

## CHANGES IN PRIVILEGES SUMMARY

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### SUMMARY

- All groups are tied to either a 'Personal Network' or a 'Groups Network'
- A 'Groups Network' requires at least two 'Network Managers' (except for 'Personal Networks', see more below)
- Only 'Network Managers' can 'Create Groups' (not 'Group Administrators' or 'Group Members')
- All groups require at least TWO people with at least 'Group Administrator' level authority.
- Only 'Network Managers' can choose 'Group Administrators'
- 'Network Managers' are automatically joined, and given full privileges, to every group in the 'Groups Network'
- 'Network Mangers' can broadcast / share information to any or all groups within the 'Groups Network'

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### NETWORK TYPES

In the new BizDat Networks business tool, the 'Personal / Group Space' metaphor still exists, only with a slightly different twist...

#### 1) PERSONAL NETWORK

- 'Personal Space', in the new business tool, becomes your 'Personal Network'
- Individual groups (like a family group), not associated with other groups are, by default, part of your 'Personal Network'.
- Groups can be moved from your 'Personal Network' to a 'Groups Network' as long as you are a 'Network Manager' of network.
- 'Registered users' are automatically made a 'Network Manager' of their 'Personal Network'.
  - Important Note: Unlike a 'Groups Network', the 'Personal Network' requires only one 'Network Manager' (the registered user).
    - The 'registered user' could have an option to assign others as 'Network Managers' of their 'Personal Network', however, this would not be recommended by BizDat because it gives complete control over all of the users 'Personal Network' content / groups... as well as any 'Groups Networks' they manage.

#### 2) GROUPS NETWORK

- 'Group Space', in the new business tool, remains the same except that groups can now be associated with other groups. This grouping of groups becomes a 'Groups Network'
  - These groups do not actually join, or merge, with each other. They remain private, distinct groups, but now they are grouped among groups with common interests. For example: The ABC Company creates the 'ABC Company Network' by linking (but not joining) all of its business groups... the ABC Staff Group, the ABC Managers Group, the ABC Board Group, ABC Customer Groups and so on.
- Groups can be associated with ONLY ONE network at a time.
- 'Group Members' of one group in the network are NOT automatically joined, or made aware of other groups in the network. They are aware only of the group(s)

they belong to and the name of the network the group is associated with. ONLY 'Network Managers' are aware of, and joined to, all groups within the network.

—Every 'Groups Network' has a required minimum of two 'Network Managers' assigned who are responsible for paying costs (BizDat fees) and managing all permissions / content among all groups within the network.

—Groups can be moved from one 'Groups Network' to another if there is unanimous\* consent, or a minimum of at least two 'Network Managers' of BOTH networks.

•Important Note: If a 'Network Manager' decides to move a group from one 'Groups Network' to another... notification is automatically sent to all members of the group that the group has now moved to a new network. The 'Network Managers' of the old network are automatically demoted to 'Group Administrators' of the group in the new network (unless they already happen to be 'Network Managers' of the new network the group has been moved to). Also, other existing 'Network Managers' of the new network are automatically given membership / management privileges over the group.

•\* Unanimous consent note: Unlike 'Groups Networks' (which require a minimum of two 'Network Managers') 'Personal Networks' have only one 'Network Manager' (the user). Since 'moving a group' should require a consensus of at least two 'Network Managers', and since 'Personal Networks' have only one 'Network Manager' it would be necessary for the programming to state... approval must come from either 'unanimous' consent (Personal Networks), or a minimum of two (Groups Networks)... in other words, the programming would be something like... look for 'ALL' managers to approve, 'if' all managers have not approved, 'then' look for two managers to have approved.

—Key Benefits of a 'Groups Network'...

•Improved organization / searching / communicating among groups that share common interests / goals.

•For organizations, a 'Groups Network' provides controls for 'Network Managers' to decide who can create groups, how many groups are authorized in the network, and gives them complete edit / delete control over all content and groups membership.

#### Creating Networks

- First of all, networks don't really get created... they get named, and groups get associated to the name (like).
- There are two types of networks... your 'Personal Network' and 'Groups Networks'. This follows, and builds on, our current business logic (i.e., 'Personal Space', at the database level, is just another group with a few differing characteristics... it's automatically created when you register, etc.)
- 'Personal Space', in the new business model, becomes your 'Personal Network'
  - Individual groups (like a family group), not associated with other groups are part of your 'Personal Network'.
  - Groups created in your 'Personal Network' can be moved to a 'Groups Network' if you are an 'Network Manager' of that network.
- 'Group Space', in the new business tool, remains the same as always except that groups can now be associated with other groups attached to the 'Groups Network'
  - These groups do not actually join with each other. They are all still individual groups, but now they can be grouped among groups with common interests. For example: The ABC Company has created an intranet using our product by

creating the 'ABC Company Network'. This network consists of multiple groups... ABC Staff Group, the ABC Managers Group, the ABC Board Group, and ABC Customer Groups and so on.

#### Create A Group

- ONLY a 'Network Manager' can 'Create A Group'
- ALSO, at least two people with at least 'Group Administrator' privileges are required for every group.
  - For groups created within a 'Groups Network', this would be automatic because every 'Groups Network' requires at least two 'Network Managers' and these managers would have full control over the group... although, probably 'Group Administrators' would also have been named by the 'Network Manager' who created the group.
  - For groups created within a 'Personal Network', since there is only one 'Network Manager' (the user) this would not be automatic... so, the person creating the group would be required to name a separate 'Group Administrator' for the group.
    - Note: This 'Group Administrator' must be a distinctly separate individual (not the user), with a different email address.
- Anyone can become a 'Network Manager' by establishing 'account' responsibility for all groups within the network.
  - Hosted Services –
    - 'Networks' (accounts) are charged monthly based on actual user activity for that month.
    - \$24.95 First 10 'Active' Users (each 'Network')
    - 'Active' = Users who login more than 1x per month. Each 'network' administrator is charged once for this user, regardless of the number groups the user belongs to.
    - 'Unique' = A single user can belong to many groups within a network
    - \$6.00 Each additional 'Active' Users (each 'Network')
    - No Charge for 'Passive' Users (1x or less per month)
    - Your credit card pays only for the unique 'active' users within your 'Network Of Groups'..
  
  - 'Active' Users = Login more than 1x in a calendar month.
  - 'Passive' Users = Login 1x or less in a calendar month.
  - Network usage is tracked and billed monthly based on each unique users status as either an 'active' or 'passive' user
  - Users are counted only once, regardless of the number of groups in the network they participate in.
  - Users can be counted (and charged for) multiple times
  - Although users are counted only once per network, they are counted (and each network administrator gets charged) for each 'network' they belong to. Note: This only applies with BDN as a 'Hosted Web Service', which allows businesses and individuals build networks for all their needs (i.e., businesses can form networks for their business use, and individuals may also create (and pay separately) for networks of their own)
- Every group must be associated with a 'Groups Network'. If no 'Groups Network' is selected or created, the group is automatically added to your 'Personal Network'.

#### Network Management

## GROUP NETWORKS

Network Manager (2 required, 3 or more recommended)

- ONLY 'Network Managers' can 'Create Groups'.
  - This may be a bit confusing (will have to be clear in interface) because... since EVERYONE is a 'Network Manager' of at least their own 'Personal Network', in actuality EVERYONE can 'Create Groups'. The catch is... if they are not a 'Network Manager' of some 'Groups Network', the groups they create, by default, would be added to their 'Personal Network'.
- In a 'Groups Network' a minimum of 2 'Network Managers' are required (3 or more recommended)
  - The number of 'Network Managers' required for a 'Groups Network' should be a preference set by the user who creates the network.
- All 'Network Managers' have equal top-level privileges, are automatically joined to every group in the 'Group Network', and have full 'Group Administrator' privileges of every group. (Full read / write / edit / delete on all content / members in all groups)
- 'Network Managers' can broadcast / share information across the entire 'Groups Network'
- Any 'Network Manager' can add other 'Network Managers'
- Any 'Network Manager' can delete and/or change the status of another 'Network Manager' IF at least one other 'Network Manager' agrees.
- Only 'Network Managers' can choose 'Group Administrators'
- Primary 'account' responsibility for ALL groups in the 'Network-Of-Groups'.
- Has 'Create Group' privileges within the 'Group Network'

### Group Administrator

- Can 'Invite People' to join the group
- Full read / write / edit / delete on all content / membership in the group
  - Note:
- Can broadcast messages to entire group and/or enable member privileges to do so as well.

Group Member (read/write privileges)

Group Visitor (read only privileges)