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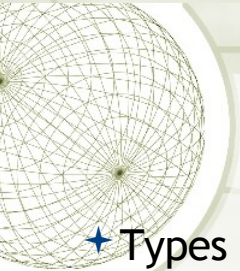


Legal and ethical issues: Malware, Virtual worlds

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- ✦ Malware
- ✦ Virtual worlds



Regulating malware

- ✦ Types of malware: spectrum
- ✦ Apparently obvious, but reserve jmt?
- ✦ Bad: Russian data mafia, zombie bot net masters
- ✦ ??: Adware, spyware? Law suits
- ✦ Allegedly good: DRM, MS, Sony?



Who 'carries the can'?

- ✦ Temptation to 'Shift liability' to user
- ✦ Banking example
- ✦ Trust is critical to ecommerce
- ✦ Big banks hesitate, small want to shift
- ✦ But how can a consumer understand either contract or IT security?
- ✦ Usability failure
- ✦ Potential abuse of negotiation power
- ✦ Customers can vote with their feet...



Is IT security broken?

- ✦ Reports from AusCERT: Buckland, Mau.
- ✦ Unix model (WinNT, Mac, *nix) doomed
- ✦ Assumes a well informed user
- ✦ But too complicated, vendor obfuscate
- ✦ No basis for decision to agree, click
- ✦ False alarms
- ✦ Rating method: minutes/hours before honeypot compromised?



Financial markets

- ✦ Compound character: virus, spam, spyware, recombinant, zombie, net
- ✦ Targeted, off the shelf, attack financial systems
- ✦ Spam trick trying to ramp up shares
- ✦ Stock markets looking 'straight through'
- ✦ Participants not diligent
- ✦ Barbarians at the gate
- ✦ Impact of manipulation: loss, panic?
- ✦ Regulators out of touch?



Consumer rights

- ✦ 'Informed prior consent' best principle
- ✦ Temptation: water it down
- ✦ Business factor in cost of doing business?
- ✦ Capacity to understand IT, security, or user agreement (EULA)
- ✦ Rating method, icons?
- ✦ Trust: someone else picks up the pieces
- ✦ Foolproof, hack proof systems?



Benevolent worm?

- ✦ Alana Maurushat: Chinese public health
- ✦ Aim to evade repressive state
- ✦ Spread critical public health info
- ✦ Users can remain innocent
- ✦ 'good' payload?
- ✦ 'bad' methods?
- ✦ Means justify the ends?
- ✦ Or are principles important?




Virtual Worlds

- ✦ Second Life, SL Exchange
- ✦ World of Warcraft
- ✦ MM
- ✦ Pandora
- ✦ Interface to mainframes
- ✦ Xbox, PS3, Wii
- ✦ Addiction, gambling, vice??
- ✦ Commercial opportunities?



Features of SL

- ✦ Property rights (see also Auran)
- ✦ Can traffick real estate: trade, develop
- ✦ Can exploit own copyright works; CC?
- ✦ Convertible currency
- ✦ Mass usage, global
- ✦ Potential anonymity
- ✦ Virtual sex
- ✦ Not much violence




I'm God. No, I'm God!

- ✦ Two lawyers walk into a bar...
- ✦ Linden Labs and Telstra Big Pond
- ✦ Near monopolies, habit of control
- ✦ Rule of law, contract or 'executive discretion'?
- ✦ Example of the clever lawyer
- ✦ Who can insist on legal rights?




Uluru: Customary law?

- ✦ BigPond Island, most successful
- ✦ Uluru, Bridge (climb), Opera House
- ✦ Voluntarily banned walkover
- ✦ Importing customary tribal law into SL?
- ✦ But did not ask the custodians, they complain, aided by Dept lawyers



Opera House

- ✦ Opera House also claim rights trampled
- ✦ Copyright? Trade Mark? Industrial Design?
- ✦ Commercial exploitation of others' work?



Paedophilic pornography?

- ✦ Child abuse, paedophilia is a crime
- ✦ But what if no child is involved? Adult play impersonating child
- ✦ Images: anime, avatars, 3D models
- ✦ EU: crime is the representation, not OK
- ✦ US: crime is hurting the child, OK
- ✦ German attempt to extradite US citizens
- ✦ Jurisdiction: where are you when in SL?
- ✦ Whose moral/ethical rules?



Money Laundering?

- ✦ Real world crackdown: antiterror, drugs
- ✦ Global cash conversion?
- ✦ Jurisdictional problems
- ✦ Easy to hide
- ✦ Options for hackers?
- ✦ Police take it seriously?