Service Provider Content Protection Goals

- Deliver a broad range of premium content to HTML5-based clients
  - Earlier distribution windows and higher quality.
  - New distribution channels, e.g. UltraViolet streaming.
  - Support for multiple protection methods.
- Reach more platforms
  - A range of hardware and software accessibility from open personal computing to controlled retail devices.
  - General purpose to embedded user agents.
  - A range of hardware and software security environments.
HTML5 does support protected content

• Plugins
  o `<object>, <embed>`
  o Very flexible
  o No integration with HTML5 media – audio/video elements, multiple resource selection, …
  o One way API – page to user agent

• Native user agent support
  o `<video>`
    <source src=someProtectedContent.cp type=`MIME; cp-params="…"'>
  o Integrated with audio/video elements, multiple tracks, resource selection, …
  o User agent and content protection method specific
  o No standard protection API between Web content and browser
What else could be done?

- Use `<audio>` and `<video>` to play content protected by methods not built into the user agent
  - Blend `<object>` / `<embed>` external resource reference with video/audio element APIs
- Provide Web content with common interface to content protection
  - Use video/audio element APIs
  - API for passing content protection information between web content and user agent
- Enable servers to authenticate applications and users
  - Common authentication interface
- Provide information so page server can make content available depending on level of protection available in user agent
  - Is HTTP user agent string enough?
  - API so page can determine UA protection capabilities
What Next?

• Web and TV Media Pipeline Task Force discussing content protection use cases and requirements.
• Wiki page to collect and discuss implementation ideas
• Content protection requirements will be part of the TF deliverable
• Determine WG(s) to move forward