

Quarter

Year 11
N°02 10/2023



Front Page

IF2023, the “artificial” dimension of the reality

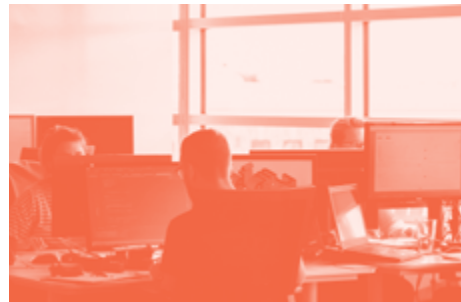
.it News

News, events, projects and
numbers about the Registro .it

From the World

News from the world
of ccTLD and the Network

Quarter



04. Editorial

Quarter in short



06. Front Page

IF2023, the “artificial”
dimension of the reality



10. Statistics

The statistics of Registro .it



18. .it News

News, events, projects and
numbers about the Registro .it



26. From the World

News from the world
of ccTLD and the Network



34. Events

Upcoming events from the
digital world

Registroit

L'anagrafe dei domini .it

is managed by

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HEAD OF REGISTRO .IT

Marco Conti

Quarter in short

The update in four months: the second round of 2023

by Francesca Nicolini

Looking at the figures, there are 147,000 new domains registered in this time frame, although the number of cancellations exceeded new registrations by more than 10,000 domains.

But this is nothing new; last year in the same four-month period the gap had been larger (by more than 12,000). .it names, therefore, albeit in small steps, continue to grow.

Registro's activities continue with the usual events planned for October: Internet Festival, the festival dedicated to the Web that has been held annually in Pisa since 2011.

Under the banner of the key word "artificial" - in the sense of creating and changing reality and everything around us through digital reality - the Cybersecurity Day, the annual cybersecurity event bringing together experts in the field, organised by Registro and the Institute of Informatics and Telematics of the CNR of Pisa, will take place as part of the Festival.

In this context, the ad hoc Tutorial-Tour workshops could not be missed. Since the very beginning, Ludoteca has been organising such workshops for schools and the youngest to teach them that surfing can and should be done, but consciously and making good use of digital tools, while also learning to identify and avoid the risks that the Net hides. Speaking of Ludoteca, the new version of the Internetopoli web app has been released; the app was created in 2015 and provides support to schools, children and teachers, to discover and learn about the Web safely and defend ourselves against the various dangers we may encounter on a daily basis.

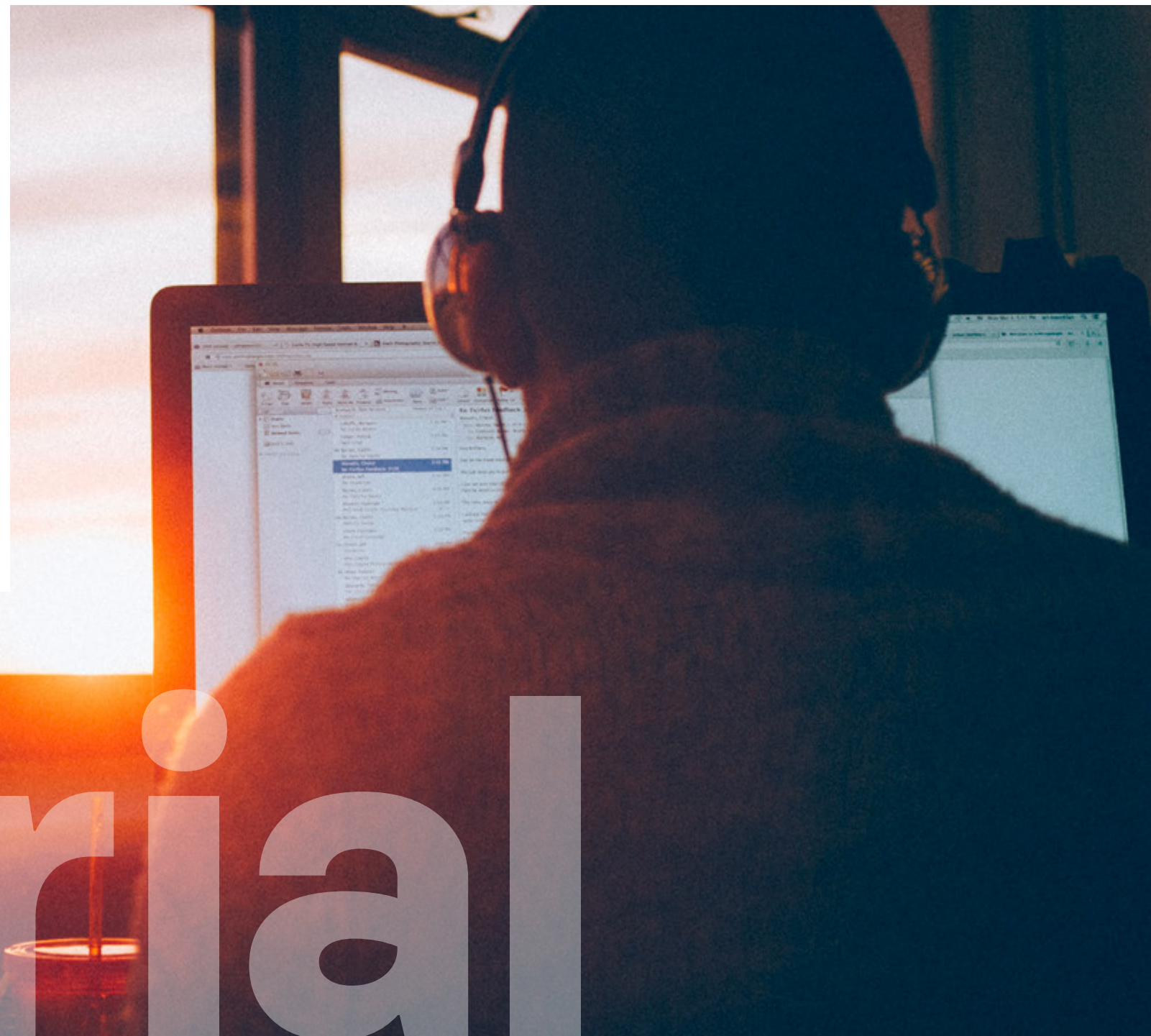
All this is possible, not least through the introduction of gamification, a new feature of this latest version, capable of stimulating the very young with the customisation of paths and the introduction various levels of difficulty.

"Gamification" remains the star of another project, with Ludoteca contributing to it: "Super Cyber Kids" (SCK), the European project funded by the Erasmus+ program, aims to teach cybersecurity concepts through play. The project, in which the CNR is the lead partner with the Institute of

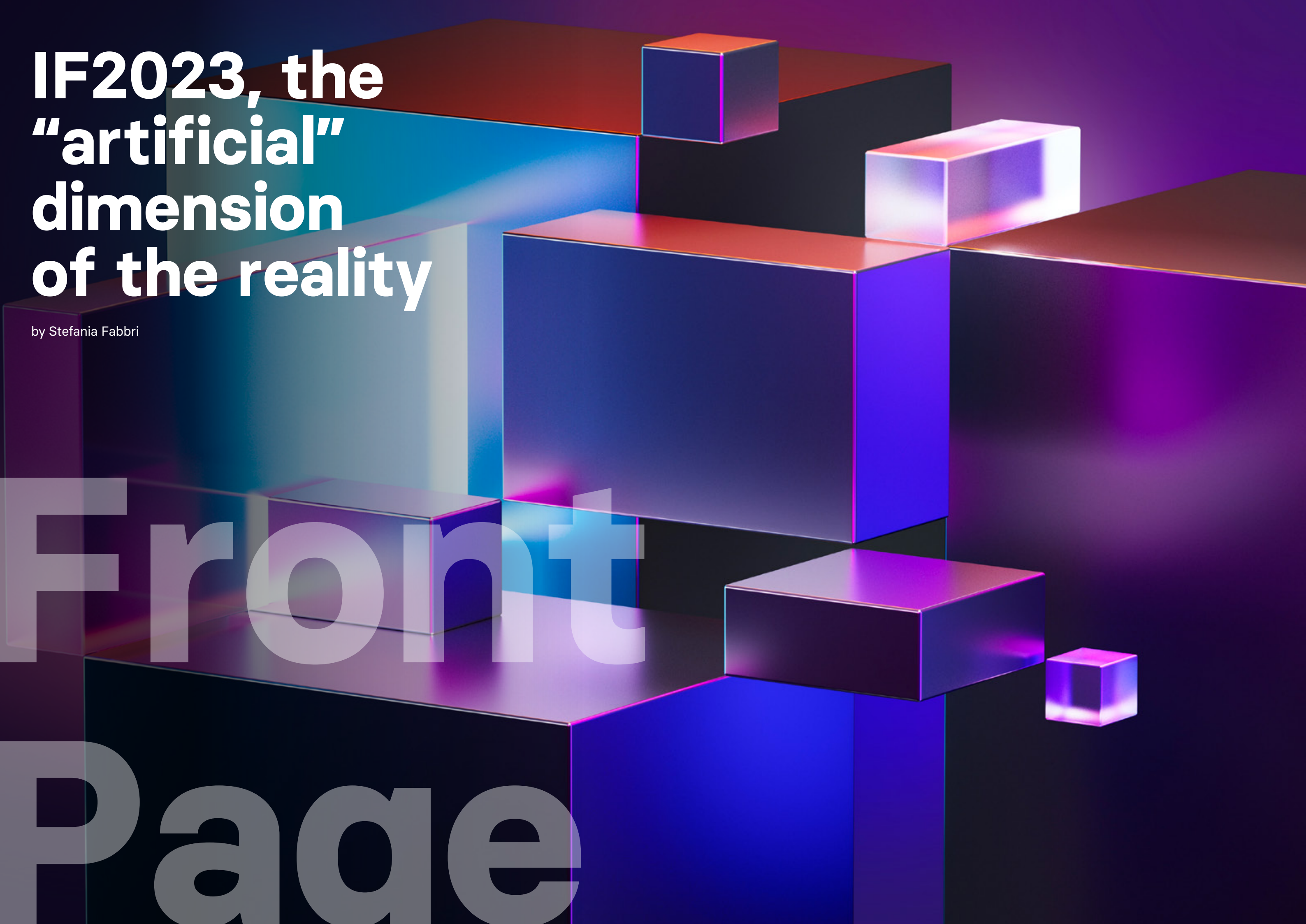
Informatics and Telematics and the Institute of Educational Technology, will offer students and teachers an innovative play and training toolkit dedicated to cybersecurity. SCK provides a wide range of digital materials, in a variety of formats, useful for introducing and deepening cybersecurity topics in the classroom through a learning mode that goes hand in hand with playful activity. Digital materials will also include "Nabbovaldo e il ricatto del cyberspazio" (Nabbovaldo and the Blackmail from Cyberspace), the video game created by CNR-IIT, a serious game designed to bring children and young people closer to cybersecurity issues, and translated into each language of the partner countries.

The initiatives carried out by Ludoteca have been countless, also including targeted surveys, the results of which are now being collected, thanks to the collaboration with the Department of Education, Languages, Interculture, Literature and Psychology (FORLILPSI) of the University of Florence: a research project was launched with the aim of assessing the effectiveness of some of the activities of Ludoteca by Registro .it; along with a sample survey addressed to adolescents to explore digital skills and attitudes related to STEM disciplines, with a focus on IT and cybersecurity. As always, statistics accompany us into the world of the .it, along with updates on the new agreement on data transfer between Europe and the U.S., and news about the world of the Net, gTLDs and ccTLDs.

Enjoy the reading!



Editorial



IF2023, the “artificial” dimension of the reality

by Stefania Fabbri

Front

Page



**INTERNET
FESTIVAL 2023**
FORME DI FUTURO

From 5 to 8 October, in Pisa took place the 13th edition of the Internet Festival (IF), the annual event dedicated to digital innovation, its players and the future of the Web. The keyword of the year 2023 was “artificial”, chosen to prompt reflections on digital innovation, allowing today to make any aspect of reality artificial.

In the twenty different locations and numerous event in Pisa the players of the edition discussed the digitisation of society and ethics in technology, creativity and work in relation to artificial intelligence, conspiracies and public opinion, and much more.



The Festival enriched, as usual, by T-Tours with many events including laboratories, workshops, interactive lectures, performances and exhibitions, for a programme of educational and training paths for students of all ages. Ludoteca del Registro .it took part with two workshops reserved for first and second grade elementary schools (by appointment):

The first Tutorial-Tour “Discovering the Internet and Cybersecurity by Playing” promoted mindful use of the Net. Through the Web app Internetopoli, experts by Ludoteca will explain to children the potential of the Web, risky situations and how to avoid them;

The second one, “Let’s learn to defend cyberspace with Nabbovaldo”, offered a game and learning journey to discover the main cyber threats and technical countermeasures to defend oneself. Together with Nabbovaldo, the protagonist of the video game, children discovered what behaviours to adopt to identify and prevent the risks and dangers of the Web.

Cybersecurity Day is an annual event dedicated to cybersecurity. This event, for the seventh year running, was organised as a part of IF2023 by Registro and the Institute of Informatics and Telematics of the Pisa CNR, in collaboration with the Pisa Chamber of Commerce, Industry, Crafts and Agriculture (CCIAA). Cybersecurity is a topic in the spotlight, increasingly entering our daily lives. Industry experts, researchers, business and government representatives talked about this throughout the day with a focus on a holistic approach to cybersecurity in the interest of small and medium-sized businesses, from regulation to necessary technologies, and the contribution of the Italian chamber system.

The holistic approach aims to identify within the IT infrastructure, all events and evidence that may signal the presence of a threat or an actual attack. In the afternoon, the results of research activities of the CNR-IIT Cybersecurity Lab were presented, and a series of meetings (by appointment) on “match making” between industry and research were held in parallel.

All necessary information is available on the event website.

Statistics

Growth of the New Registrations

Yearly growth

Entity Types

Reasons for oppositions

Top Regions

Oppositions - Reassignments relationship

Monthly Trend of the Oppositions

Yearly trend of the Oppositions - Reassignments

Authinfo requests

Requests from competent authorities

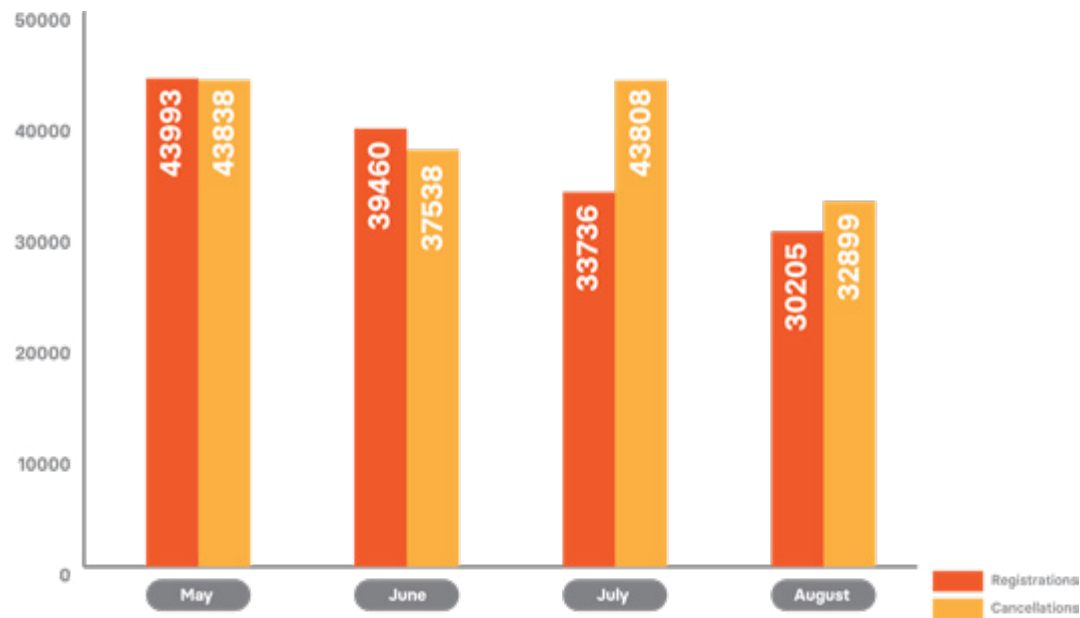
Reserved names

Verification of domains by The Registro

Statistics

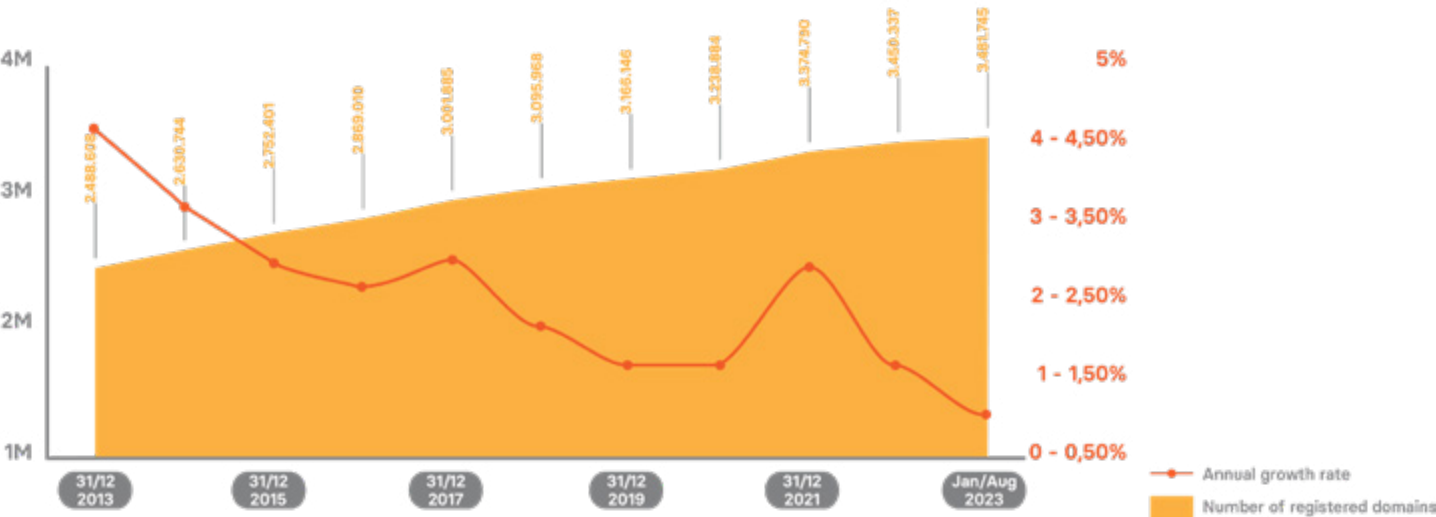
Growth of the New Registrations

An analysis of the trend in .it name registrations shows that new registrations total more than 147,000 domains. It is noteworthy that in this second four-month period of 2023, the number of cancellations exceeded that of new registrations by more than 10,000 domains, compared to more than 12,000 in the same four-month period of 2022. The trend then shows that in these four months there is a decrease in the difference between the number of cancellations and new registrations, compared to the same four-month period of the previous year



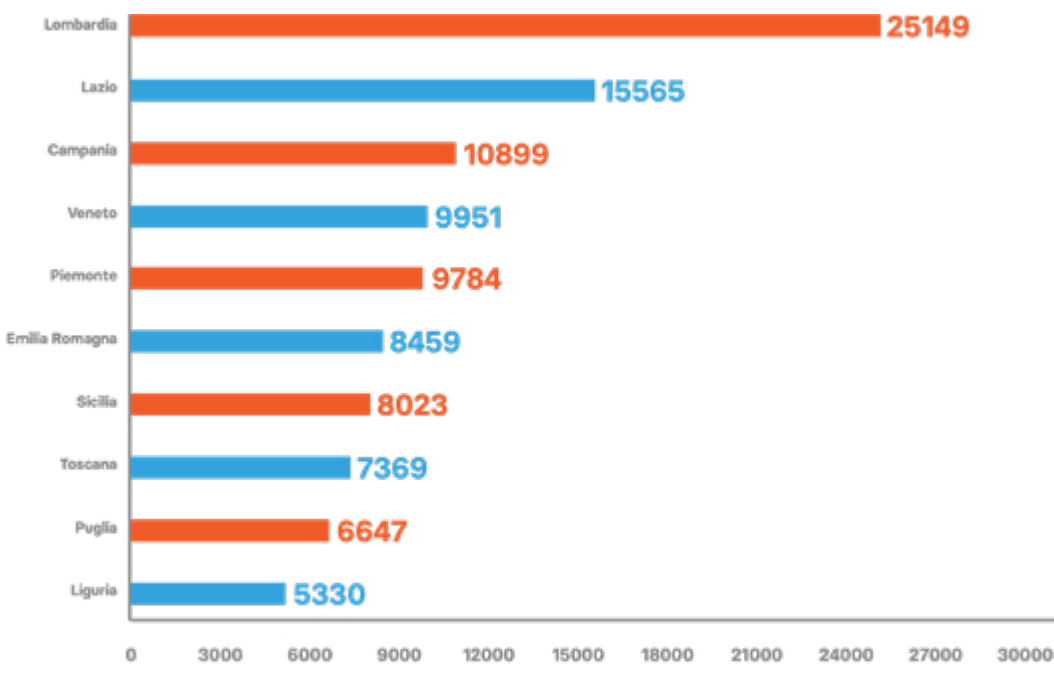
Yearly growth

At the end of the second four-month period of 2023, the total number of .it domains amounted to 3,481,745 with a growth rate of 0.41% (+14,052 domains), compared with the end of 2022. This growth rate, compared to that of the same period in 2022 (-0.02% compared to the end of 2021), is much higher and in line with the trend recorded in the first four-month period of 2023



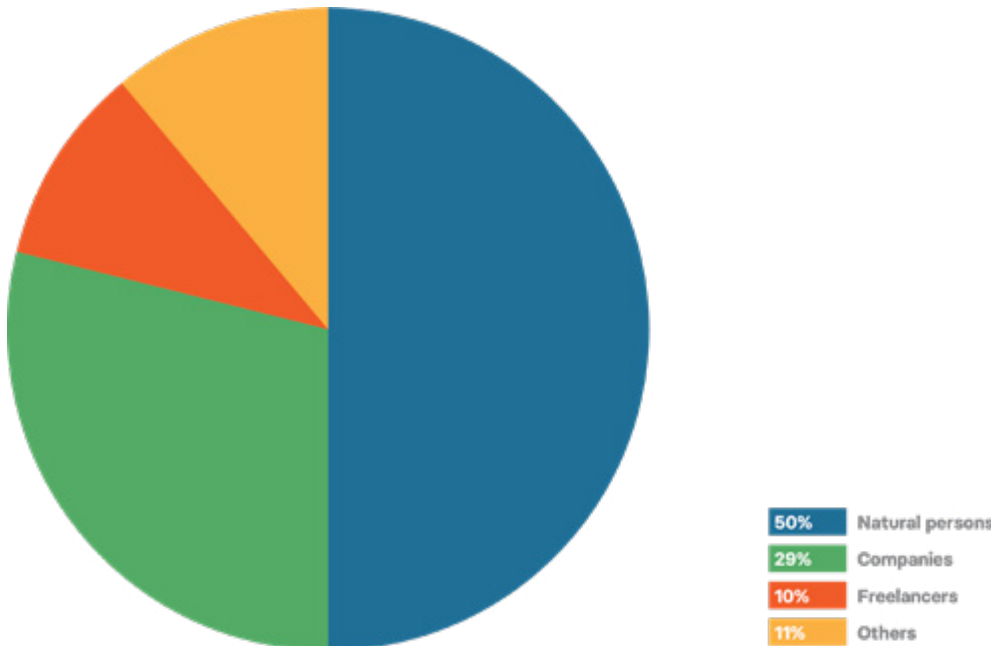
Top Regions

From May to August, Lombardy reconfirmed its leading position in terms of new domain registrations, increasing its percentage by one point, while Lazio declined by as much as 5 percentage points, compared to the same period in 2022. Campania remains in the same position with the usual percentage (9%), while Piedmont and Sicily lose one position. Good performance, on the other hand, by Veneto and Emilia Romagna, which increase their percentage, moving up one position in the regional ranking, compared to the same four-month period in 2022



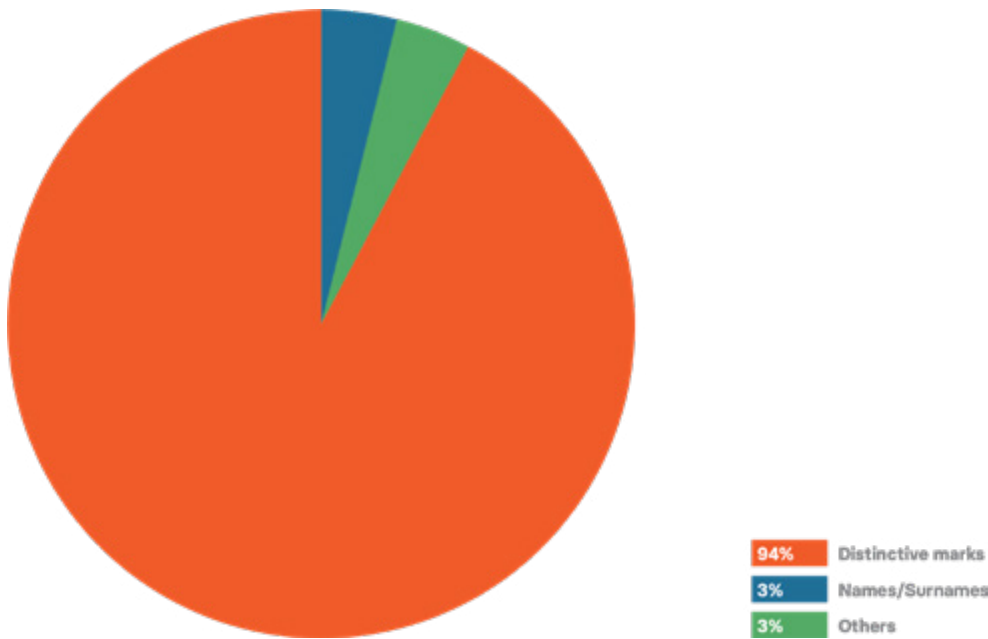
Entity Types

Compared to the second four-month of 2022, the percentage of individuals has increased by as much as 4 percentage points to 50%, but at the expense of businesses, losing 8 percentage points to 29%. The percentage of freelancers has increased by 4 percentage points to 10%



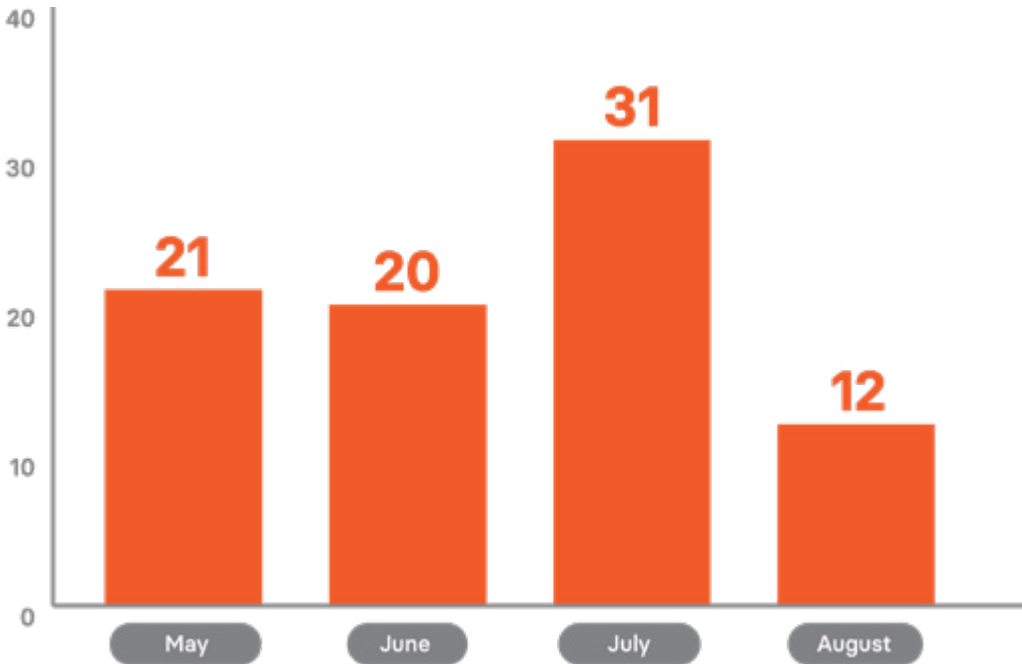
Reasons for oppositions

In the observation period, infringement of company’s distinctive signs amounted to 94% of lodged opposition claims. The remaining 6% is equally divided between those who resorted to opposition proceedings in order to protect their name/surname and those putting forward “miscellaneous” grounds. Compared to the same period last year, there was a decrease of 4% (98% in 2022 compared to 94% this year) in opposition proceedings started on the basis of trade mark infringement. If, on the contrary, we take as a reference the first four months of the year, where oppositions based on the infringement of the company’s distinctive signs amounted to 87%, we see an increase of +7 (94% at present) of these oppositions



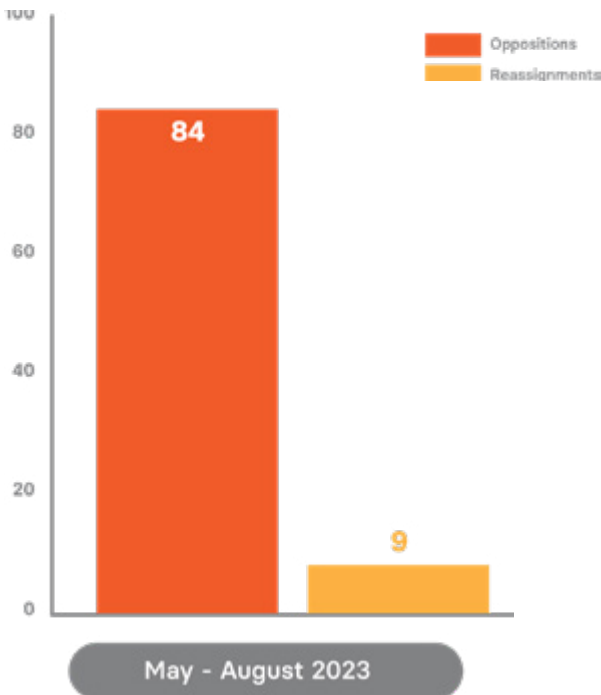
Monthly Trend of the Oppositions

In the second half of 2023, 84 opposition proceedings were filed, for a monthly average of 21 oppositions started, a figure virtually equal to the average of the first four-month period (22 opposition proceedings). The monthly average of oppositions started during the same period in 2022 (28) shows a decrease of (-6) initiated proceedings. The highest number of oppositions (31) was registered in July, 10 above the average for the period. In contrast, the lowest (9 below average) in August with 12 started proceedings. Since in May/June, with 21 and 20 respectively, started proceedings show a constant trend, there is a peak in July and a downturn in August



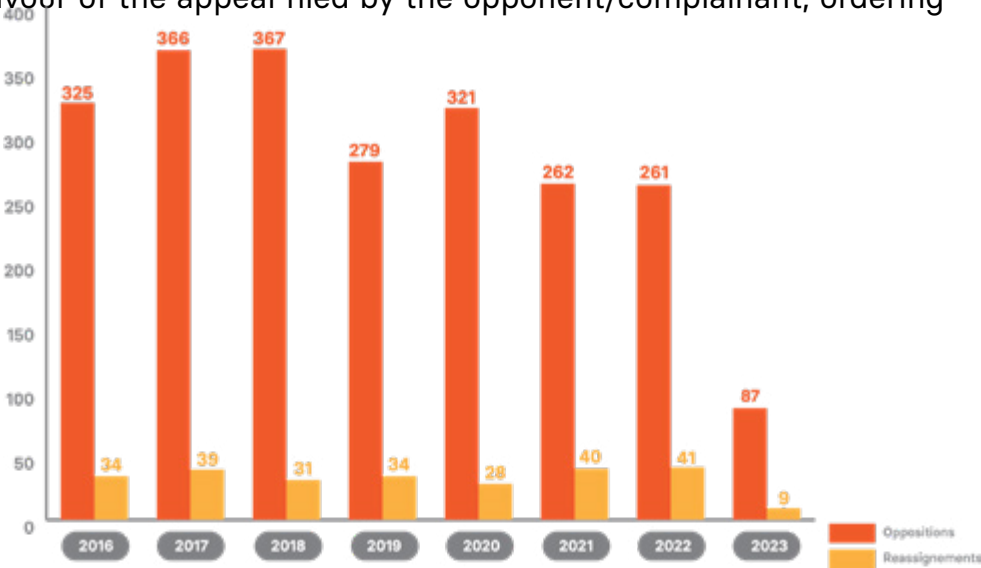
Oppositions - Reassignments relationship

In this middle part of the year, oppositions amount to 84 and reassignments to 9. As many as 56 out of 84 opposition proceedings saw Italian subjects both as assignee and opponent. In 22 cases, foreign assignees are interested parties in the opposition proceedings, as they are summoned by the same number of Italian opponents. In total, there are 4 proceedings in which both the assignee and the opponent are foreign entities. The number of foreigners who submitted to opposition domain names with nationals as assignees amounted to 2. Finally, 8 out of a total of 9 reassignment proceedings in the period involved exclusively Italian subjects both as respondent/assignee and complainant/opponent. One reassignment involves a foreign party and an Italian opponent/complainant as assignee/respondent



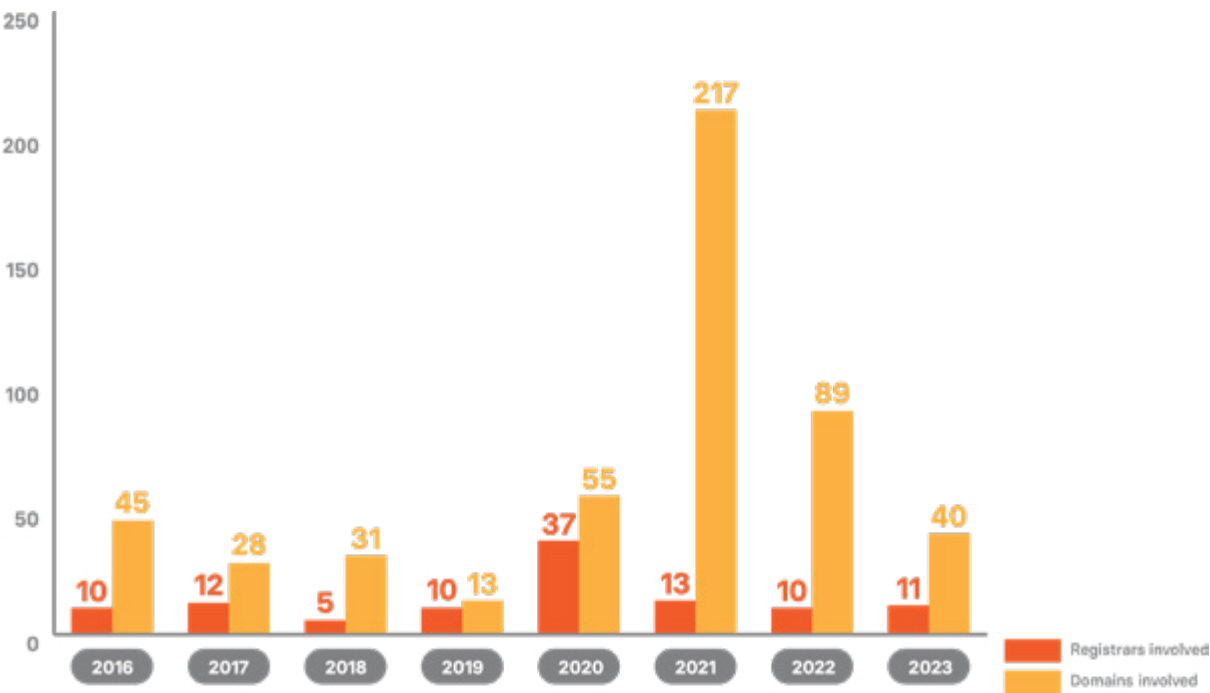
Yearly trend of the Oppositions - Reassignments

In this middle part of the year, 84 oppositions were started, while there were 9 reassignment proceedings carried out by Dispute Resolution Service Providers (Prestatori del Servizio di Risoluzione delle dispute, PSRD). The totals for the first two quarters of 2023. The totals for the first two quarters of 2023 registers 171 oppositions and 18 reassignment proceedings respectively: there is therefore a decrease (-11) in the number of oppositions in the period of observation (182, August 2022), as in the number of reassignments (-12). Again with regard to the latter, in particular, the outcomes of the 9 reassignments are as follows: in 4 cases, the Panel of Judges ruled in favour of the appeal filed by the opponent/complainant, ordering the transfer of the domain name in its favour. One case saw the Panel of Judges rejecting the appeal filed by the opponent/complainant, ruling that the domain name should not be transferred, but remain assigned to the respondent. The Panel of Judges, in another case, ordered the termination of the proceeding. Finally, there are 3 proceedings pending a ruling by the Panel of Judges



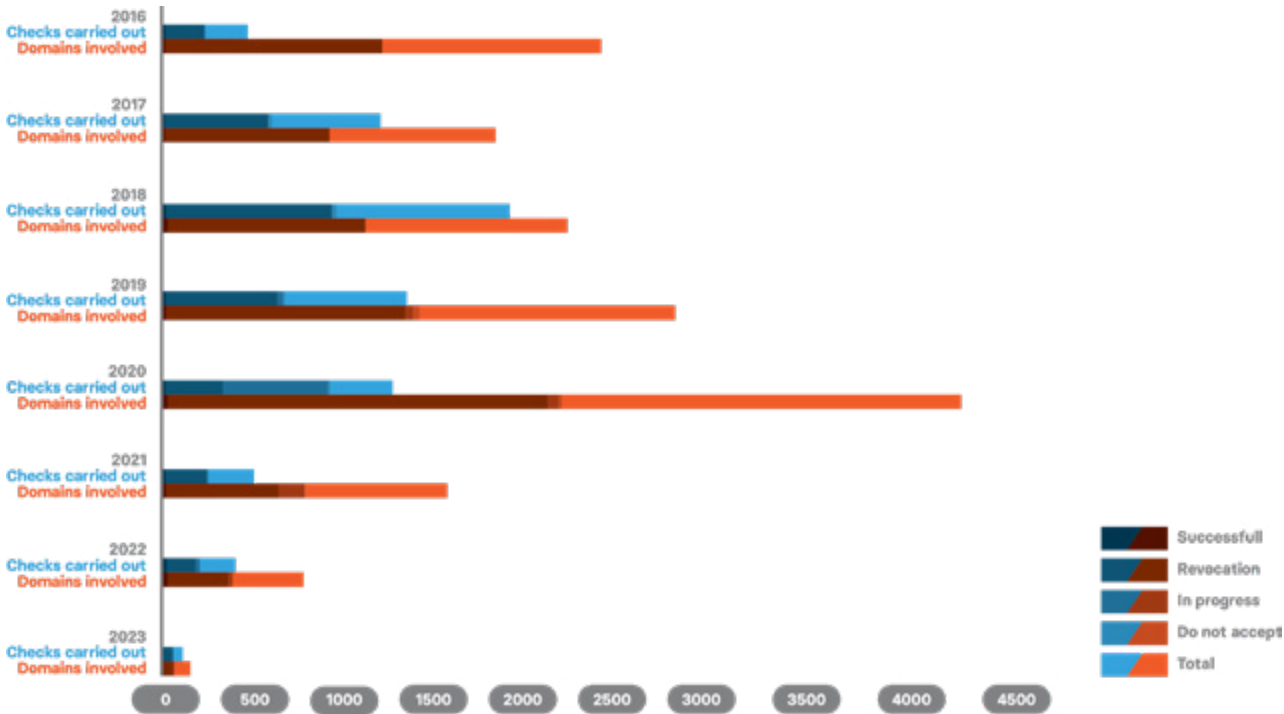
Authinfo requests

Fourteen authinfo codes were issued for domain names under the “no-registrar” status



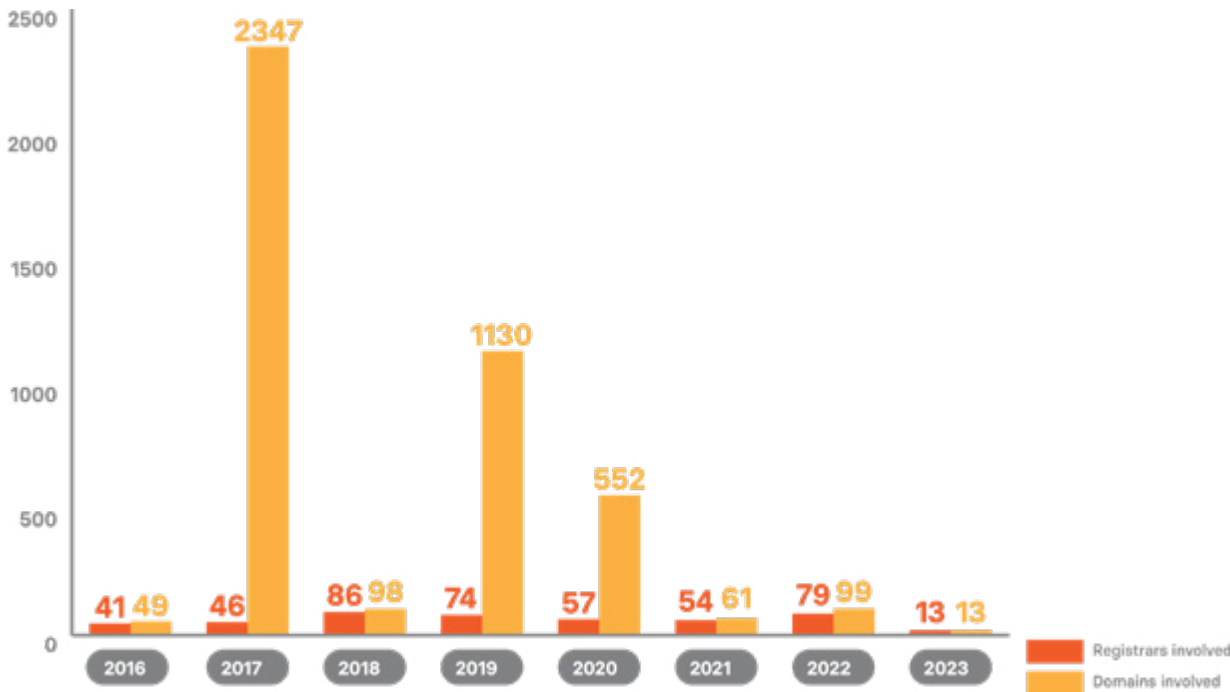
Verification of domains by Registro

107 checks were conducted covering 175 domain names. These led to the revocation of 93 domain names



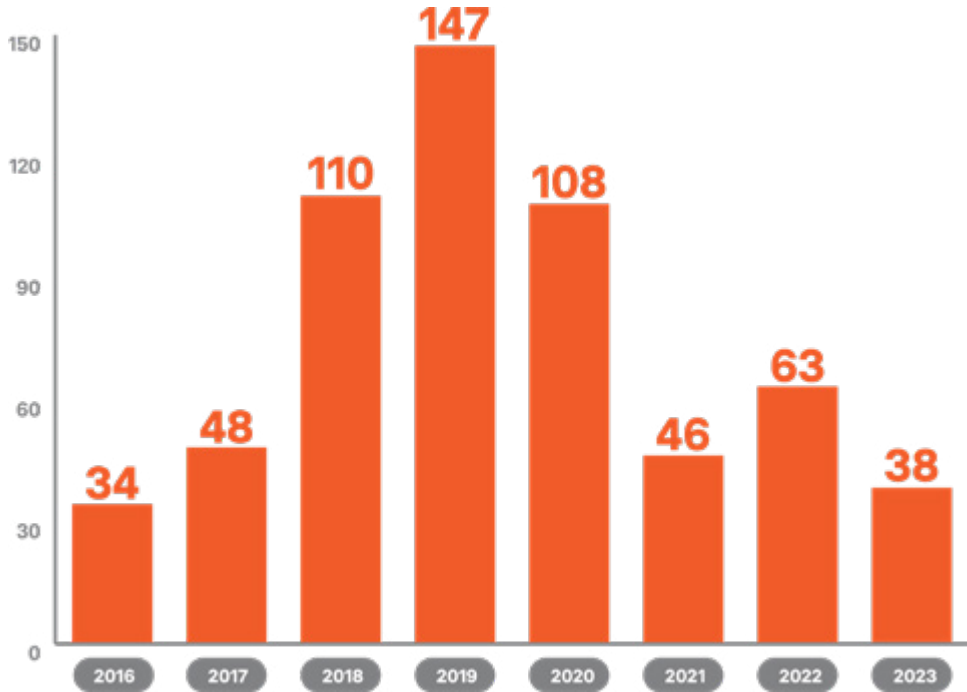
Requests from competent authorities

The requests by competent authorities concerned 13 domain names



Reserved names

38 domain names of Italian municipalities have been registered



.it News

A background photograph showing a person with curly hair sitting at a table under a red tent at night. The person is using a laptop. The tent is illuminated by warm, orange string lights. The background is dark, suggesting an outdoor night setting.

**The city of the Internet at its best.
The new Internetopoli app is here**

Here is the SuperCyberKids Project

**The STEM issue:
teenagers have their say on the gender gap**

**An assessment project proves
the effectiveness of the activities by Ludoteca**

**“Data Privacy Framework”:
new agreement on EU-US data transfer**

.it News

The city of the Internet at its best. The new Internetopoli app is here

by Giorgia Bassi and Stefania Fabbri

The new version of Internetopoli, the multimedia application created by Ludoteca by Registro .it in 2015, to support teachers and help them offer their classes a path of play and study through the themes of the Web, is online. The Web app, in addition to the update in content, is completely revamped in both graphic style and interactions, introducing elements of gamification, new games and activities.



The graphic restyling was inspired by the comic book stories published by Registro in collaboration with "Comics & Science" by CNR Edizioni, which were created to share -through play and fun - the basics of Web security, computer terms and proper behaviour.

In the story, Internetopoli is the great city of the Net where the unprepared Nabbovaldo, alter ego of Calvino's Marcovaldo, goes to seek his fortune, in the guise of a character who is passionate about the online world, but naive and unaware of the possible risks. Nabbovaldo, also the protagonist of the videogame on cybersecurity issues, has now become the character Ludoteca has chosen to guide younger children in their discovery of the Internet.

The introduction of gamification (the process of applying components and mechanisms typical of games to other contexts) is another important new element, allowing for customisation of the course according to topics or levels of difficulty. The teacher can, in fact, establish his or her own programme to introduce fun and competition into the lesson, engaging the students and thus helping them achieve their training goals more easily. The games section has been completely revamped, and there is also an Escape game and a game dedicated to coding, which allows you to simulate the behaviour of a computer programme.

In the new app, visual navigation takes users through the six thematic paths with engaging and challenging dynamics typical of gamification: missions to complete, points and badges to earn, leaderboards, and items to unlock and collect.

The educational content is metaphorically linked to a place in the city of Internetopoli, which can be viewed via the map found on the application's home page: simply click on your favourite icon to discover the topic covered and begin the game mission.

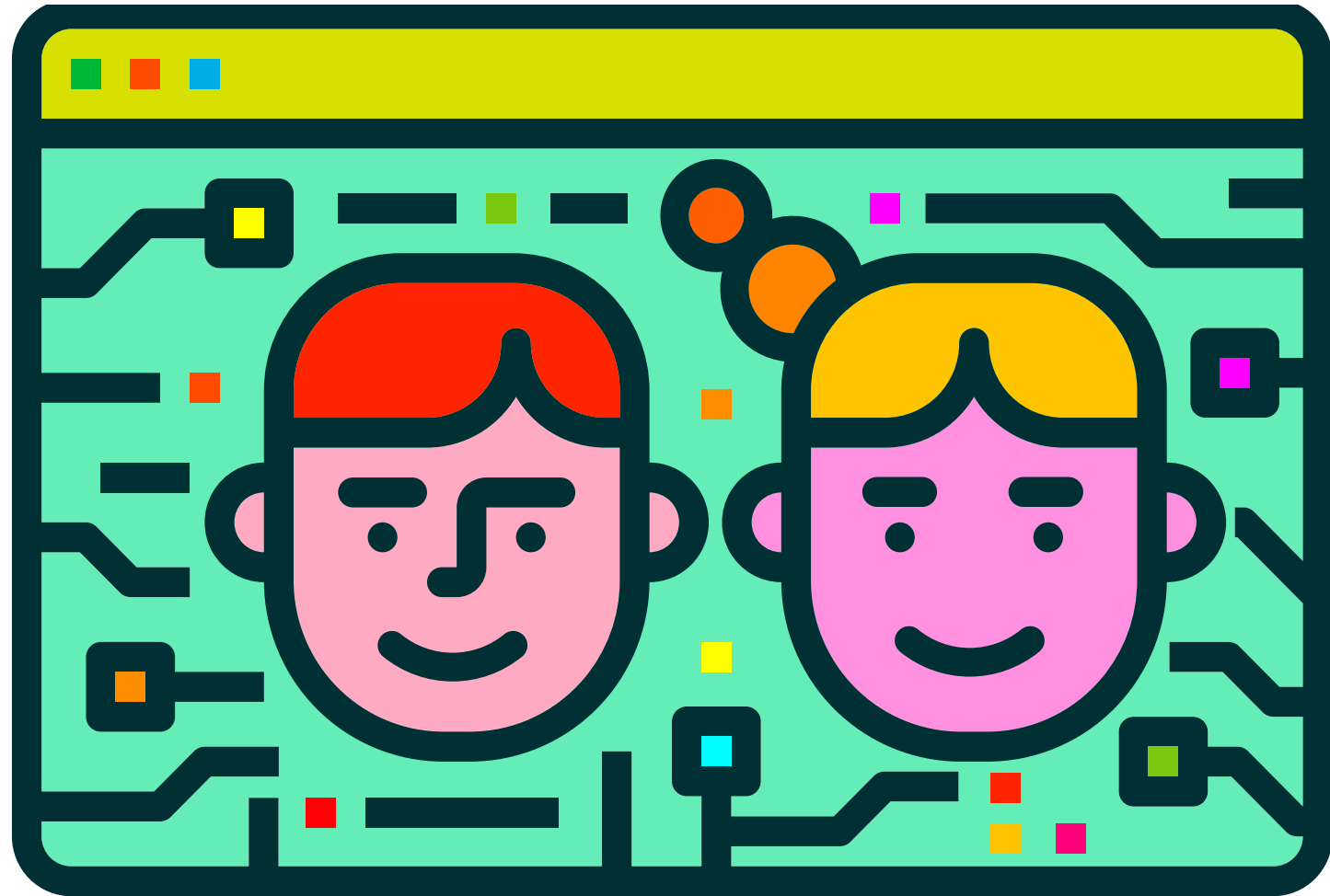
The topics covered in the missions include the history and functioning of the Internet, how to use it consciously, cybersecurity, and proper behaviours to adopt, with thoughts on using social media, publishing content on the Web, respecting privacy, and one's digital identity.

Within the app, it is possible to download the "Teacher's Guide" with in-depth material and suggested learning paths built around the content of the six missions.

The new Internetopoli is ready to welcome new visitors at www.internetopoli.it.

Here is the SuperCyberKids Project

by Ilaria Matteucci



SUPER CYBER KIDS

Cybersecurity for children has become a rapidly growing topic due to the increased availability of the internet to children and their consequent exposure to various online risks. Children start going online at an early age and are doing so even more after the sudden rise in remote schooling due to the COVID-19 pandemic.

It is, therefore, crucial to provide teachers and their young pupils with a fun way to gain understanding of cybersecurity and adopt safe online practices. SuperCyberKids partners already offer two digital cybersecurity games free of charge: Spoofy, a multilingual online game, and Nabbovaldo, an Italian-language app available from Google Play and Apple stores (more languages coming soon!).

And SuperCyberKids has much, much more in store. This Erasmus+ research project funded by the European Commission is working to provide children aged 8 to 13 and their teachers with a complete educational ecosystem, with a range of training, teaching, and learning content on cybersecurity, using a game-based approach to increase motivation and engagement. This will be delivered through a gamified platform that includes the Spoofy and Nabbovaldo cybersecurity games, with more to come. Overall, the project will produce two main outputs, the educational ecosystem and detailed guidelines for implementing it effectively.

SuperCyberKids involves eight partners from five countries, including two extensive Europe-wide umbrella organizations, one dealing specifically with cybersecurity (ECSO) and the other gathering school heads from across Member States (ESHA) ECSO. ECSO and ESHA will ensure that stakeholders are constantly involved in project activities, through panel groups and small-scale enactment events. This is in addition to at least fifty school heads plus at least one-hundred teachers who will be directly participating in pilot uses cases.

The partnership will carry out four pilots in four different settings (Europe-wide in English and in local languages in Italy, Estonia, and Germany) to test these results. This will lead to developing a Handbook of Good Practices on Cybersecurity Education in Schools for Children Aged 8-13. This handbook will include recommendations for researchers, school heads and teachers, parents, and game and instructional designers, as well as Recommendations relevant for policymakers, regulatory bodies and institutions in cybersecurity education.

We have already developed the SuperCyberKids Learning Framework (SCKLF) and a competence-based analysis of applied games for digital education. These will soon be available on the project website. Keep an eye on social media for news!

Follow our progress on the project website and through the #SuperCyberKids hashtag on social media channels.

The STEM issue: teenagers have their say on the gender gap

by Angela Franceschi *

Among graduates in STEM disciplines, there is a very high proportion in favour of the male sex, around 59% of the total number of Italian graduates (MIUR, 2020). However, the gender gap, i.e. the imbalance of opportunities to the detriment of women, is not just an Italian problem: the 2030 Agenda for Sustainable Development, signed in September 2015 by the governments of the 193 UN member states, has made gender equality one of the 2030 strategic goals. Do girls really have little interest in science subjects or could there be other factors that explain this tendency? This is the question posed this year by Ludoteca of Registro .it, which - in collaboration with the Longitudinal Studies in Psychology of Development Laboratory of the University of Florence - wanted to investigate digital skills and attitudes relating to STEM disciplines, with a focus on IT and cybersecurity, through a questionnaire addressed to a sample of adolescents aged between 14 and 19.

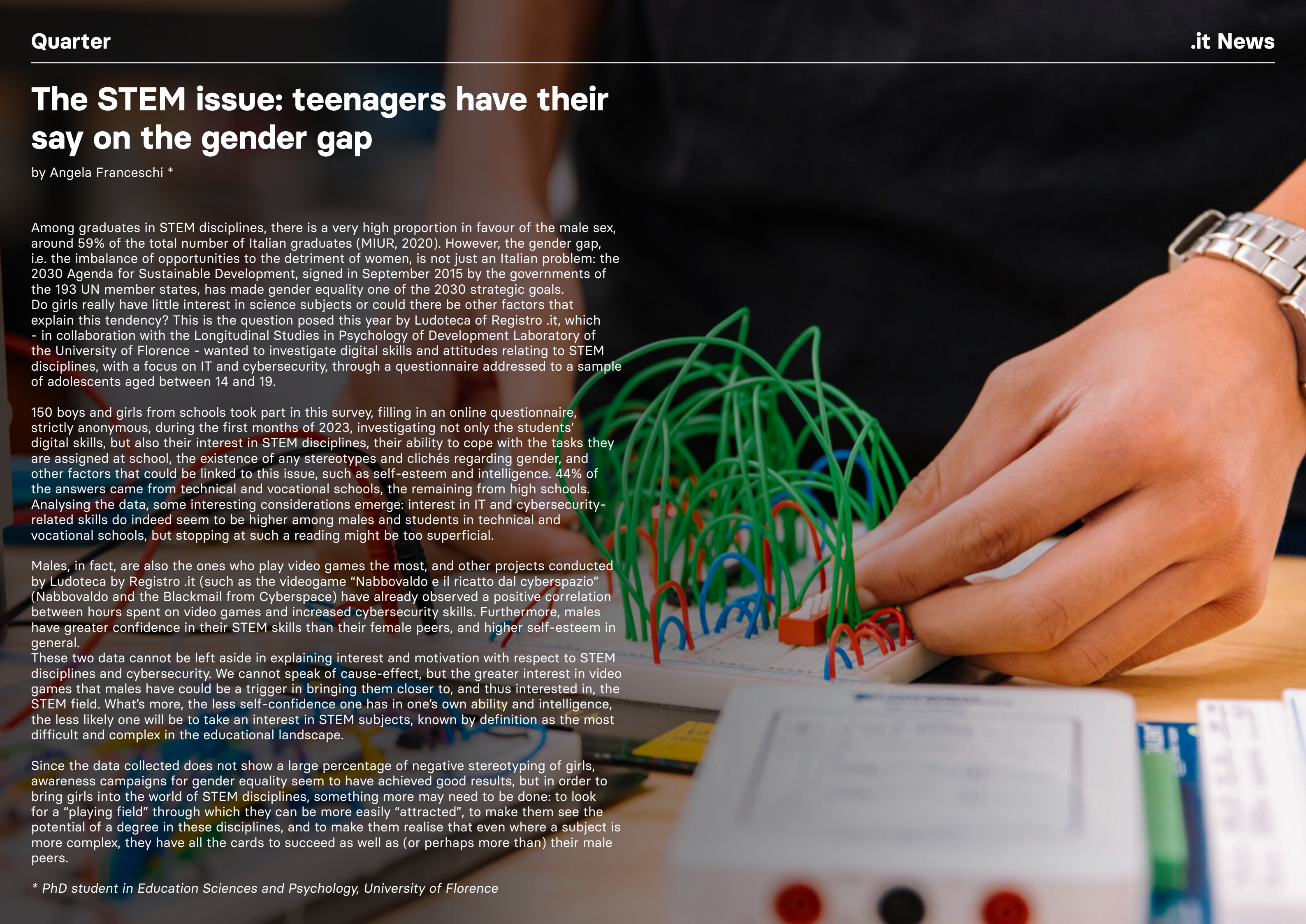
150 boys and girls from schools took part in this survey, filling in an online questionnaire, strictly anonymous, during the first months of 2023, investigating not only the students' digital skills, but also their interest in STEM disciplines, their ability to cope with the tasks they are assigned at school, the existence of any stereotypes and clichés regarding gender, and other factors that could be linked to this issue, such as self-esteem and intelligence. 44% of the answers came from technical and vocational schools, the remaining from high schools. Analysing the data, some interesting considerations emerge: interest in IT and cybersecurity-related skills do indeed seem to be higher among males and students in technical and vocational schools, but stopping at such a reading might be too superficial.

Males, in fact, are also the ones who play video games the most, and other projects conducted by Ludoteca by Registro .it (such as the videogame "Nabbovaldo e il ricatto dal cyberspazio" (Nabbovaldo and the Blackmail from Cyberspace) have already observed a positive correlation between hours spent on video games and increased cybersecurity skills. Furthermore, males have greater confidence in their STEM skills than their female peers, and higher self-esteem in general.

These two data cannot be left aside in explaining interest and motivation with respect to STEM disciplines and cybersecurity. We cannot speak of cause-effect, but the greater interest in video games that males have could be a trigger in bringing them closer to, and thus interested in, the STEM field. What's more, the less self-confidence one has in one's own ability and intelligence, the less likely one will be to take an interest in STEM subjects, known by definition as the most difficult and complex in the educational landscape.

Since the data collected does not show a large percentage of negative stereotyping of girls, awareness campaigns for gender equality seem to have achieved good results, but in order to bring girls into the world of STEM disciplines, something more may need to be done: to look for a "playing field" through which they can be more easily "attracted", to make them see the potential of a degree in these disciplines, and to make them realise that even where a subject is more complex, they have all the cards to succeed as well as (or perhaps more than) their male peers.

* PhD student in Education Sciences and Psychology, University of Florence



An assessment project proves the effectiveness of the activities of Ludoteca

by Giorgia Bassi



Thanks to a collaboration with the Department of Education, Languages, Interculture, Literature and Psychology (FORLILPSI) of the University of Florence, a research project was launched last school year with the aim of evaluating the effectiveness of some of the activities of Ludoteca of Registro .it.

In particular, there was a focus on workshops based on the video game "Nabbovaldo e il ricatto dal cyberspazio" (Nabbovaldo and the Blackmail from Cyberspace), a tool to bring children - aged 11 to 13 - closer to cybersecurity issues and learn about, in an engaging way, the main types of cyber-attacks and countermeasures to defend themselves.

The course built around the video game was structured as follows: an initial training phase with the teachers, aimed at conveying the skills necessary to use the video game in an educational way; a presentation meeting to the class by Ludoteca; and one or more workshops proposed by the teachers themselves, with the support of Ludoteca, to strengthen and deepen the main computer security issues addressed in the video game.

Ludoteca's activities evaluation project totalled 250 pupils from elementary schools (fifth grades) and secondary schools (first grades), who answered a questionnaire anonymously, before and after the start of the workshop's activities.

Moreover, this year, in addition to the experimental classes, control classes, totalling 188 pupils, were also selected to ensure more reliable results. The average age of the participants was 11 years, with a minimum of 9 years and a maximum of 13.

The first part of the questionnaires investigated the Web and digital resource use behaviours. Among the most interesting data, it emerged that 83.8% of the sample has a smartphone, confirming that for this age group, access to the Net is very easy and immediate. Regarding connection time, 32.7% of participants spend at least 3-4 hours a day online, 9.7% spend at least 5-10 hours, and 4.7% are always connected. In most cases, the Internet is used mainly for watching videos, chatting with friends, listening to music, and searching for news or information.

53.6% of the sample also have one or more profiles on a social network, and among them, only half have a private profile. In addition, more than half (about 60%) play video games, ranging from a minimum of one hour to a maximum of 4 hours per day.

In the area of cybersecurity, the initial knowledge and skills (ex-ante questionnaire data) of young people are at an "insufficient" level: the only topics known at a "sufficient" level involve statements such as "I know who a hacker is", "I know what a fake profile is", "I know what cyberbullying is", "I know how to recognise fake news", and "I know how to protect a device." Following the training (ex-post questionnaire data), the average level of knowledge related to the Internet appears to have improved in both knowledge and skills. The latter figure is found in the totality of both primary and secondary school children.

In fact, the data show an improvement in knowledge related to statements involving more technical aspects: "I know how an antivirus software works", "I know the definition of cybersecurity", "I know what the Dark Web is", "I know what back-up is", "I know what a cyber vulnerability is". The results for the control group, the children who had not attended any workshops, in this case, made it possible to draw even more relevant conclusions about the effectiveness of the project. In fact, the improvement of the experimental group, which in contrast to the former followed the workshops, is more remarkable than that of the control group.

Finally, it is important to point out the great potential of such an innovative educational tool as early as elementary school: for children in this age group, sharing the experience of using a video game with teachers and peers represents an experience with high educational value. In fact, although the initial knowledge level was lower than that of children from secondary school, primary school children made up for this knowledge gap very well at the end of the project. This shows that video games and, in general, gamification techniques applied to the school environment, can become a very useful tool for sharing knowledge and, in the case of cybersecurity, stimulating the adoption of good cyber hygiene practices.

“Data Privacy Framework”: new agreement on EU-US data transfer

by Valentina Amenta and Rosaria Deluca

On 10 July 2023, the European Commission adopted the new adequacy decision to secure transfers of personal data from the European Union to the United States under Chapter V of the General Data Protection Regulation (GDPR). This decision allows the transfer of data from the European Union to companies residing in the United States that have joined the Data Privacy Framework programme and are therefore required to meet certain minimum data protection standards.

This decision allowed for the resumption of data transfers from the EU to the US after rulings by the EU Court of Justice, Schrems I and Schrems II (after the surname of Max Schrems, founder of the Noyb organisation that brought the suit), had invalidated the US-EU data protection agreements (“Privacy Schield” and “Safe Harbor”, respectively).

The Court’s main concerns over Schrems II were that the use of, and access to, EU data by US government authorities, in addition to failing to provide adequate safeguards, allowed US government authorities broad and unrestricted access to the personal data of non-US citizens for country security purposes, thereby overriding any voluntary adherence to standard security clauses that might have provided an adequate level of security anyway.

Although to date the “Data Privacy Framework” is an important and significant aspect for European companies with transatlantic relations, there is no shortage of concerns about its survival. In fact, back in May, the European Parliament called on the EU Commission to reopen negotiations with the US, considering these measures insufficient. In addition, a new appeal to the EU Court of Justice has been announced, again by the Noyb organisation and, as a result, by Max Schrems, who is already known for the two previous European Supreme Court rulings bearing his surname. Therefore, the arrival of a Schrems III ruling cannot be excluded soon.

From the World



The EU strategy on Web 4.0 and virtual worlds

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From ICANN’s ccNSO an online repository and a mailing list on the DNS abuse

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The EU strategy on Web 4.0 and virtual worlds

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On 11 July, the European Commission published a document outlining the roadmap to address the challenges and opportunities of virtual worlds and the fourth generation of the Web, based on advanced artificial intelligence. According to this new strategy, the development of virtual worlds could give rise to unforeseen challenges to fundamental rights and objectives of public and general interest in a democratic society, such as children’s rights, data protection and privacy, disinformation, cybersecurity and consumer protection.

The European Commission aims at a Web 4.0 that is powered by open and highly distributed technologies and standards, enabling interoperability between platforms and networks. As far as concrete actions in the near future are concerned, the Commission plans to develop technologies including the use of trustworthy digital identities and digital wallet solutions, consumer protection, cybersecurity and intellectual property.

With a view to better regulating the new virtual worlds, the European Parliament’s Committee on the Internal Market and Consumer Protection (IMCP) published a report, recommending further improvements to the Commission’s strategic plan. The report emphasises the lack of a universally recognised or agreed definition of virtual worlds and considers that a further step in this area is necessary, stressing that the debate on the need to identify users in virtual worlds should be a priority, especially for the purpose of identification of users by the competent authorities.



The trialogue on “Geographical Indications” (GIs) to be continued after the summer


by Gino Silvatici

On 18 July, the EU institutions held a trialogue (an informal inter-institutional negotiation bringing together representatives of the European Parliament, the Council of the European Union and the European Commission), where the latest draft of the proposal for a regulation on the protection of Geographical Indications (GIs) for wine, spirits and agricultural products was discussed.

During the trialogue, the European institutions reached provisional agreement on several terms and definitions, such as geographical indications and related generic terms. The institutions also reached provisional agreement on Article 27 on the protection of GIs, which, among other things, prohibits any “misleading indications” concerning products that may deceive as to their origin, which also applies to domain names. Another agreement reached concerns the rights that producer groups (representatives of geographical indication rights holders) can exercise to combat infringements and fraudulent uses of products, as well as the monitoring and verification of the use of GIs on online platforms. The latest available text of the agreement does not include any provisions on domain names, such as the establishment of an “information and warning system”. The Spanish EU Presidency plans to finalise the Geographical Indications legislation by the end of its mandate.

From ICANN's ccNSO an online repository and a mailing list on the DNS abuse

by Arianna Del Soldato and Adriana Lazzaroni



Over the past two years, the DNS abuse has become an increasingly relevant and hotly debated topic within the ccTLD Registries (ccNSO) community, and ICANN more generally. One of the challenges that many ccTLDs face is trying to understand what the scope of DNS abuse is, what it means, and the impact it can have on them.

In addition to developing a domain abuse activity reporting (DAAR) system, ICANN, through the country code Names Supporting Organisation (ccNSO), established an ad hoc working group in May 2022, the “DASC - DNS Abuse Standing Committee”. The team of experts is tasked with helping ccTLD Registries, and others, address issues related to malicious use of domain names by creating a dedicated platform for exchanging and sharing information, without necessarily imposing a specific code of conduct, standards or predefined rules.

Last July, one of the two subgroups of the DASC created and made available a repository, dedicated to ccTLD managers, which aims to provide access to information considered relevant on the topic of DNS Abuse Mitigation (articles, reports, presentations, tools and policies), useful for ccTLD managers to be able to identify, understand and plan actions to combat these issues. The “DASC Repository and Information Library” is now available online and it is moderated by a dedicated working group (Content editorial Board) with the function of verifying the content submission process, prioritising content, ensuring that it is reliable and relevant to the ccTLDs, as well as taking care of the communication and promotion of this tool.

Contributions on the same topic, useful to Registries, can also be submitted to: <https://community.icann.org/x/Ege7Cg>. The entire ICANN's ccTLD community is invited to contribute to make this tool increasingly comprehensive, useful and organised.

In addition, a mailing list, dedicated to the same purpose and reserved for ccTLD managers and representatives of ICANN's “Regional Organisations”, will be created shortly. This and other issues on combating malicious use of domain names will be discussed in dedicated sessions at the upcoming “ICANN 78” meetings in Hamburg taking place in October.

The implementation plan for the next round of registration requests of new gTLD is now ready

by Arianna Del Soldato and Adriana Lazzaroni



On 27 July 2023, ICANN's Board of Directors received from the same organisation the implementation plan for opening the next round of applications for registration of new generic top-level domains (gTLDs).

This is a significant step in launching the "New gTLD Programme: Next Round", as stated in the Board resolution approved at the ICANN76 Community Forum held in Cancún, Mexico, in March 2023. The plan includes information regarding the work schedule and all the workflows for policy implementation, as well as the elements that constitute the Next Round implementation project, including the timeline to be met for completion, costs, and resources needed in terms of system requirements, technical tools, and communication. The programme focuses on Domain Name System (DNS) diversity and inclusiveness, including

universal acceptance of new gTLDs and inclusion of multiple IDNs. The Next Round will include an "Applicant Support Programme", that aims to help reduce barriers for potential gTLD applicants by providing financial assistance to qualified applicants who may find the application fee prohibitive. A separate technical evaluation programme will, in addition, be developed to test potential service providers (RSPs) aimed at bringing efficiency to the evaluation process.

A crucial factor in the overall timeline is the policy implementation workflow, which will culminate with the completion of the Application Guidebook (AGB), the guidelines providing the step-by-step procedures necessary for those applying for a new gTLD. It is estimated that this work will be completed in May 2025. These two years will be needed to work on a wide range of recommendations and to establish a constructive dialogue with ICANN's Implementation Review Team on content development. Upon completion of the AGB, an additional year is planned in order to complete the operational requirements.

Meeting this timeline, according to the ICANN community, it will be possible to open the "Application" period to the Next Round in the second four-month period of 2026 (expected month April).

Events

International appointments from the digital world

IETF

2-3 November 2023

IETF hackathon - Prague (Czech Republic)

4-10 November 2023

IETF 118 Prague - Prague (Czech Republic)

RIPE

27 November - 1 December 2023

RIPE 87, Rome (Italy)

ICANN

21-26 October 2023

ICANN78, Hamburg (Germany)

CENTR (for members only)

25-26 September 2023

69th CENTR Legal & Regulatory workshop
Oslo (Norway)

28-29 September 2023

57th CENTR Admin workshop
Bratislava (Slovakia)

12-13 October 2023

Joint CENTR R&D and Tech meeting
Paris (France)

8-9 November 2023

38th CENTR Marketing workshop
Stockholm (Sweden)

14 November 2023

2023 Annual CENTR meeting (GA70)
Bruxelles (Belgium)

15-16 November 2023

CENTR Leaders Day 2023
Bruxelles (Belgium)

Other events

25-29 September 2023

28th European Symposium on Research
in Computer Security, The Hague (Netherlands)

5-8 October 2023

Internet Festival 2023
Pisa (Italy)

8-12 October 2023

18th Annual IGF meeting
Kyoto (Japan)

10-12 October 2023

SREcon
Dublin (Ireland)

1-2 November 2023

Domain Days
Dubai (United Arab Emirates)

13 November 2023

European TLD ISAC meeting
Bruxelles (Belgium)

16-17 November 2023

LINX120
London (United Kingdom)

16-17 November 2023

17th SIG-NOC meeting
Paris (France)

19-21 November 2023

Euro-IX 39
Prague (Czech Republic)

5-8 December 2023

ACM CoNEXT 2023
Paris (France)

Quarter

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