

Virtual Sex, Identity, Data & Consent



Author: Guy Huntington, President, Huntington Ventures Ltd.

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Note to Reader:

I have been writing about rethinking civil registration systems since 2006

- [“The Challenges with Identity Verification”](#)

Over the last year, I have written 22 papers. Here’s a listing of them, by subject area, with links to each one:

- Example story of an identity’s lifecycle
 - [The Identity Lifecycle of Jane Doe](#)
- Technological Tsunami Wave of Change
 - [Harnessing the Technological Tsunami Wave of Change](#)
- One-page summary
 - [One Pager - The Age of AI, AR, VR, Robotics and Human Cloning](#)
- New age identity, data and consent
 - [Privacy Gone – AI, AR, VR, Robotics and Personal Data](#)
 - [Kids Privacy in Non-Private World - Why Even Super Hero’s Won’t Work](#)
 - [I Know Who You Are & What You’re Feeling - Achieving Privacy in a Non-Private World](#)
 - [Consent Principles in the New Age – Including Sex](#)
 - [Policy Principles for AI, AR, VR, Robotics and Cloning – A Thought Paper](#)
 - [Legal Person: Humans, Clones, Virtual and Physical AI Robotics – New Identity Principles](#)
- Robotics, clones and identity
 - [Legally Identifying Robots?](#)
 - [Rapidly Scaling Robot Identification?](#)
 - [Virtual Sex, Identity, Data & Consent](#)
 - [I’m Not a Robot](#)
- New age civil registration legal identity framework
 - [“Why the New Age Requires Rethinking Civil Registration Systems”](#)
 - [“What New Age Civil Registration Won’t Do”](#)
- New Age Assurance
 - [“New Age Assurance – Rethinking Identity, Data, Consent & Credential”](#)
- Deploying AI, AR, VR, robotics, identity, data and consent in challenging locations
 - [“Where Shit Happens”](#)
- Protecting the civil registration/vital stats infrastructure
 - [“When Our Legal Identity System Goes “Poof!”](#)
- New age architecture principles summary
 - [“New Age Architecture Principles Summary”](#)
- Leveraging Blockchain and Sovrin
 - [“A Modern Identity Solution: New Age Vital Stats/Civil Registries, Self-Sovereign Identity, Blockchain, Kantara User Managed Access & EMP Resistant Data Centres”](#)

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- Creating Estonia Version 2.0
 - [“Creating Estonia Version 2.0 – Adjusting for Changes From 1999 to 2018”](#)
- New age civil registration/vital stats design, implementation & Maintenance Vision
 - [“Guy’s New Age Civil Registration/Vital Stats Design, Implementation & Maintenance Vision”](#)

All papers are available off my website at <https://www.hvl.net/papers.htm>

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Virtual Sex, Identity, Data and Consent

We are entering a revolution involving sex. With the development of AI/AR/VR plus immersive technologies using feedback devices, including touch, smell etc., it's now becoming possible to have experiences "that are intense, immersive and do not depend on a human partner". It's what [Neil McArthur and Markie Twist call in their article "digisexuality"](#). This brings into question, in the not so distant future, who you're having sex with? All of this relates to...identity, data and consent.

Readers can quickly come up to speed on where the pornographic/AR/VR industry currently is by [examining links at the end of this article](#). For now, I'll assume you've read them and understand where the industry is headed. So, let's look a few years into the future where this use case might be occurring:

The Not so Distant Future...

Jane Doe wants to have virtual reality sex. She can choose to have AI generated partners and/or also have other AR/VR characters with real people behind them. This brings into question the following legal identity requirements:

- The VR environment Jane is entering needs to know that she is of legal age
- It needs to determine that she is a person
- It also needs to protect her anonymity unless she otherwise chooses to release her identity
- Her sexual AI partners need to be able to be identified as such as do her human partners
- The other human partners need to have their legal age status confirmed
- All human partners, including Jane, need to provide their informed consent
- Both Jane and the other human partners virtual selves may or may not be required to provide their legal identity

Let's Look into the Future a Bit Farther...

It's highly likely that physical robots will also exist, at inexpensive price points, to act as [sexual companions](#). The realities will blur even more between AR/VR and physical.

Further, porn industry companies will be taking all the biometric data from the user, each and every second, and then using it to further customize their experiences as well as to identify them. Our existing legal identity frameworks are totally unprepared for this.

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Then There's Replay...

Each AI/AR/VR session can be replayed exactly as it occurred, including re-experiencing the same feelings, etc. Let's consider Jane Doe in this virtual sex environment.

She has virtual sex with one or more partners. These may be AI generated, virtual sex partners of other people and/or physical people in the same location as her. Who "owns" the session data? How is it stored? Who can have access to it? What are Jane's rights regarding use and/or sharing of the replay session?

Now let's assume something "bad" occurs during the session to Jane. She would likely want to keep the session and possibly use it in a civil or criminal case. Other participants may want to delete it to prevent proof of what they did.

The fact that the session might have multiple partners, in multiple locations, in multiple jurisdictions and the storage of the session might be in yet one or more other jurisdictions, highlights the problem for Jane in successfully laying civil or criminal charges against the others.

What if Jane Doe's a Legal Minor?

Jane Doe would like to do what her friends are talking about, i.e. having virtual sex. She will likely try very hard to enter a virtual sex environment. Hypothetically, this might include using Sally Smith's legal digital identity, who's an adult, to enter the VR sex environment.

My thinking is it starts with Jane Doe's and Sally Smith's underlying digital identities being secure. It progresses onto the security for the VR/AR goggles, lens, sensory devices, etc. being used. These too need to be able to authenticate only to Sally and not allow Jane Doe to use them to enter a sexual application.

Legal Identity, Data and Consent Framework

Our legal identification systems are only human based, use paper as their foundational identity document, e.g. birth certificates. They can't allow a person to digitally prove their age and/or act anonymously legally, and can't legally verify the identity of virtual selves. So, while the industry rapidly advances, it's placing our kids and ourselves at risk by not knowing who we are interacting with in the AR/VR world.

I suspect the manufacturers of the goggles, lenses, sensory devices et al used, as well as the pornography entity producing the sex environment, are all potentially legally liable if Jane can get into the sex environment without being of legal age. I also suspect there will be interest from the manufacturers of the hardware and software to mitigate against potential lawsuits and criminal charges arising from this

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Thus, I feel they would like to participate in:

- Creation of the underlying principles
- Working with the new age identity, data and consent legal framework to develop technology which will:
 - Prevent legal minors from entering virtual sex environments
 - Identify virtual sex participants as either human or AI generated

Informed, Centrally Managed Consent

Jane Doe wants to have virtual sex immediately without having to go through a hassle in providing her consent. However, from a legal perspective, her consent needs to be clear and informed.

Today, there is an emerging industry on sexual consent applications. However, there is currently a debate going on as to whether or not these are legally valid:

- [“Does 'yes' mean 'yes?' Can you give consent to have sex to an app?”](#)
- [“Why consent apps don’t work, according to criminal lawyers”](#)

Let’s hypothetically assume the technical and legal challenges are worked out over the next few years. In the new age, Jane gives her consent for her Internet of Things (IOT) devices, and in the not so distant future, for hundreds of apps/stores/services as she walks down a street in a AI/AR/VR/physical environment. She wants ease of use, PLUS the ability to see all her consents in one place, regardless of which technical silo she granted her permission.

This is now possible via [Kantara User Managed Access and User Managed Access Federation](#). However, the laws protecting this type of consent don’t exist yet. In the paper, [“Policy Principles for AI, AR, VR, Robotics & Cloning - A Thought Paper”](#) I lay out the consent principles required to create the new laws and regulations.

Summary:

From sex, to the workplace, to where we live and eat - all of this is about to undergo one of the most significant changes in our history due to AI/AR/VR/Physical reality technology. We need to have a new age legal identity, data and consent framework protecting us.

Reader’s should see an example of this in ["The Identity Lifecycle of Jane Doe"](#).

Links to AR/VR Pornography Industry:

- ["For the love of technology! Sex robots and virtual reality"](#)
- ["Coming attractions: The rise of VR porn"](#)
- ["Virtual reality could change your perception of sex"](#)
- ["The future of porn: Virtual reality"](#)
- ["The impact of immersion on the perception of pornography: A virtual reality study"](#)
- ["What about virtual reality \(VR\) porn?"](#)
- ["Wikipedia's virtual sex"](#)
- ["Teledildonics products and teledildonic devices by Violet Blue"](#)
- ["Prediction: Sex robots are the most disruptive technology we didn't see coming"](#)
- [The future of virtual sex](#)
- [Real Doll X](#)
- [AI Tech](#)
- [Reality Lovers](#)
- [VR porn will never take off until it solves these 3 problems](#)
- [When it comes to VR, porn rules](#)
- [How VR porn is secretly driving the industry](#)
- [Your guide to VR porn](#)
- [The first real boom in virtual reality? It's pornography](#)
- [VR Porn: The Ultimate Guide \[NSFW\]](#)

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About the Author

Guy Huntington is a veteran identity architect, program and project manager who's lead as well as rescued many large identity projects with many of them involving identity federation. His past clients include Boeing, Capital One, Kaiser Permanente, WestJet, Government of Alberta's Digital Citizen Identity and Authentication Program and Alberta Blue Cross. As one of his past clients said "He is a great find, because he is able to do high quality strategic work, but is also well-versed in project management and technical details, so he can traverse easily from wide to deep. With Guy, you get skills that would typically be encompassed in a small team of people."

