



# Mobile Software Licensing

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# Outline

- Project motivation
- State of Art
  - Software distribution
  - Mobile software market
- Mobile area specificity
- Approach to build solution
- Projects steps
- Bricks to build solution





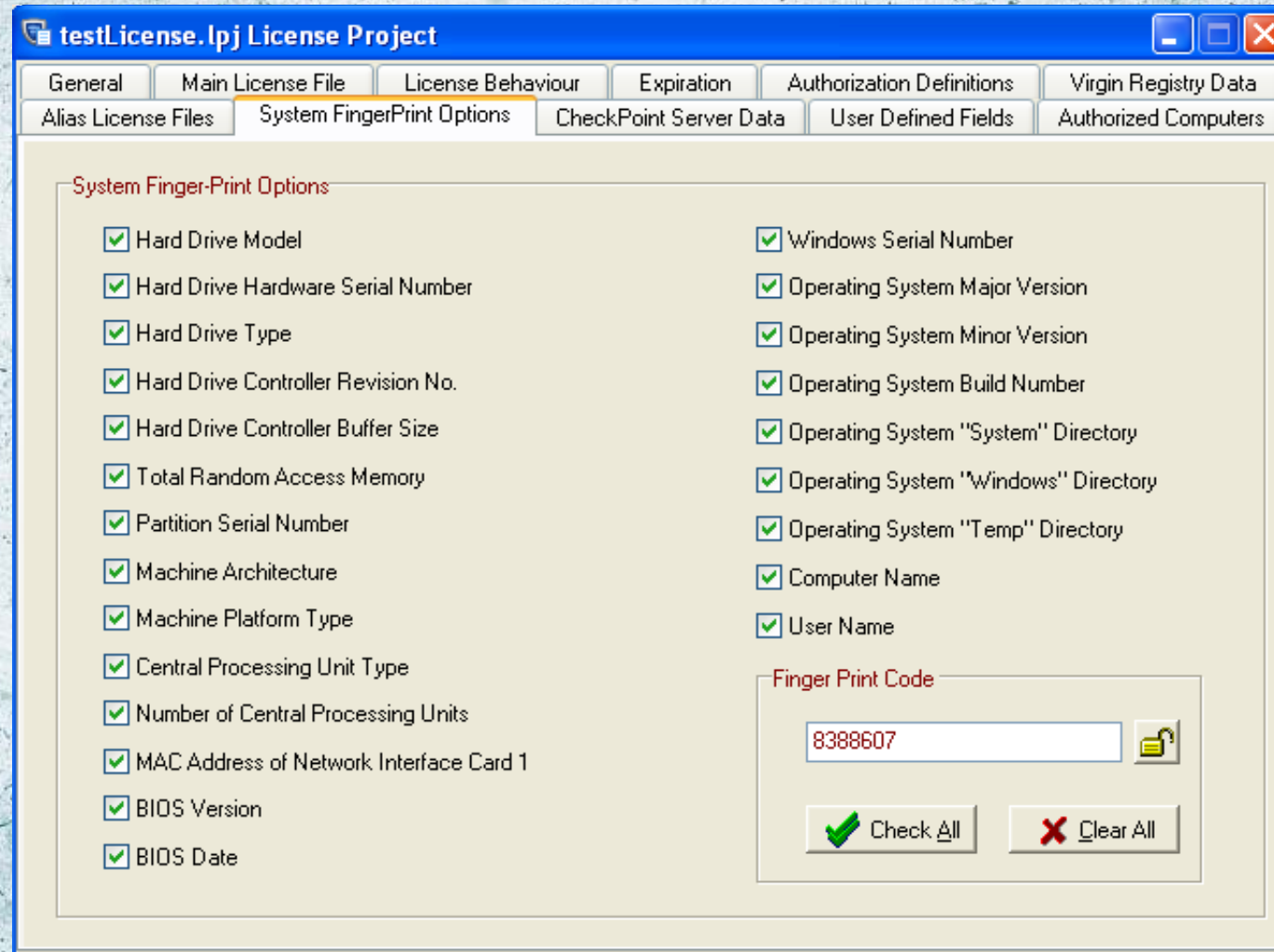
# State of Art

## Software Distribution Security - I

- Basic solutions
  - License agreement
  - Key file / Installation code
- Advanced solutions
  - License management
  - Copy protection
  - Watermarking
  - Code protection



# State of Art Software Distribution Security -II







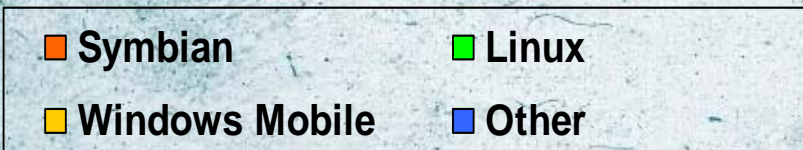
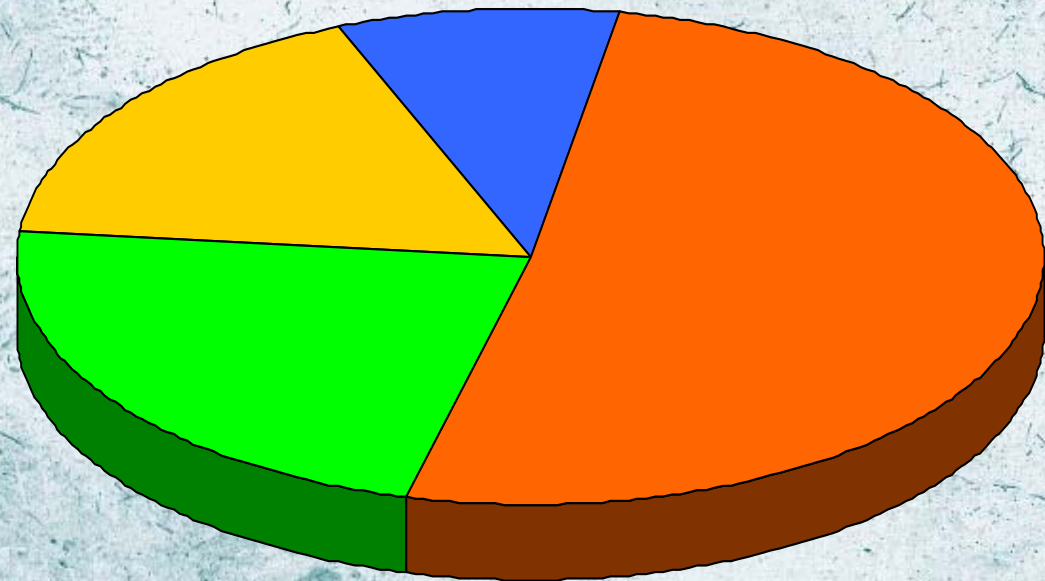
# Specificity of Mobile World

- Devices are pretty encapsulated
  - Changes are rare
- Existence of operator
  - SIM Card
  - Money bag (common account)
- Always online
  - OTA delivery
  - Possibility of remote checks



# State of Art Mobile Software Market

- Java ME
- BREW
- Mophun







# State of Art Mobile Software Security

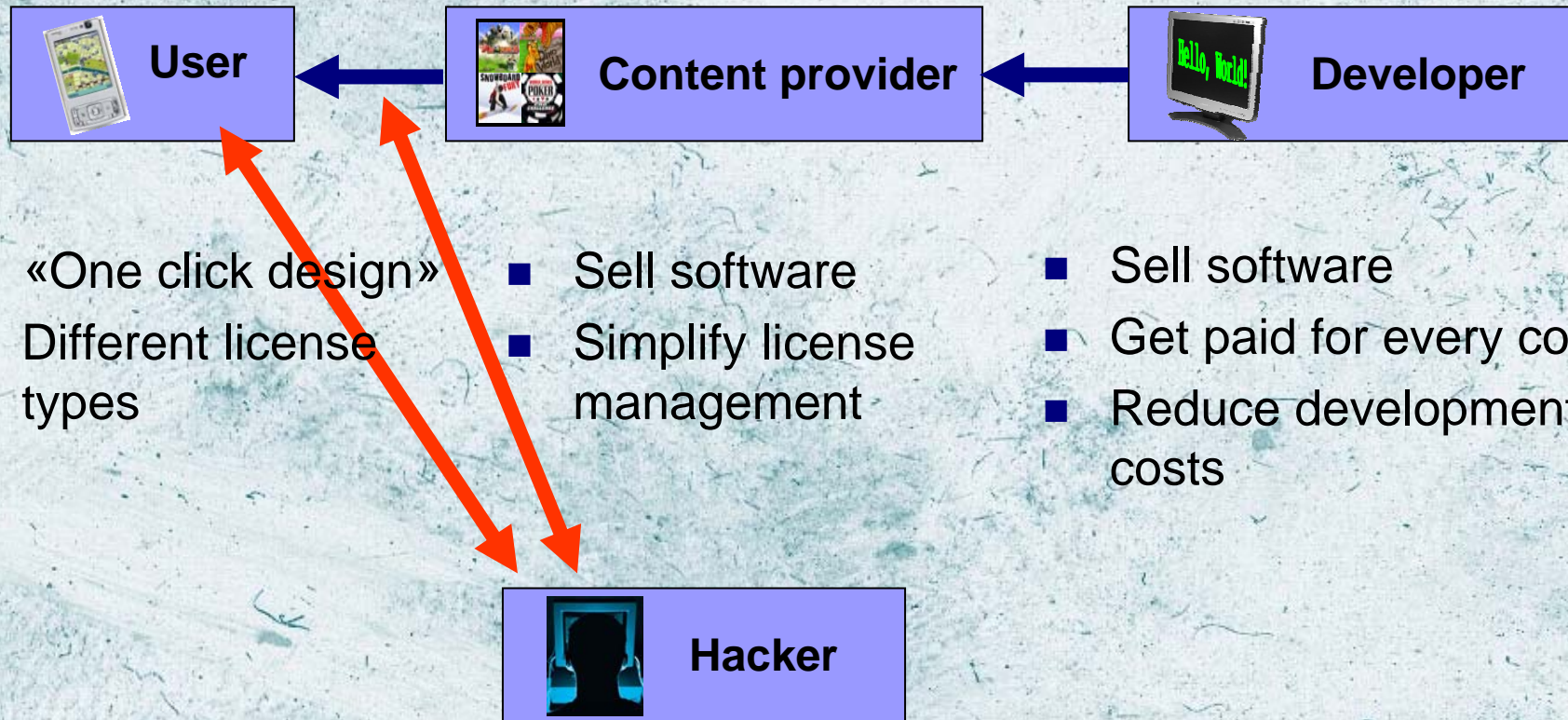
- StarForce Mobile
- Software Shield
- Self-made solutions

Nevertheless...

- A huge amount of software is distributing without sufficient security



# Software distribution model



- «One click design»
- Different license types

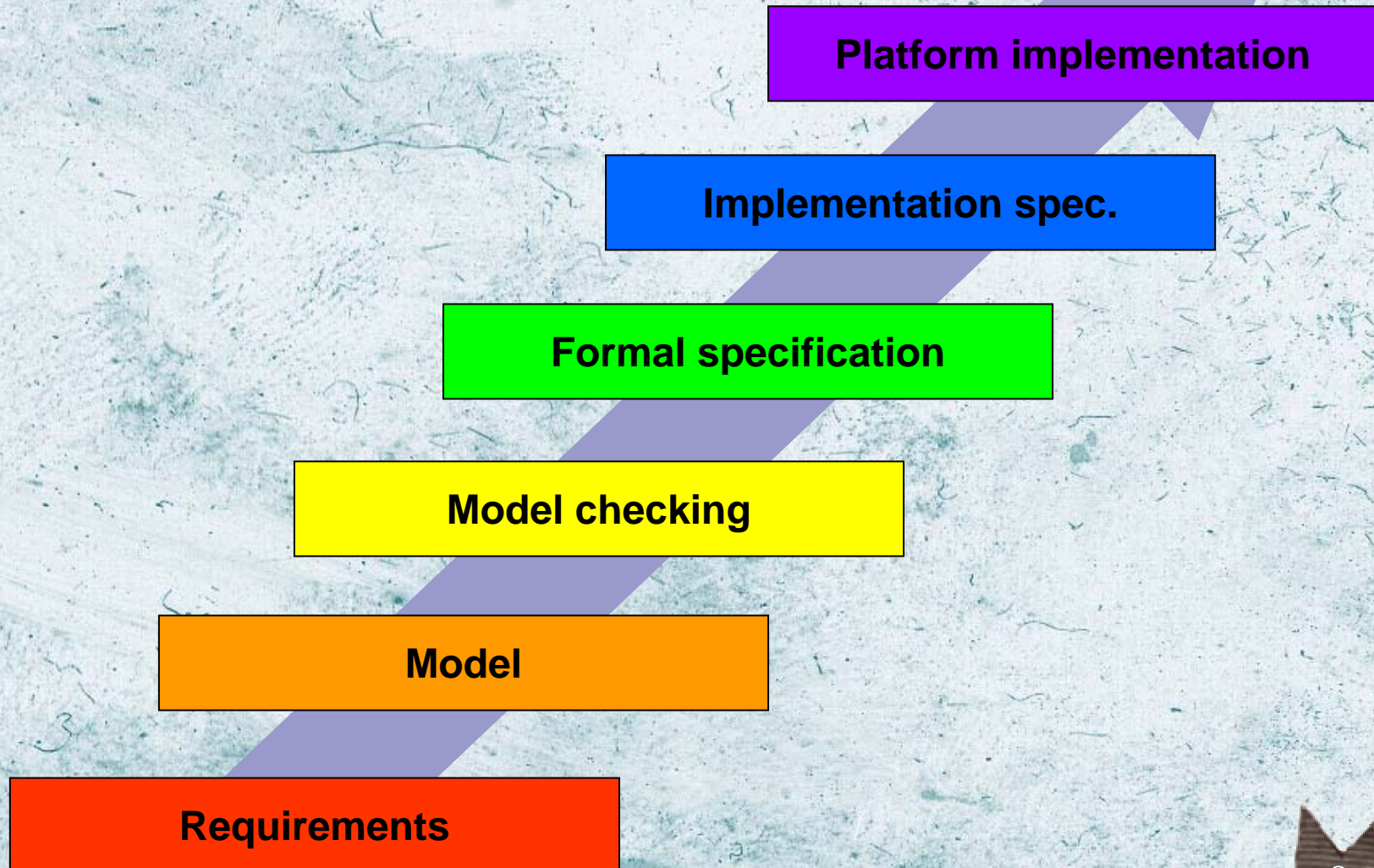
- Sell software
- Simplify license management

- Sell software
- Get paid for every copy
- Reduce development costs

- Easy to break



# Project steps







# Bricks to build composite solution

- We can express:
  - ODRL
- We can protect code:
  - obfuscators
  - watermarking
  - encryption
- We can manage:
  - OMA – DRM
  - JSR 190
- We can protect user:
  - signing
- We can restrict:
  - fingerprinting





# Thank you!

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