



UW/SIMM

Video Game Metadata Schema: Controlled Vocabulary for DRM

University of Washington Information School
Game Metadata Research (GAMER) Group
and Seattle Interactive Media Museum

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SN: Scope note

USE: Preferred term (*See*)

USE FOR: Equivalent term, lead-in term

BT: Broader term

NT: Narrower term

RT: Related term (*See also*)

Term	Information
Authentication	SN: Some form of required connection between a required system and the game in order to determine the genuineness of the game. NT Online Authentication NT Offline Authentication
Online Authentication	SN: Requiring a form of Authentication in a single instance NT: Persistent Online Authentication Examples: Might & Magic Clash of Heroes
Persistent Online Authentication	SN: Requiring authentication at multiple variable interludes. USE FOR: Always-On DRM BT1: Authentication Examples: Diablo III
Offline Authentication	SN: Requiring a connection between two offline systems to validate a game. BT1: Authentication Example: Kingdoms of Amalur Reckoning
Region Locking	SN: Using location data to authenticate use of a game. BT: Authentication
Key	SN: A form of code allowing certain rights to play the game. NT: Single-use activation key NT: Transferable License Key NT: Multi-Use License Key USE FOR: Product Key USE FOR: License Key
Single-use activation key	SN: One instance of a License Key. BT: Key NT: Machine tied License Key NT: User Account tied License Key Example: King's Quest
Machine tied license key	SN: A hardware-tied License Key. BT: Single-use Activation Key Example: Mario Kart 8
User Account tied license key	SN: An account-tied License Key. A usage license linked to a user account BT: Single-use Activation Key Example: Super Amazing Wagon Adventure X-Box Indie Games
Transferable License Key	SN: An exchangeable License Key BT: Key Example: Warcraft III
Multi-Use License Key	SN: A license key with multiple uses. BT: Key Example: Skullgirls

Limited Install Activations	SN: A restriction on a license that limits the number of activations allowed. BT: Multi-Use License Key
Hardware Tampering	SN: A form of DRM functionally changing hardware. Example: Singstar, UFC Personal Trainer
Software Tampering	SN: A form of DRM functionally changing software. NT: Firmware Tampering Example: Serious Sam III BFE
Firmware Tampering	SN: A form of DRM functionally changing firmware. BT: Software Tampering Example: Heroine Anthem II
Media Requirements	SN: Out of Scope SEE: Hardware Requirements SEE: Technical Requirements
Digital Resale Restriction	SN: Out of Scope, see Key
Product Key	SEE: Key
License Key	SEE: Key
Always-on DRM	SEE: Persistent Online Authentication
Encryption	SN: A mechanism to obfuscate the game data requiring by requiring an encryption key
Overlay	SN: A service providing digital rights management solutions Example: Steam Example: X-box live
Validation	USE: Authentication