

Octopus Conference 2021

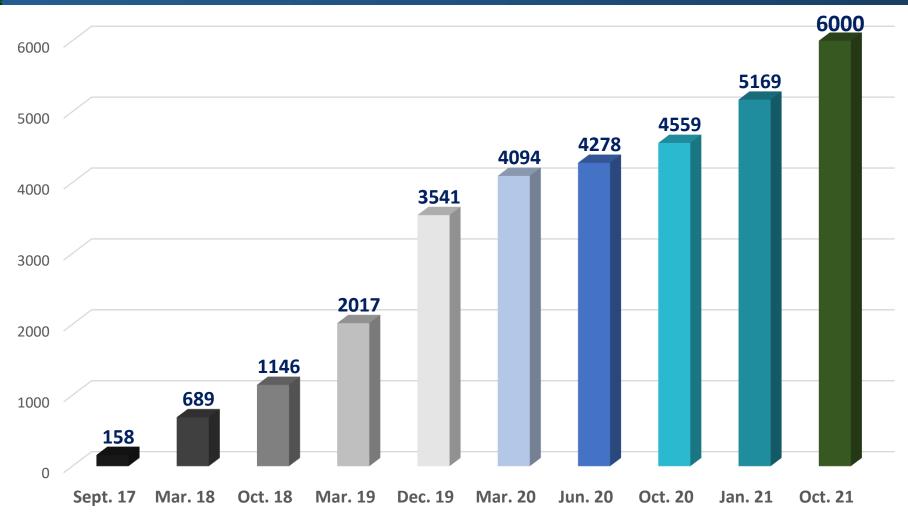
Workshop 13 - Capacity building: Guides and tools

The SIRIUS Project

Guides and tools: development, implementation and benefits



SIRIUS Membership Growth





15 most represented countries





1

Guidelines

General Guidelines in 9 languages 48 OSP Specific Guidelines 3 Factsheets 2

Request templates

General templates by SIRIUS Specific templates for OSPs List of portal links 3

Tools

33 tools submitted by Europol or EU Member States 7 OSINT tools

4

Trainings

E-learning series on the EPE Webinar series with CEPOL – translated in ES, IT, FR 5

OSP Finder

Database of OSPs with information on how to submit data requests Information submitted by users too

6

Other resources

Annual E-Evidence Report List of OSP terms of services Public database of EU MS links



Key figures

23480

Tool downloads

22850

OSP Specific guidelines downloads

2008

Facebook Specific Guidelines downloads

1311

General Guidelines downloads



SIRIUS Latest Activities

ECREuropol Code
Repository

SIRIUS APP

Digital Evidence
Situation
Report

Standardised templates with UNODC and UNCTED

SPoC network SIRIUS GAME



SIRIUS App – released Sept. 2020





- App created by a developer on the SIRIUS team
- Updated regularly, as soon as new or updated guidelines are published
- Latest release: OSP
 Finder with almost
 1,000 contact details



SIRIUS Video Game – launched Oct. 2020

Created in partnership with CENTRIC

Step 1: Scenario

Writing a complex scenario with Law Enforcement colleagues in SIRIUS

Step 2: Back end

CENTRIC created the backend on their Pegasus engine

Step 3: Videos

SIRIUS team created 20 videos for an immersive experience

Step 4: Launch

Browser version launched fo SIRIUS community



First review with EU IRU colleagues



Continuous review by SIRIUS team



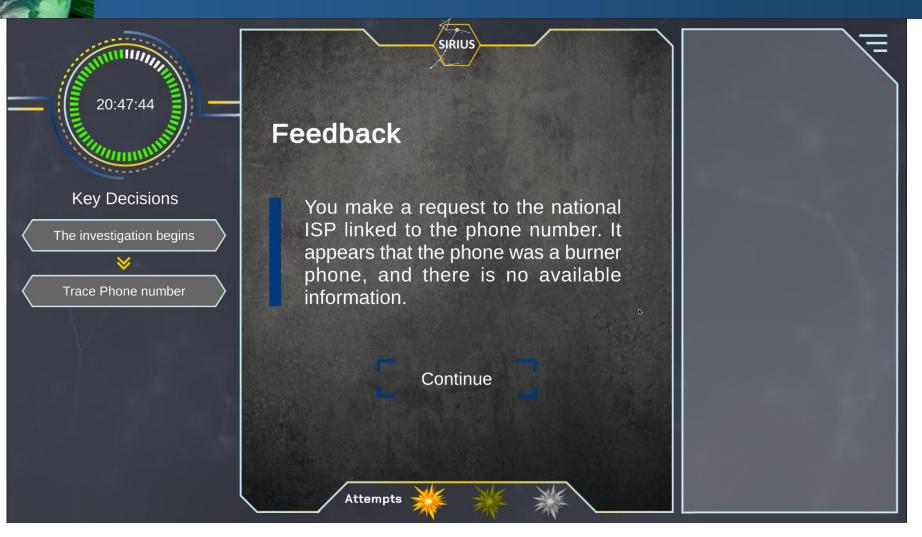
Testing by colleagues in the SPOC network



CENTRIC will provide periodic updates

SIRIUS Video Game – launched Oct. 2020

Created in partnership with CENTRIC



- Players follow leads and create their own adventure
- They have 24 hours to solve the case (24 minutes in real life)
- 6 mistakes or running out of time triggers another attack

SIRIUS Video Game – launched Oct. 2020

Press coverage

Forbes

EDITORS' PICK | 1,579 views | Oct 14, 2020, 06:00am EDT

'Who Wants To Be A Millionaire' But For Terror Attacks: Game Trains Police To Get Facebook Data Fast



Thomas Brewster Forbes Staff

Associate editor at Forbes, covering cybercrime, privacy, security and surveillance.





When a terrorist strikes, getting information fast from a tech giant can make the difference between police catching the suspects, or another attack taking place. That's the premise of a new game created by Europol, the European body responsible for connecting the continent's myriad policing agencies and helping them investigate major crimes.

Right now, police officers are often confused by the process. What data can they request from which provider? Can they retrieve any encrypted content from the likes of Apple or WhatsApp? What legal mechanisms should they be using? What's the best language to use to ensure they get the information they want quickly?





SIRIUS Digital Evidence Situation Report

Publication in November 2020



This report sheds light on the current situation of digital evidence in the Union, as there is a need for digital data in most criminal investigations.



Drafted by Europol and Eurojust, the report **brings together perspectives** from law enforcement, judicial authorities and Online Service Providers.



The report shows an increase in the satisfaction of officers with the existing cross-border data request process, and many challenges to be addressed.

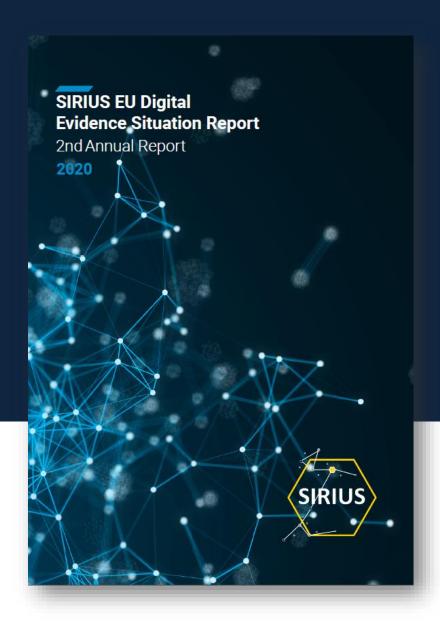
13 transparency reports

254

Responses from EU and UK law enforcement and judiciary

Interviews with Online
Service Providers

Next edition available in November 2021!



Published 1 December 2020: europol.europa.eu/sirius

QUESTIONS?

sirius@europol.europa.eu sirius.eurojust@eurojust.europa.eu



Embracing the digital transformation

"E-evidence in any form is relevant in around **85%** of total (criminal) investigations."

"In almost **two thirds** (65%) of the investigations where e-evidence is relevant, a request to service providers **across borders** (based in another jurisdiction) is needed."



Know more: *EU*

Commission impact assessment





Embracing the digital transformation

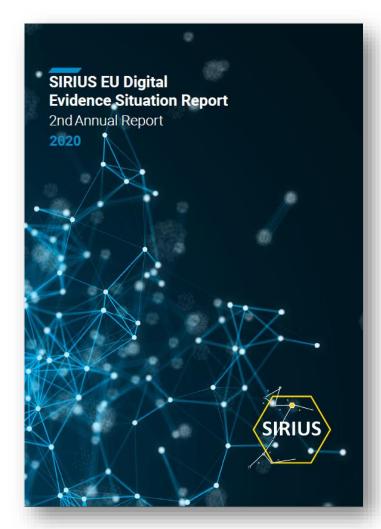


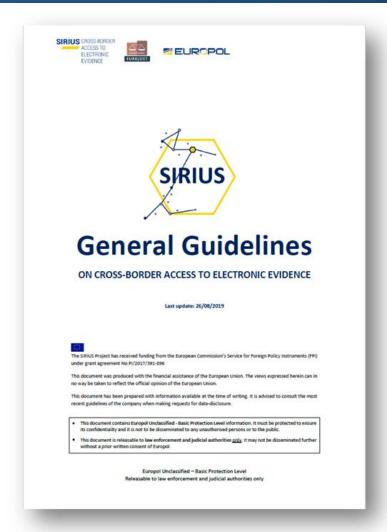
"Cooperation with the private sector is vital in combating cybercrime."

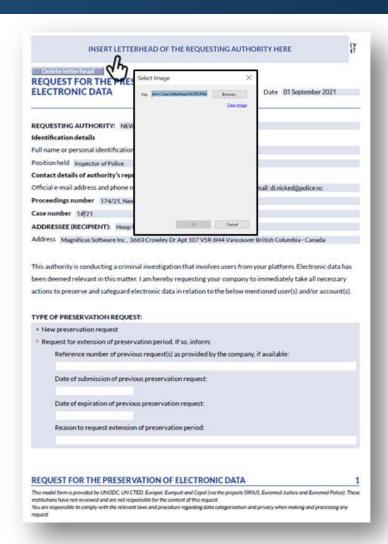




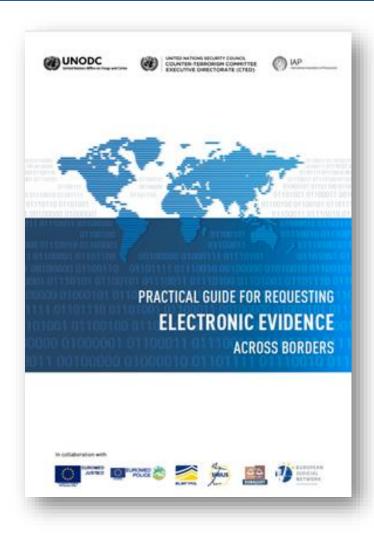
Building up institutional capacity







Seeking alignment with the standards/legislation





Seeking alignment with the standards/legislation







More than half of all criminal investigations today rely on electronic evidence (e-evidence) that is not publicly available and is stored across borders1. Therefore, law enforcement and judicial authorities often experience difficulties in accessing e-evidence which is increasingly available only on private infrastructures.

With the objective of improving cross-border access to electronic evidence, the EU is currently taking important steps for a more robust common less framework, providing clarity and legal certainty to users, service providers and competent authorities, while putting in place strong safeguards in relation to personal data protection and fundamental

Accordingly, in April 2018 the European Commission (the Commission) proposed new rules introducing a Regulation on European Production and Preservation Orders for electronic evidence in criminal matters and a <u>Directive</u> laying down harmonised rules on the appointment of legal representatives for the purpose of gathering evidence in criminal proceedings.

In December 2018, the Council of the European Union (the Council) agreed its General Approach on the above-mentioned Regulation, which in March 2019 was followed by the General Approach on the

Within the European Parliament (the EP), the proposal for the Regulation has been assigned to the Civil Liberties, Justice and Home Affairs Committee (UBE). After receiving recommendations from the LIBE Committee in December 2020, the European Parliament agreed on its final Position introducing multiple changes. including the integration of the Directive's content into the proposed Regulation, mechanism of mandatory notification, modification of data categories, grounds for non-execution of orders.

On 10 February 2021, the European Commission. the Council of the European Union and the

EUROPEAN COMMISSION FACTSHEET European Parliament began the inter-institutional negotiations on the e-evidence legislative package.

E-Evidence Package

THE PROPOSAL OF THE

The outcome of these negotiations could radically change the way data is requested in the context of criminal investigations in terms of speed and effectiveness, while preserving user privacy.



This factsheet analyses the initial proposal of the European Commission.

Other factsheets, available on the SIRRUS platform, present positions of other EU institutions involved in the inter-institutional

- Factsheet on the General Approach of the Council of the European Union
- Factsheet on the Position of the Europe an Parliament

The factsheets capture initial negotiating positions of the EU institutions, which will change/develop over the course of the interinstitutional negotiations.

2. THE SCOPE OF THE PROPOSAL

· Legal regime covered

The proposed legal framework departs from location of data storage as the determining factor for jurisdiction. It is based on the principle of mutual recognition of judgements and judicial decisions and aims to establish direct interaction with the service providers to access e-evidence as a binding legal process. The same rules and obligations would be applicable to all service providers, regardless of where the data is stored and where they are based. as long as they offer services on the EU market.

To this purpose, service providers would be obliged to designate a legal representative in the EU for the receipt of, compliance with and enforcement of decisions and orders. In this way, the suggested legislation establishes asymmetrical cooperation.







1. BACKGROUND OF THE E-EVIDENCE

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E-Evidence Package THE GENERAL APPROACH OF THE COUNCIL OF THE EU

FACTSHEET

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2. THE SCOPE

Legal regime covered

The Council aligns its General Approach regarding the scope of the e-evidence package with the one proposed by the European Commission Accordingly, the proposed legal framework is based on a principle of mutual recognition of judgements and judicial decisions. It aims to establish direct interaction with the service providers to access eevidence as a binding legal process. The same rules and obligations would be applicable to all service providers, regardless of where the data is stored and where they are based, as long as they offer

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² The buttheets on the General According of the Council of the EU and the Position of the European Panlament on E-Evidence. Package are available in 21615









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E-Evidence Package THE POSITION OF THE **EUROPEAN PARLIAMENT**

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2. THE SCOPE

· Legal regime covered

The purpose of the proposed Regulation (with merged content of the Regulation and the Directive) is to establish new rules to request electronic information2 complementing the existing EU legal framework It is based on principle of mutual trust and aims to clarify the rules of the cooperation between law enforcement, judicial authorities and service providers establishing a binding legal process, while ensuring full compliance with fundamental rights and

To this purpose, service providers would be obliged to designate a legal representative in the EU for the

^{*} The term "electronic information" corresponds to the term "electronic evidence "used by the Commission and the Council." Regulation, Recital 9



According to Commission Staff Working Document, Impact assessment accompanying the e-evidence package proposals.

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³ According to Commission Staff Working Document, Impact assessment accompanying the e-evidence package proposals,

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Judicial Authorities

European Union Member States + Albania, Georgia, Iceland, Liechtenstein, Moldova, Montenegro, North Macedonia, Norway, Serbia, Switzerland,

Ukraine, USA



Law Enforcement

European Union Member States + Albania, Australia, Bosnia and Herzegovina, Canada, Colombia, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, North Macedonia, Norway, Serbia, Switzerland, Ukraine, USA



Thank you!