



U.S. Department of Justice
Drug Enforcement Administration
FOI/Records Management Section
8701 Morrissette Drive
Springfield, Virginia 22152

SEP 01 2011

Case Number: 10-00892-F, Interim Release Six Processing

Subject: ANY PROBLEMS, OBSTACLES OR LIMITATIONS THAT HAMPER THE DEA'S CURRENT ABILITY TO CONDUCT SURVEILLANCE ON COMMUNICATIONS SYSTEMS OR NETWORKS INCLUDING, BUT NOT LIMITED TO, ENCRYPTED SERVICE LIKE BLACKBERRY (RIM), SOCIAL NETWORKING SITES LIKE FACEBOOK, PEER-TO-PEER MESSAGING SERVICES OR VOICE OVER INTERNET PROTOCOL (VOIP) SERVICE LIKE SKYPE, ETC (JANUARY 1, 2006 TO PRESENT) (SIXTH RELEASE).

Jennifer Lynch
Electronic Frontier Foundation
454 Shotwell Street
San Francisco, CA 94110

Dear Ms. Lynch:

This letter responds to your Freedom of Information/Privacy Act (FOI/PA) request dated September 28, 2010, addressed to the Drug Enforcement Administration (DEA), Freedom of Information/Privacy Act Unit (SARF), seeking access to information regarding the above subject. Below is the breakdown of pages processed and referred for release six. This round of processing includes 3 pages which were reprocessed from interim Release Two (pages 4-12, 4-15, and 4-34) to apply Exemption (b)(7)(a) in addition to other exemptions which were applied to withhold the same information. These 3 pages are not included in the Release Six processing numbers below.

Pages reviewed and released in full: 16
Pages reviewed and released in part: 9
Pages withheld in full: 88
Pages reviewed and referred to other agencies/components: 0
Pages reviewed and determined to be non-responsive: 366
Pages reviewed and identified as duplicates: 141

Grand Total pages processed: 620

Portions not released are being withheld pursuant to the Freedom of Information Act, 5 U.S.C. § 552. Information withheld in part is indicated by the FOIA Exemptions recorded on the documents attached herein. Information is withheld in full or in part under the following Exemptions: (b)(1), (b)(3), (b)(5), (b)(6), (b)(7)(a), (b)(7)(c), (b)(7)(e). An additional enclosure with this letter explains these exemptions in more detail.

Refer any questions to Mr. Cartier, counsel for the Department of Justice in this matter.

Sincerely,

A handwritten signature in black ink that reads "Katherine Myrick". The signature is written in a cursive style with a large, prominent initial "K".

Katherine L. Myrick, Chief
Freedom of Information/Privacy Act Unit
FOI/Records Management Section

Enclosure

Already processed before.

(b)(7)(A),(b)(7)(E)

VIRTUAL WORLDS AND ONLINE GAMING CASE EXAMPLES:

A virtual world is a computer-based simulated environment where users bit and interact via avatars, or graphical representations. The virtual world may depict a real world or a fantasy world. Users communicate through text-chat and real-time voiced-based chat. Virtual worlds provide versatility and anonymity and allow for covert communications. Voice-based chat is available through many virtual worlds using VoIP, such as Skype. Online role playing games like Second Life, are increasing in popularity. These games are completely online and require no gaming console, yet provide similar open VoIP, text messaging and IM communications. (b)(7)(E)

(b)(7)(E)

(b)(7)(E)

(b)(7)(D),(b)(7)(E)

VOIP / SKYPE CASE EXAMPLES:

Skype is a VoIP service that allows users to chat, instant message, make or receive phone calls or transfer files worldwide over the Internet securely and free of charge. Dialogue is transmitted through a headset, speakers or a USB phone. A new Internet mobile phone service also allows Skype users to converse over the Internet using cell phones. Launched in 2003, Skype is an efficient and reliable means of communication and is becoming increasingly popular in the United States. Skype is also becoming popular

(b)(5),(b)(7)(A),(b)(7)(E)

(b)(7)(A),(b)(7)(E)

VIRTUAL WORLDS AND ONLINE GAMING CASE EXAMPLES:

A virtual world is a computer-based simulated environment where users bit and interact via avatars, or graphical representations. The virtual world may depict a real world or a fantasy world. Users communicate through text-chat and real-time voiced-based chat. Virtual worlds provide versatility and anonymity and allow for covert communications. Voice-based chat is available through many virtual worlds using VoIP, such as Skype. Online role playing games like Second Life, are increasing in popularity. These games are completely online and require no gaming console, yet provide similar open VoIP, text messaging and IM communications. (b)(7)(E)

(b)(7)(E)

(b)(7)(E)

(b)(7)(D),(b)(7)(E)