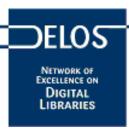# Policy Break Out Session

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Policy Domains

- Construction
- Documentation
- Availability/Accessibility
- Use
- Change management
- Security
- Support
- Preservation/curation

Classification / Possible top level candidates (?):

- security
- formats
- presentation
- privacy
- Access
  - Legal
  - Security
  - Economic
  - accessibility
- Selection

Primary oppositions

- Extrinsic vs. intrinsic
- Implicit vs. explicit representation
- Prescriptive (rules) vs. descriptive

Breakout Session Results (2)

- Require a paradigm shift: policies are about decisions, derived from management goals, not from technical architecture or functional aspects …

- … **but** cutting across these other paradigms continuously

- => policies often create systematic implementation conflicts

- Policies are closely related to and affecting functionality, quality, use

- => concept maps need to be tightened up to reflect this

- => we need a multi-dimensional view of the reference model (concept graphs are **not** taxonomies)

⑩ Policies are sets of conditions, rules, terms and regulations regarding *operations* users may/may not perform on resources

● => we need to be able to formalize functional primitives far beyond the level of granularity in the current 'functionality' section (e. g. /creation/)

● Formal mechanism to define policies (UML)

● We need to consider enforcement of policies