



**NANYANG**  
TECHNOLOGICAL  
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# Internet Governance : What Is It All About and Why Should You Care

*presented by*

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# Agenda

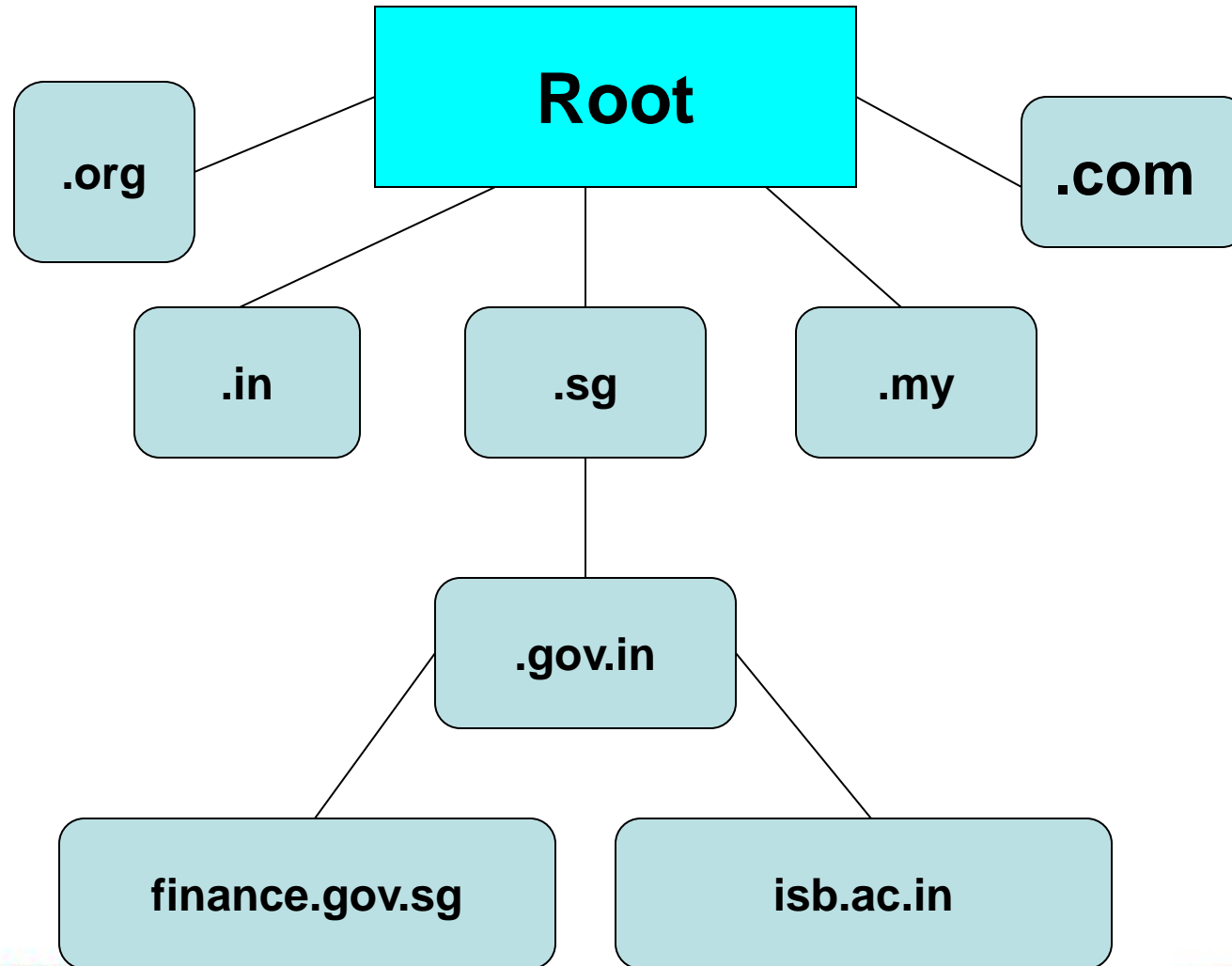
- What is Internet Governance
- Why the fight

# So first: to slay the urban legends around the Internet

- The Internet is impossible to control
- No single government can control the Internet



# The Root of the Problem: the Problem of the Root



# The request . . .

I want to go to  
[www.google.com/](http://www.google.com/)\*

is processed  
in this order

## The Root

1. .com



2. google

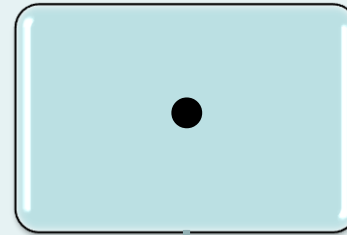


3. www

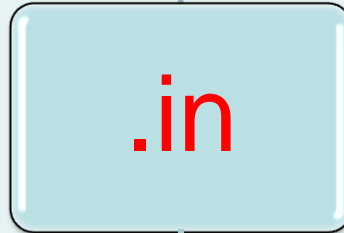


# Levels of a Domain Name

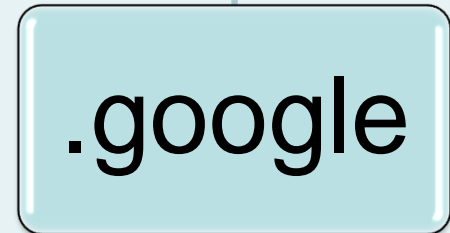
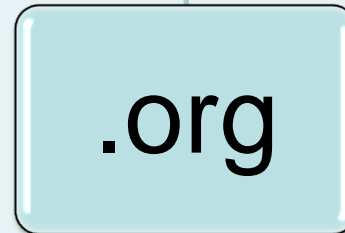
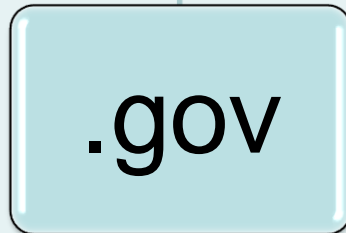
Root server:  
tells you  
where the  
TLDs are\*



Top Level  
Domain (TLD)



Second Level  
Domain



**The root of the problem is the  
problem of the root:  
the root zone and root file  
system are in the hands of the  
USA**

# What if the USA behaves as if it owned the Internet?



# Examples

- Joint Strike Fighter

- 10-country \$2 billion project
- Source code is in the hands of the USA
- Agreement reached to have countries have “operational sovereignty” over planes



- GPS

- USA has GPS
- Russia has GLONASS
- China has Beidou, operational end-2011
- Europeans developing Galileo



# Working Definition of Internet Governance

Definition:

The collective **rules, procedures, and related programs** that affect practices, and interactions concerning **Internet infrastructure and transactions and content.**

*Source: Final Report of the Working Group on Internet Governance*

# What Is Internet Governance?

1. Rules and Regulations for the Internet
2. The Process of Governing the Internet
3. Control over the Internet

# Significance of Definition

- Includes other significant public policy issues such as
  - Spam, privacy, cybercrime, security and development of the internet.
- Includes private sector and civil society

**Question: How are policies  
regarding the Internet developed  
in your country?**

# Modes of Regulating Life (and the Internet)

1. **Law:** government and private sanctions and force, including self-regulation
2. **Social norms:** through expectation, encouragement, or embarrassment
  - Netiquette, eg no-spam, on-topic posts, no need for “welcome” response to “thank you”
3. **Markets:** price and availability
4. **Architecture:** what technology permits, dissuades or prohibits.

Source: Lessig, 1999

# #4 Architecture

- It is possible to regulate behaviour using technology
  - Anti-piracy software
  - E.g. speed bumps
  - Software to block content
- Architecture refers to basic design
  - E.g. making a road winding to slow down drivers
  - E.g. is free speech built into the internet?



# Scope of Internet Governance Issues

1. Access and Service Provision
2. Electronic Commerce
3. Content Regulation
4. Security
5. Intellectual Property Rights
6. Privacy



# 1. Access and Service Provision

- How to manage technical standards in a networked environment
- How to ensure interconnection and interoperability of computer systems and networks
- How to regulate pricing and service quality of information services
- Responsibilities and liabilities of access and service providers.

## 2. Electronic Commerce (1)

Worth working on this because solving the issues in this area resolves a host of problems

- Legally recognise the electronic environment
  - Admit electronic evidence
  - Legal status of digital signatures and digital certificates
- Encourage electronic payment mechanisms and their use.

## 2. Electronic Commerce (2)

- Make contract (and other) law applicable
  - Clarify rights, responsibilities and liabilities of various parties and dispute resolution mechanisms
- Empower police to enforce law in electronic commerce
- Clarify taxation in electronic commerce.

# 3. Content Regulation

- How to block objectionable materials on the Internet—principally for children
- How to protect national interests against foreign undesirable materials
- How to reconcile conflicting cultural values in information content.

## 4. Security

- How to protect against breaches of security in computer systems and networks
- How to prevent crime in the digital environment.

# 5. Intellectual Property Rights

- How to acquire, protect and manage rights in the digital environment
- How to prevent piracy of copyrighted works
- How to extend the current copyright regime to include digital works.

## 6. Privacy

- Necessity to comply with OECD's *Guidelines* on privacy
  - EU *Data Protection Directive* demands that third-parties have “adequate level” of data protection before they can process data from the EU
- How to regulate use of personal information by public and private institutions.

# Application

1. Policies should encourage a competitive environment so as to lower prices for the consumer and develop a healthy industry
2. Update laws to enable e-commerce transactions
  - Evidence Act
  - Digital Signature Act
3. Train law enforcement in fighting online fraud and crime.



# Application

4. Regulate content with an eye to solving problems, not just because the content has been regulated; Try to use international norms; Consult industry widely, both to educate and to be educated.

# Application

5. Pass laws and empower police to monitor and enforce the law on the internet.
5. Update copyright laws to the extent necessary to modernise the country.
6. Look into privacy regulation.