GAMES SERVICES CHARTER

GROUP:　　**GAMES SERVICES CHARTER**

DATE:　　**TUESDAY, JANUARY 27, 2004**

REVISION:　**1.0**

1. DESCRIPTION AND GOALS

The convergence of telecommunications, media and information technology enables the development of a new kind of games that can be played anywhere, anytime and with any device. Games will be a key revenue generator for all stakeholders in the mobile business. The current wireless games market is heterogeneous and fragmented because of existing technology barriers and missing interoperability. This is preventing all of the stakeholders in the mobile business to fully benefit from this new revenue stream.

The goal of the Games Services (GS) group is to define interoperability specifications, application programming interfaces (APIs) and protocols for network enabled gaming. The GS specifications will allow game developers to develop and deploy mobile games that can interoperate more efficiently with OMA compliant platforms and networks. The intent is to produce significant cost reduction for game developers, game platform owners and service providers.

The GS group does not intend to develop new competing specifications where recognized standards exist, but to leverage existing standards where applicable to achieve the OMA goal of convergence.

2. SCOPE

The scope of the GS group is to specify standards for mobile gaming and to develop certification procedures to encourage wide adoption of the standards. The GS group contribution to the OMA architecture is:

- Develop interface specifications and protocols of game related services with bearer and device layers as well as with service providers or third party backend systems;
- Drive the specification of the mobile game platform architecture towards a common set of standards;
- Continuing the evolution of the Mobile Games Interoperability Forum (MGIF) specification based on MGIF v1.0;
- Develop the specification of the games services used by games to offer specific functionality and services to provide games to the user community;
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- Develop a common terminology for mobile gaming.

3. CRITERIA FOR SUCCESS

The success criteria for the GS group are:

- The ability to meet new user and market requirements in the standardization process in alignment with the goals of OMA;
- Drive game related requirements into other OMA working groups;
- Produce agreed deliverables as per plan within constrains of time and resources.

The measures of success are:
- Regular collaboration with developer interest group and network operator and user feedback;
- Standard widely adopted by the mobile gaming market.

4. DURATION

A permanent group with a charter that will be subject to review by the OMA Technical Plenary (TP) on an annual basis or as required by the OMA governing processes.

5. SCHEDULE AND DELIVERABLES

The GS group shall deliver:
- Concept of games platform architecture;
- Games use cases and requirements;
- Games APIs and protocol specifications (e.g. Metering, Lobbying, Tournaments, ...);
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6. RESOURCE REQUIREMENTS

The GS group requires the following resources from the OMA and members:
- OMA staff assistance in arranging meetings;
- OMA provisioning on email and web site services for member access;
- FTP accesses to the working group website for the chairman, secretary and editor;
- OMA liaison services as outlined in section 7;
- Commitment by the member representatives to donate their time and expertise the work of this group.

7. LIASION/COLLABORATION WITH EXTERNAL ORGANIZATIONS

The GS group desires to cooperate with any external organizations that have technologies or expertise which may be referenced by or have impact on its activities. The specific list of external organizations will be determined as the activity progresses, and identified on the GS website once approved. As external organizations are identified, the GS will coordinate and communicate with the external organizations using the OMA liaison process.

8. CO-ORDINATION WITH OTHER OMA ACTIVITIES

The GS group will interface with all major specification groups and drafting committees working on external interfaces or exposing services. These will include, but are not limited to:
- The OMA Architecture Group;
- The OMA Technical Plenary;
- The OMA Requirements Group;
- The OMA Application Group;
- The OMA Push Drafting Committee;
- The OMA Location Drafting Committee;
- The OMA Interoperability Group;
- The OMA Protocols Group;
- The OMA Security Group;

- The OMA Instant Messaging and Presence Services Group;
- The OMA Developer Interest Group (tentative).

9. DEPENDENCIES ON OMA SPECIFICATIONS

It is the intention of the GS group to provide recommendations for, evaluate and identify dependencies of future OMA specifications when relevant to the games domain.

10. MEETINGS AND COMMUNICATION

The GS group expects to hold the following:
- Working meetings at each OMA plenary meeting. The facilities and arrangements for these meetings will be made in conjunction with OMA staff;
- Additional face-to-face meetings at other times, as determined by the group, to progress work. This may require facilities and arrangements to be made through the OMA, especially if the meetings are co-located with other specification groups or sub-groups within OMA;
- Conference calls to be held every other week, or at a frequency required to achieve the goals and objectives, using a bridge number provided by the OMA. It is responsibility of the chair to ensure that minutes are kept;
- General communication will be via email exploders with archiving provided by the OMA using an OMA alias;
- Group progress will be communicated via a group web page provided by the OMA staff;
- The GS group will communicate with external fora according to processes outlined by the OMA;
- The GS group will communicate with internal OMA WGs according to processes outlined by the OMA.

11. MEMBERSHIP

The GS group shall be open to all OMA Sponsor, Full and Associate member companies.