



# XMPP

## XEP-0196: User Gaming

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2008-09-25  
Version 0.3

Status	Type	Short Name
Deferred	Standards Track	NOT_YET_ASSIGNED

This document defines an XMPP protocol extension for communicating information about the games a user plays.

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## 1 Introduction

[Publish-Subscribe \(XEP-0060\)](#)<sup>1</sup> and [Personal Eventing Protocol \(XEP-0163\)](#)<sup>2</sup> can be used to publish a wide variety of "extended presence" information about users. This document specifies an extended presence payload format that communicates information about the games a user plays. This information may be of interest to a user's contacts and can also be used in social networking applications.

## 2 Protocol

### 2.1 Container Element and Child Elements

Information about games is provided by the user (or automated integration with gaming systems) and is propagated on the network by the user's client. The information container for gaming data is a <game/> element that is qualified by the 'urn:xmpp:gaming:0' namespace. The game information itself is provided as the XML character data of the following children of the <game/> element:

Element	Description	Example	Datatype	Inclusion
character_name	The name of the user's character in the game	Stentor	xs:string	OPTIONAL
character_profile	A URI for a profile of the user's character	<a href="http://wow.example.com/profile.html">http://wow.example.com/profile.html</a>	xs:string	OPTIONAL
name	The name of the game	Worlds of Warcraft	xs:string	REQUIRED
level	The user's level in the game	66	xs:string	OPTIONAL
server_address	The hostname or IP address of the server where the user is playing	wow6.example.com	xs:string	OPTIONAL
server_name	The name of the server where the user is playing	WOW Example	xs:string	OPTIONAL

<sup>1</sup>XEP-0060: Publish-Subscribe <<https://xmpp.org/extensions/xep-0060.html>>.

<sup>2</sup>XEP-0163: Personal Eventing Protocol <<https://xmpp.org/extensions/xep-0163.html>>.

Element	Description	Example	Datatype	Inclusion
uri	A URI for the game or relevant gaming service	<code>http://wow.example.com/</code>	xs:anyURI	OPTIONAL

NOTE: The datatypes specified above are defined in [XML Schema Part 2](#)<sup>3</sup>.

## 2.2 Transport Mechanism

When a user starts playing a game, its client may publish that fact to PEP node whose NodeID is "urn:xmpp:gaming:0" (see Protocol Namespaces regarding issuance of one or more permanent namespaces) or to a generic pubsub node. Because gaming information is not pure presence information and can change independently of the user's availability, it SHOULD NOT be provided as an extension to the <presence/> stanza type.

Listing 1: User Publishes Gaming Information

```
<iq type='set' from='stpeter@jabber.org/work' id='gaming1'>
  <pubsub xmlns='http://jabber.org/protocol/pubsub'>
    <publish node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0'>
          <name>chess</name>
          <uri>http://www.chesspark.com/</uri>
        </game>
      </item>
    </publish>
  </pubsub>
</iq>
```

The gaming information is then delivered to all subscribers:

Listing 2: Gaming Information is Delivered to All Subscribers

```
<message from='stpeter@jabber.org' to='maineboy@jabber.org'>
  <event xmlns='http://jabber.org/protocol/pubsub#event'>
    <items node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0'>
          <name>chess</name>
          <uri>http://www.chesspark.com/</uri>
        </game>
      </item>
    </items>
  </event>
</message>
```

<sup>3</sup>XML Schema Part 2: Datatypes <<http://www.w3.org/TR/xmlschema11-2/>>.

```

    </item>
  </items>
</event>
</message>

```

When the user stops playing the game, the user's client SHOULD send an empty <game/> element with the same ItemID:

Listing 3: User Publishes Stop Information

```

<iq type='set' from='stpeter@jabber.org/work' id='gaming2'>
  <pubsub xmlns='http://jabber.org/protocol/pubsub'>
    <publish node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0' />
      </item>
    </publish>
  </pubsub>
</iq>

```

Listing 4: Stop Information is Delivered to All Subscribers

```

<message from='stpeter@jabber.org' to='maineboy@jabber.org'>
  <event xmlns='http://jabber.org/protocol/pubsub#event'>
    <items node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0' />
      </item>
    </items>
  </event>
</message>

```

### 3 Security Considerations

The games that a user plays may be sensitive. A client MUST provide a way for a user to configure which games or types of games will not be published (e.g., via user preferences).

### 4 IANA Considerations

This document requires no interaction with the [Internet Assigned Numbers Authority \(IANA\)](http://www.iana.org/)<sup>4</sup>.

<sup>4</sup>The Internet Assigned Numbers Authority (IANA) is the central coordinator for the assignment of unique parameter values for Internet protocols, such as port numbers and URI schemes. For further information, see <http://www.iana.org/>.

## 5 XMPP Registrar Considerations

### 5.1 Protocol Namespaces

This specification defines the following XML namespace:

- urn:xmpp:gaming:0

Upon advancement of this specification from a status of Experimental to a status of Draft, the [XMPP Registrar](#)<sup>5</sup> shall add the foregoing namespace to the registry located at <https://xmpp.org/registrar/namespaces.html>, as described in Section 4 of [XMPP Registrar Function \(XEP-0053\)](#)<sup>6</sup>.

### 5.2 Namespace Versioning

If the protocol defined in this specification undergoes a revision that is not fully backwards-compatible with an older version, the XMPP Registrar shall increment the protocol version number found at the end of the XML namespaces defined herein, as described in Section 4 of XEP-0053.

## 6 XML Schema

```
<?xml version='1.0' encoding='UTF-8'?>

<xs:schema
  xmlns:xs='http://www.w3.org/2001/XMLSchema'
  targetNamespace='urn:xmpp:gaming:0'
  xmlns='urn:xmpp:gaming:0'
  elementFormDefault='qualified'>

  <xs:element name='game'>
    <xs:complexType>
      <xs:sequence minOccurs='0'>
        <xs:element name='character_name' type='xs:string' minOccurs='0' />
        <xs:element name='character_profile' type='xs:anyURI'
          minOccurs='0' />
        <xs:element name='level' type='xs:string' minOccurs='0' />
        <xs:element name='name' type='xs:string' />
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:schema>
```

<sup>5</sup>The XMPP Registrar maintains a list of reserved protocol namespaces as well as registries of parameters used in the context of XMPP extension protocols approved by the XMPP Standards Foundation. For further information, see <https://xmpp.org/registrar/>.

<sup>6</sup>XEP-0053: XMPP Registrar Function <https://xmpp.org/extensions/xep-0053.html>.

```
<xs:element name='server_address' type='xs:string' minOccurs='
    0' />
<xs:element name='server_name' type='xs:string' minOccurs='0' /
    >
    <xs:element name='uri' type='xs:anyURI' minOccurs='0' />
</xs:sequence>
</xs:complexType>
</xs:element>
</xs:schema>
```