

Consumer-Oriented Social Media as Market Opportunity

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**Conference on Privacy in the Social Networked World
Meiji University, Tokyo – 20 November 2012**

Consumer-Oriented Social Media as Market Opportunity

Agenda

- **Social Media**
 - Features
 - Business Model
- **Privacy Concerns**
- **COSM Opportunities**
 - Features
 - Business Models
 - Exemplars

Social Media

A Business-Oriented Classification

		Social presence/ Media richness		
		Low	Medium	High
Self-presentation/ Self-disclosure	High	Blogs	Social networking sites (e.g., Facebook)	Virtual social worlds (e.g., Second Life)
	Low	Collaborative projects (e.g., Wikipedia)	Content communities (e.g., YouTube)	Virtual game worlds (e.g., World of Warcraft)

A Participant-Oriented Classification of Social Media

A Participant-Oriented Classification of Social Media

<p>Interaction (Closed)</p>	<p>1 ↔ 1 OR 1 ↔ few</p>	
<p>Broadcast (Open)</p>	<p>1 → many</p>	
<p>Collaboration or Sharing (Semi-Open or Open)</p>	<p>1 ↔ many</p>	<p>Content</p>
		<p>Indicator</p>
		<p>Gaming</p>

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		<p>Gaming</p>

Email / Chat-IM / Skype

Web-Pages
'Walled-garden' 'wall-
postings'
YouTube
Wikis

Dis/Approval
'Like', '+1'

Second Life

Currently-Available Social Media Genres

1-with-1/Few INTERACTION Tools

- networked text **email** (asynchronous)
- networked text **chat / IM** (synchronous)
- **SMS / texting** from mobile phones
- **email-attachments**, any format (asynch)
- **voice:**
 - over Internet (VoIP, **Skype**) (synch)
 - tele-conferencing (VoIP, Skype) (synch)
 - videophone (Skype Video) (synch)
 - video-conferencing (Skype Video) (synch)

1-to-Many BROADCAST Tools

- bulletin boards systems (**BBS**)
- Usenet / netnews
- **email lists**
- **web-pages**
- **indexes** (Lycos, Altavista, Google, Bing)
- **blogs** (WordPress, Blogspot)
- **micro-blogs** (Twitter, Tumblr)
- **glogs** – wearable wireless webcams, cyborg legs, retro-nymed as 'graphical

- **'content communities'**, e.g. for images (deviantArt, Flickr and Picasa), for videos (**YouTube**), for slide-sets (Slideshare)
- **closed / 'walled-garden' 'wall-postings'** within SNS (Plaxo, MySpace, LinkedIn, Xing, Reddit, Facebook, Google+)

1-with-Many SHARING Tools

- **Content Collaboration**
 - **wikis** (Wikipedia)
 - **social news sites** (Slashdot, Newsvine)
 - **online office apps** (Zoho, Google Docs, MS Live)
- **Indicator-Sharing**
 - **'social bookmarking'** (Delicious)
 - **dis/approvals** (Digg's dig & bury, Reddit's up & down, StumbleUpon's thumbs-up & thumbs-down, Facebook's **Like** button, Google+'s **+1** button)
- **Multi-Player Networked Gaming**
 - text-based **MUDDs**
 - **social gaming** sites (Friendster)
 - Massively Multiplayer Online Games (**MMOGs**), esp. Role-Playing Games (MMORPGs), e.g. World of Warcraft
 - **online virtual worlds** (Second Life)

Social Media

A Working Definition

And hence Scope Specification

An application or service that is perceived by its users to support them in relation to:

- Interaction with other people
- Broadcast to other people
- Sharing with other people

Social Media's Business Model

- 'There must be a way to monetise this somehow'
- 'You will find something interesting here' is a self-fulfilling prophecy, because people can be enticed to contribute 'something interesting'
- Contributors, and the people who come after them, can be enticed to click on targeted advertisements
- Targeting is based on:
 - profile-data that users supply about themselves
 - content that they have donated
 - their online behaviour while using the service
 - their online behaviour more generally

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Privacy Risks in Social Media

- **Third-Party Risk Exposure**
 - Openness that was Unanticipated
 - Openness through Breach of Original Terms
 - The Service-Provider's 'Strategic Partners'
 - 'Syndication', to any player
 - Government Agency Demand Powers
- **Second-Party Risk Exposure (Service-Provider)**
 - Content relating to Oneself
 - Content relating to Others
 - Social Networks including Oneself and Others

A Catalogue of Social Media Privacy Concerns

- 1 Privacy-Abusive **Data Collection**
- 2 Privacy-Abusive **Service-Provider Rights**
- 3 Privacy-Abusive **Functionality and User Interfaces**
- 4 Privacy-Abusive **Data Exploitation**

Source: Reviews of Media Reports 2005-11

A Catalogue of Social Media Privacy Concerns

1 Privacy-Abusive Data Collection

Demands for User Data

- identity data
- profile data
- contacts data, including users' address-books:
 - their contact-points (some sensitive)
 - comments about them (ditto)
 - by implication, their social networks

Collection of User Data

- about users' online behaviour when transacting with and via the particular service, over time
- about users' online behaviour, even when not transacting with or via the particular service
- from third parties, without notice to the user and/or without user consent
- about users' locations over time

2 Privacy-Abusive Service-Provider Rights

Terms of Service Features

- substantial self-declared, non-negotiable rights for the service-provider, including:
 - to exploit users' data for their own purposes
 - to disclose users' data to other organisations
 - to retain users' data permanently, even if the person terminates their account
 - to change Terms of Service:
 - unilaterally
 - without advance notice to users; and/or
 - without any notice to users

Exercise of Self-Declared Service-Provider Rights

- in ways harmful to users' interests
- in order to renege on previous undertakings

Avoidance of Consumer Protection and Privacy Laws

- location of storage and processing in data havens
- location of contract-jurisdiction distant from users
- ignoring of regulatory and oversight agencies
- acceptance of nuisance-value fines and nominal undertakings

Concerns

3 Privacy-Abusive Functionality and User Interfaces 4 Privacy-Abusive Data Exploitation

Privacy-Related Settings

- non-conservative default settings
- inadequate granularity
- complex and unhelpful user interfaces
- changes to the effects of settings, without advance notice, without any notice and/or without consent

'Real Names' Policies

- denial of multiple identities
- denial of anonymity
- denial of pseudonymity
- enforced publication of 'real name', associated profile data

Functionality and User Interface

- inadequate documentation and reliance on interpolation
- frequent changes; and/or without advance notice to users, without any notice to users and/or without user consent

User Access to Their Data

- lack of clarity about whether, and how, data can be accessed
- lack of, even denial of, the right of subject access

User Deletion of Their Data

- lack of clarity about whether, and how, data can be deleted

Exposure of User Data to Third Parties

- wide exposure, in violation of previous Terms, of:
 - users' profile-data (e.g. address, mobile-phone)
 - users' postings
 - users' advertising and purchasing behaviour
 - users' explicit social networks
 - users' inferred social networks, e.g. from messaging-traffic
- changes to the scope of exposure:
 - without advance notice to users
 - without any notice to users; and/or
 - without user consent
- access by government agencies without demonstrated legal authority

Exposure of Data about Other People

- upload of users' address-books, including:
 - their contact-points
 - comments about them
 - by implication, their social networks
- exploitation of non-users' interactions with users
- disclosure of non-users' social networks

A Catalogue of Social Media Privacy Concerns

2 Privacy-Abusive Service-Provider Rights

Terms of Service Features

- substantial self-declared, non-negotiable rights

for the service-provider, including:

- to exploit users' data for their own purposes
- to disclose users' data to other organisations
- to retain users' data permanently, even if the person terminates their account
- to change Terms of Service:
 - unilaterally
 - without advance notice to users; and/or

A Catalogue of Social Media Privacy Concerns

3 Privacy-Abusive Functionality

Privacy-Related Settings

- Non-conservative default settings
- Inadequate granularity
- Complex and unhelpful user interfaces
- Changes to the effects of settings, without advance notice, without any notice and/or without consent

i.e. Untrustworthiness

A Catalogue of Social Media Privacy Concerns

3 Privacy-Abusive Functionality

'Real Names' Policies

- Denial of multiple identities
- Denial of anonymity
- Denial of pseudonymity
- Enforced publication of 'real name',
and associated profile data

i.e. Threatening to Persons-at-Risk

A Catalogue of Social Media Privacy Concerns

4 Privacy-Abusive Data Exploitation

Exposure of Data about Other People

- Upload of users' address-books, including:
 - their contact-points
 - comments about them
 - by implication, their social networks
- Exploitation of non-users' interactions with users
- Disclosure of non-users' social networks

i.e. Extends to 'Innocent Victims'

Location – From Added-Extra to Intrinsic

- Physical Address / **Geo-Location**
 - knowledge of the cell that a mobile-phone is in, is intrinsic to the service's operation
 - more precise geo-location is increasingly feasible
 - location is becoming readily available to the device
 - location is being acquired by service-providers
- Location-based services can be valuable to users
- A primary use is in consumer marketing
- For most current-round SMS, location is an extra

• **For the coming round, Geo-Location is intrinsic**

The Primary Geolocation Technologies

QuickTime™ and a
TIFF (LZW) decompressor
are needed to see this picture.

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Consumer-Oriented Social Media Opportunities COSMO

- Architecture
- Openness
- Functionality
- Privacy-Sensitivity

COSMO

Alternative Architectures

- **Client-Server**
Centralised storage and control by the service-provider
- ... with Replication
Multiple copies, but centralised control
- ... with Distribution
Scattered storage, but centralised control
- **Semi-Peer-to-Peer (P2P)**
Content and control scattered across many devices
e.g. <http://jappix.org/why>
- **Full P2P**
All content and control on participants' own devices
e.g. <http://tent.io/>

COSMO

Openness

- **Interoperability**
 - Content Openness
(not a 'walled garden' / 'island')
 - Message Openness
(to/from any email, chat/IM)
- **Portability**
 - Content Export-Import
(profile, postings, messages)

COSMO

Functionality

- **Interaction**
Messaging, Tagging,
Profile, Groups,
Tag-Based Notifications
- **Broadcast**
Content-Posting,
Blogging, Micro-Blogging,
Tagging, Commenting
- **Sharing**
Content-Search, Re-
Posting, Tagging,
Commenting

COSMO

Functionality

- See Content in any format
- Comment on Content
- Draw Content to the attention of others
- Post Content in any format
- Manage the Accessibility of your own Content
- Exchange messages with individuals, and Groups
- Create and maintain Groups / Social Networks
- Manage your own Membership of them
- Manage your own Profile and Personas

COSMO

Privacy-Sensitivity

Advice from 2000-05

Apply Consumer-Friendly Principles

- **Information**
- **Choice**
- **Consent**
 - 'opt-in' the norm
 - 'opt-out' requires stringent justification
- **Fair Conditions**
- **Recourse**

Privacy

- The interest that individuals have in sustaining a 'personal space', free from interference by other people and organisations
- Multiple Dimensions
 - Privacy of Personal Data / Data Protection
 - Privacy of Personal Communications
 - Privacy of Personal Behaviour
 - Privacy of the Person

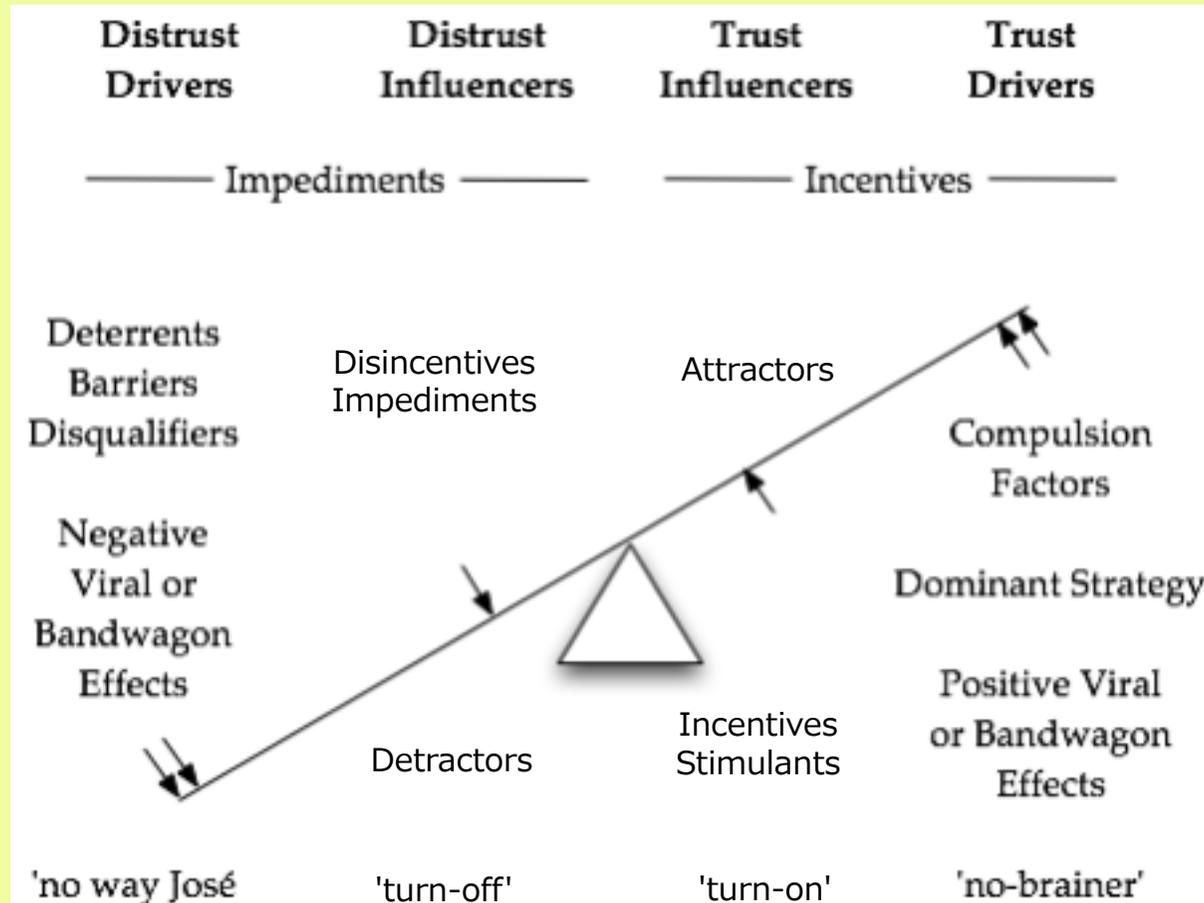
COSMO

Privacy-Sensitivity

Address the Catalogue of Social Media Privacy Concerns

- 1 Privacy-Abusive **Data Collection**
- 2 Privacy-Abusive **Service-Provider Rights**
- 3 Privacy-Abusive **Functionality and User Interfaces**
- 4 Privacy-Abusive **Data Exploitation**

Prioritisation of Privacy-Sensitive Features



COSMO

Business Models

A Business Model
is an Answer
to the Question:

Who Pays?

For What?

To Whom?

And Why?

Internet-Era Business Models

Lessons from Open Source and Content

WHO PAYS? For What? To Whom? And Why?

- **Customers:**
 - for a Good or Service
 - for Complementary Goods or Services
- Providers
- **Third Parties – esp. Advertisers**
- **'A Fairy Godmother'**

Open Content Business Models

Who Pays? A Fairy Godmother

- **Subsidy / Patronage**

Funding from 'external' sources

Deprecated as a gift, unless 'market failure'

- **Cross-Subsidy**

Funding from 'internal' sources

Deprecated (but less so), because it's
'distortive'

- **Portfolio Approach**

Mutual Cross-Funding from 'internal' sources

How business works – 'cash cows' fund the

Internet-Era Business Models

Lessons from Open Source and Content

Who Pays? FOR WHAT? To Whom? And Why?

- **Goods & Services**
 - **Value-Added Goods & Services**
 - **Complementary Goods & Services**
- Data
 - Information
 - **Expertise / Knowledge**
 - An Idea in Good Standing
 - **Timeliness**
 - **Quality**

Lessons from Open Source and Content

Who Pays? For What? To Whom? AND WHY?

The Negative

- **Resource Control**
- **Switching Costs (capture, lock-in)**
- Grief Avoidance

The Positive

- **Perceived Value**
(‘the genuine article’)
- **Cost Advantage**
(incl. Time)
- **Quality Advantage**
(incl. accuracy, security, timeliness, completeness, complementary services)

COSMO

Some Business Model Scenarios

- All users pay in cash rather than in data, for a service that is entirely COSM
- A corporation provides a gratis base-grade COSM, but offers more features in exchange for control over the data of consenting consumers
- A corporation funds a gratis COSM by selling customised / value-added versions and/or selling their expertise to support custom-builds
- A wealthy organisation funds COSM

COSMO

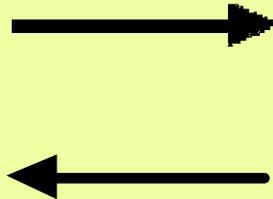
Exemplars

- **Freenet**
<http://en.wikipedia.org/wiki/Freenet>
- **Diaspora**
<http://diasporaproject.org/>
<https://github.com/diaspora/diaspora/wiki/FAQ-for-Users>
- **GNU social**
<http://www.gnu.org/software/social/>
- **Buddy Press** (an offshoot of Wordpress)
<http://buddypress.org>
- **Duuit**
<http://duuit.com/>

Privacy-Sensitive Social Media Research Opportunities

Social Science

- Distinguish positive and negative Drivers from Influencers
- Measure the Strength of Influencers, under varying scenarios
- Assess trade-offs between positive and negative Influencers, under varying scenarios
- Prioritise possible privacy-sensitive features



Design and Prototyping

- Specify Desirable Features
- Architect:
 - for Client-Server
 - for P2P
- Design and Code Open-Source Components
- Establish a Test-Harness and/or Demo Apps
- Publish Reference Code
- Publish Demo Apps

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