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# **Privacy Technology Certification**

Outline of the Body of Knowledge (BOK) for the Certified Information Privacy Technologist (CIPT)



# I. Foundational Principles

- A. Privacy Risk Models and Frameworks
  - a. Nissenbaum's Contextual Integrity
  - b.Calo's Harms Dimensions
  - c. Legal Compliance
  - d.FIPPs
  - e.NIST/NICE frameworks
  - f. FAIR (Factors Analysis in Information Risk)
- B. Privacy by Design Foundational Principles
  - a.Full Life Cycle Protection
  - b.Embedded into Design
  - c. Full Functionality
  - d. Visibility and Transparency
  - e. Proactive not Reactive
  - f. Privacy by Default
  - g.Respect for Users
- C. Value Sensitive Design
  - a. How Design Affects Users
  - b.14 Methods
  - c. Strategies for Skillful practice
- D. The Data Life Cycle
  - a.Collection
  - b.Use
  - c. Disclosure
  - d.Retention
  - e.Destruction

# II. The Role of IT in Privacy

- A. Fundamentals of privacy-related IT
  - a. Organization privacy notice

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b.Organization internal privacy policies

- c. Organization security policies, including data classification policies and schema, data retention and data deletion
- d.Other commitments made by the organization (contracts, agreements)
- e.Common IT Frameworks (COBIT, ITIL, etc.)
- f. Data inventories
- g.Enterprise architecture and data flows, including cross-border transfers
- h.Privacy impact assessments (PIAs)

### B. Information Security

- a.Transactions which collect confidential data for use in later processing activities
- b.Breach/disclosure incident investigations and responses—security and privacy perspectives
- c. Security and privacy in the systems development life cycle (SDLC) process
- d.Privacy and security regulations with specific IT requirements

### C. The privacy responsibilities of the IT professional

- a. Providing feedback on policies
- b. Providing feedback on contractual and regulatory requirements
- c. Understanding how Information Technology and Information Security support information governance in an organization

# III. Privacy Threats and Violations

- A. <u>During Data Collection</u>
  - a. Asking people to reveal personal information
  - b.Surveillance
- B. <u>During Use</u>
  - a.Insecurity
  - b.Identification
  - c. Aggregation
  - d.Secondary Use
  - e.Exclusion

### C. <u>During Dissemination</u>

- a.Disclosure
- b.Distortion
- c. Exposure
- d.Breach of Confidentiality
- e.Increased accessibility
- f. Blackmail
- g.Appropriation

### D. <u>Intrusion, Decisional Interference and Self Representation</u>

- a. Behavioral advertising
- b.Cyberbullying
- c. Social engineering
- E. Software Security

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- a. Vulnerability management
- b.Intrusion reports
- c. Patches
- d.Upgrades
- e.Open-source vs Closed-source

#### **Technical Measures and Privacy Enhancing Technologies** IV.

### A. Data Oriented Strategies

- a.Separate
  - Distribute i.
  - ii. Isolate
- b.Minimize
  - i. Exclude
  - ii. Select
  - iii. Strip
  - iv. Destroy
- c. Abstract
  - Group i.
  - ii. Summarize
  - iii. Perturb
- d.Hide
  - Restrict i.
  - ii. Mix
  - iii. Obfuscate
  - iv. Dissociate

### B. Techniques

- a. Aggregation
  - Frequency and magnitude data
  - Noise addition through differential privacy
  - iii. Differential identifiability

### b.De-identification

- i. Anonymize
- ii. Pseudonymize
- iii. Labels that point to individuals
- iv. Strong and weak identifiers
- v. Degrees of Identifiability
- vi. *k*-anonymity, *l*-diversity, *t*-closeness
- vii. Tokenization

### c. Encryption

- Algorithms and Keys i.
- Symmetric and Asymmetric
- iii. Crypto design and implementation considerations
- iv. Application or field encryption
- v. Quantum encryption vi. Public Key Infrastructure
- vii. Homomorphic
- viii. Polymorphic
- ix. Mix networks
- Secure multi-party computation

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- xi. Private information retrieval
- d.Identity and access management
  - Limitations of access management as a privacy tool
  - Principle of least-privilege required
  - iii. Role-based access control (RBAC)
  - iv. User-based access controls

  - v. Context of authority vi. Cross-enterprise authentication and authorization models
  - vii. Federated identity
  - viii. Bring your own device (BYOD) concerns
- e.Authentication
  - Single/multi factor authentication i.
  - Something you know (usernames, passwords)
  - iii. Something you are (biometrics, facial recognition, location)
  - iv. Something you have (tokens, keys)
- C. Process Oriented Strategies
  - a. Informing the Individual
    - i. Supply
    - ii. Notify
    - iii. Explain
  - b.User Control
    - i. Consent
    - ii. Choose
    - iii. Update
    - iv. Retract
  - c. Policy and Process Enforcement
    - i. Create
    - ii. Maintain
    - iii. Uphold
  - d.Demonstrate Compliance
    - i. Log
    - ii. Audit
    - iii. Report

#### ٧. **Privacy Engineering**

- A. The Privacy Engineering role in the organization
- B. Privacy Engineering Objectives
  - a. Predictability
  - b.Manageability
  - c. Disassociability
- C. Privacy Design Patterns
  - a. Design patterns to emulate
  - b.Dark patterns to avoid
- D. Privacy Risks in Software
  - a.Risks
  - b.Countermeasures

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## **VI.** Privacy by Design Methodology

- A. The Privacy by Design Process
  - a.Goal Setting
  - b.Documenting Requirements
  - c. Understanding quality attributes
  - d.Identify information needs
  - e. High level design
  - f. Low level design and implementation
  - g.Impose controls
    - 1. Architect
    - 2. Secure
    - 3. Supervise
    - 4. Balance
  - h.Testing and validation
- B. Ongoing Vigilance
  - a.Code reviews
  - b.Code audits
  - c. Runtime behavior monitoring
  - d.Software evolution

# VII. Technology Challenges for Privacy

- A. Automated decision making
  - a. Machine learning
  - b.Deep learning
  - c. Artificial Intelligence (AI)
  - d.Context aware computing
- B. Tracking and Surveillance
  - a.Internet monitoring
  - b.Web tracking
  - c. Location tracking
  - d.Audio and Video Surveillance
  - e.Drones
- C. Anthropomorphism
  - a. Speech recognition
  - b.Natural language understanding
  - c. Natural language generation
  - d.Chat bots
  - e.Robots
- D. <u>Ubiquitous computing</u>
  - a.Internet of Things (IoT)
  - b. Vehicular automation
  - c. Wearable devices
- E. Mobile Social Computing
  - a. Geo-tagging

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b.Geo-social patterns