryptologic Research (IACR) and IEEE Computer Society’s Task Force on Information Assurance. DRMTICS is an international conference series that covers the area of digital rights management, including research advancements of an applied and theoretical nature. The goal is to have a broad coverage of the field and related issues and subjects as the area evolves. Since the Internet and the computing infrastructure has turned into a marketplace for content where information goods of various kinds are exchanged, this area is expected to grow and be part of the ongoing evolution of the information society. The DRM area is a unique blend of many diverse disciplines that include mathematics and cryptography, legal and social aspects, signal processing and watermarking, game theory, information theory, software and systems design and business analysis, and DRMTICS attempts to cover as much ground as possible, and to cover new results that will further spur new investigations on the foundations and practices of DRM. We hope that this first conference marks the beginning of a fruitful and useful series of future conferences. This year, the conference received 57 submissions out of which 26 were accepted for presentation after a rigorous refereeing process.
