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Centre on Regulation in Europe

DEVICE NEUTRALITY

REGULATING MOBILE DEVICES



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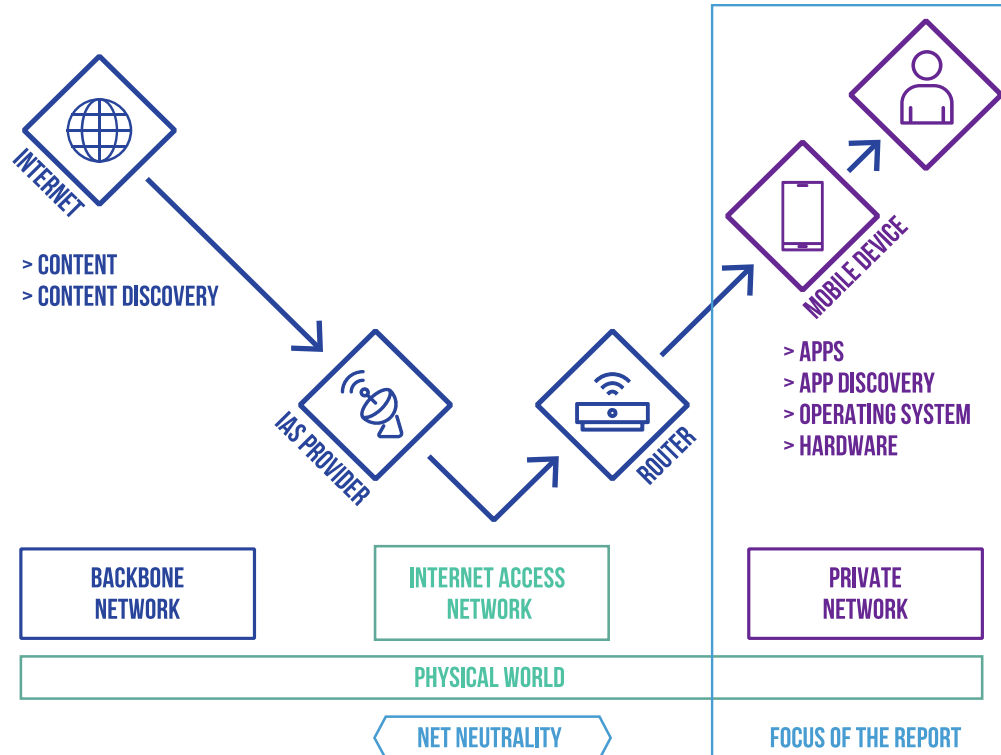
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Improving network and digital industries regulation



FOCUS AND ISSUES

INTERNET ACCESS LAYERS



HARDWARE LAYER

- Not a bottleneck, no significant network effects
- But hardware layer alone dysfunctional without OS and apps
- Possible device neutrality issues:

Access to chips and sensors

Network locking

Software locking

OPERATING SYSTEM LAYER

- Significant indirect network effects
- Unlikely that more than two OS are sustainable
- Possible device neutrality issues:

Pre-installing / pre-configuring apps

Access to OS functionality

APP DISCOVERY LAYER

- Comprised by browsers and app stores
- Each with significant indirect network effects
- One dominant browser/app store per OS
- Possible device neutrality issues:

Discrimination

Self-preferencing

Strategic/delayed implementation of standards



POLICY RECOMMENDATIONS

KEY POLICY OBJECTIVE

- **Not a “neutrality regulation” in the narrow sense: several arguments to justify ‘non-neutral’ conduct**
 - innovation and investment
 - security and privacy
 - harmful content
- **Ensuring alternative routes to content for consumers**
- **Avoiding a fragmentation of content**
- **Competition of devices may not be enough due to “termination monopoly”**

INTERVENTIONS AT THE...

OPERATING SYSTEM LAYER

1. Enabling side-loading of apps
2. De-installation and user consent for pre-installed apps
3. Transparency about APIs and monitoring of standards
4. Data portability for devices

APPLICATION DISCOVERY LAYER

1. Enabling alternative app stores
2. Unbundling dominant app store
3. No self-preferencing in browsers and app stores
4. Transparency and redress mechanisms for dominant app stores

'DEVICE NEUTRALITY' PROVISIONS IN THE DMA

- Article 5(b)
App developers can set different prices and conditions for their apps in alternative app stores.
- Article 5(c)
allow app developers to conclude contracts with consumers also outside of the app store, so that they are not required to use the app store's payment system.
- Article 5(f)
A provider of a core platform service cannot require (business) users to subscribe to any other core platform service.
- Article 6(b)
Device providers must allow users to uninstall any pre-installed apps provided they do not compromise the performance of the OS or device by doing so
- Article 6(c)
Device providers must allow users access to third party apps, including third party app stores (but also via side-loading), provided they do not endanger the integrity of the OS or device
- Article 6(d)
App store controller cannot prefer its own apps in search results or in other ways in their app store
- Article 6(e)
Device providers cannot technically restrict the ability of users to switch between apps accessed via the OS
- Article 6(f)
Device providers must allow third party providers of 'ancillary services' (which includes payment services) equal access to the OS and device hardware)
- Article 6(k)
App store controllers must ensure fair and non-discriminatory access by third party app developers to the app store.
- Article 6(h)
Facilitate data portability between devices, thereby reducing switching costs.

INTERVENTIONS AT THE OS LAYER: PRE-INSTALLED APPS

- **Control** over and **consent** for access privileges of pre-installed apps in the same way as for other apps
[beyond Article 6(b) on side-loading and Article 6(e) on preventing consumer switching]
- Same **access to OS/APIs** for third-party apps as for pre-installed app subject to security assessment
[beyond Article 6(f) on OS interoperability for ancillary services, but with view on integrity and security]
- Apps similar in nature to pre-installed apps should be given non-discriminatory **access to pre-installed (vertically integrated) app store**
- Including **hosting alternative app stores in pre-installed app store (with independent payment system)**
[clarify Article 6(k) on non-discriminatory app store access]

INTERVENTIONS AT THE OS LAYER: TRANSPARENCY

- Make publicly available the **specifications of all APIs** and functionalities that can be invoked by apps (pre-installed or not)
- Make publicly available the **conditions for access** to those APIs
- **Minimum notice period** before changing APIs that may significantly impact the performance of apps
- Consider creating a system for **monitoring implementation of standards set by standardisation bodies (e.g., W3C)**

[Not yet in DMA]

NO SELF PREFERENCING IN APP STORES AND BROWSERS

- Need to make ban of self-preferencing explicit
[as is done in Article 6(d) DMA]
- Browsers should be added as possible 'core platform service' in DMA
- Difficult enforcement
 - Detection?
 - Sponsored listings should still be allowed
 - Compliance?

TRANSPARENCY OF DOMINANT APP STORES

- Number of provisions already in P2B, DSA and DMA that would apply concurrently to app stores
- No additional provisions, but simultaneous application of P2B, DSA and DMA would require careful oversight
- **Consider institutional mechanisms to coordinate transparency regulations** (e.g., working group in the Commission or ,app store regulator')

SUMMARY OF RECOMMENDATIONS

OPERATING SYSTEM LAYER

1. Enabling side-loading of apps
2. De-installation and user consent for pre-installed apps
3. Transparency about APIs and monitoring of standards
4. Data portability for devices

APPLICATION DISCOVERY LAYER

1. Enabling alternative app stores
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THANK YOU FOR LISTENING!

LINK TO THE FULL REPORT:
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