

Call for Participation: IEEE Standard for Consumer-Ownable Digital Personal Property

First IEEE P1817™ Meeting Coming 14 July 2010.

Contact:

Shuang Yu, IEEE-SA Marketing Manager
+1 732-981-3424, shuang.yu@ieee.org

PISCATAWAY, N.J., USA, 4 June 2010 – The Working Group developing IEEE P1817™, a new Standard for Consumer-Ownable Digital Personal Property, is currently being formed. It will hold its first meeting next month in Santa Clara, California. Any interested parties are invited to join and participate.

The IEEE P1817™ is a standard for the creation, distribution, and perpetual consumer-ownership of downloadable items of copyrighted works such as movies, music, books, and games. The standard specifies the required behavior of online and device-embedded services, and of content player devices and applications.

The project is sponsored by the Microprocessor Standards Committee and co-sponsored by the Information Assurance Standards Committee of the IEEE Computer Society.

The first working group meeting will be held on Wednesday, 14 July 2010, 10AM to 3PM at Huawei North America Headquarters. The address is 2330 Central Expressway, Santa Clara, California 95050. Interested parties should respond at pms@ieee.org or at info@dppnow.org.

For more information on P1817™, visit <http://grouper.ieee.org/groups/1817/>.

About the IEEE Standards Association

The IEEE Standards Association, a globally recognized standards-setting body, develops consensus standards through an open process that engages industry and brings together a broad stakeholder community. IEEE standards set specifications and best practices based on current scientific and technological knowledge. The IEEE-SA has a portfolio of 900 active standards and more than 400 standards under development. For information on the IEEE-SA, see: <http://standards.ieee.org>.

About the IEEE

IEEE is the world's largest technical professional association. Through its more than 375,000 members in 160 countries, IEEE is a leading authority on a wide variety of areas ranging from aerospace systems, computers and telecommunications to biomedical engineering, electric power and consumer electronics. Dedicated to the advancement of technology, IEEE publishes 30 percent of the world's literature in the electrical and electronics engineering and computer science fields, and has developed nearly 900 active industry standards. The organization annually sponsors more than 850 conferences worldwide. Additional information about IEEE can be found at <http://www.ieee.org>.