Facebook® Coordination System Overview

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1 About This Document

This document provides an overview of the coordination system of PSN℠ and Facebook® on the PlayStation®Vita, guidelines for the creation of applications using the Facebook coordination system, and an explanation of the precautions to be taken in their creation.

Facebook Overview

Facebook (http://www.facebook.com/) is one of the largest SNS in the world.

Facebook has the following characteristics.

- Anyone can join (free, no license or introduction required)
- While the service began in the US, users are expanding worldwide
- Based on communication using real names
- Various Facebook applications (web applications) are provided
- Facebook Connect (coordination feature with external websites) is provided
- Facebook Graph API (web service API) is provided

Facebook Graph API

The application must use Facebook Graph API (provided by Facebook) to write to Facebook or read user information from Facebook. For an overview of Facebook Graph API, refer to http://developers.facebook.com/docs/reference/api/.

> **Note**
> The URL of reference destinations provided in this document has been checked to be valid as of January 24, 2014. Note that pages may have been moved or their contents modified since then.

NP SNS Facebook Library

Use the NP SNS Facebook library to obtain the authentication information (access token) for accessing the Facebook Graph API directly from an application.

For the functions provided by the NP SNS Facebook library and its usage procedure, refer to the "NP SNS Facebook Library Overview" and "NP SNS Facebook Library Reference" documents.

Reference Materials

For details regarding PSN℠, refer to:

- PSN℠ Overview

The system software has a feature for linking and managing Sony Entertainment Network accounts together with the corresponding Facebook accounts, and, when necessary, automatically logging in to Facebook. It also has a feature for disclosing trophy acquisition information and PlayStation®Store purchase information on Facebook. For the overview of the system software, refer to:

- System Software Overview

By using the NP SNS Facebook library, it is possible to obtain the authentication information (access token) for accessing Facebook Graph API directly from the application. For the NP SNS Facebook library, refer to:

- NP SNS Facebook Library Overview
- NP SNS Facebook Library Reference

2 Integration of PSN℠ with Facebook

Integration of PSN℠ with Facebook

PSN℠ provides the following kinds of features when binding the Sony Entertainment Network account to a registered Facebook account.

- Announces trophy records on Facebook
- Announces purchases and ratings made on PlayStation®Store on Facebook
- Accesses user information of a Facebook account from a game

Limitations

In order to use the Facebook coordination features, the following conditions must be met:

- The user is signed in to his/her Sony Entertainment Network account.
- The Sony Entertainment Network account is either a master account, or a sub-account whose settings allow chatting.

Settings Items related to Facebook

A **Facebook** item exists under **PSN℠** of the Settings application from which the user can bind Facebook account and make settings to enable/disable the following features.

- Publish Trophy Stories
- Publish Purchase Stories and Rating Stories
- Allow Access from Games

Note

In order to use the Facebook coordination features, the Sony Entertainment Network account must be either a master account, or a sub-account whose settings allow chatting.

Publish Trophy Stories

A message announcing the user's obtainment of a trophy will be automatically posted along with the trophy's title icon, title name, trophy name, grade and details about the trophy.

The post will not be made when the trophy is earned, but afterward when synchronization is made with the trophy server.

If the user has earned multiple trophies since the last posting, a posting will be made with trophies of one title grouped together as one "story".

Publish Purchase Stories and Rating Stories

When the user downloads a demo/trial version of a game, or purchases a game or additional data from PlayStation®Store, or rates the purchased game, a message announcing the purchase or rating will be posted along with the product name and jacket image (if the user has consented to disclosing this information).

Allow Access from Games

An application can call a Facebook Graph API to access user information held by a Facebook account that is bound to a Sony Entertainment Network account. The access token required to call a Facebook Graph API can be obtained using the NP SNS Facebook library. Certain types of user information may require Extended Permissions from the user for its obtainment; when requesting for Extended Permissions upon obtaining an access token, the NP SNS Facebook library will display an appropriate confirmation dialog to gain them from the user.

Binding a Facebook Account

The binding required to use the coordination features between PSN℠ and Facebook can be set together with the settings to enable/disable coordination features from the **Facebook** item under **PSN℠** of the Settings application. For details, refer to the "System Software Overview" document.

After an account is bound, the account information will be preserved until "Delete Account Information" is selected.

Only one Facebook account can be bound to one Sony Entertainment Network account.

> **Note**
> Information regarding account binding is saved per PlayStation®Vita. When using one Sony Entertainment Network account on multiple PlayStation®Vita units, a different Facebook account can be bound to each PlayStation®Vita. Moreover, the binding of multiple Sony Entertainment Network accounts to one Facebook account cannot be prevented.

3 Development Using the Facebook Graph API

NP SNS Facebook Library

Use the NP SNS Facebook library to obtain the authentication information (access token) for accessing the Facebook Graph API directly from an application.

For the functions provided by the NP SNS Facebook library and its usage procedure, refer to the "NP SNS Facebook Library Overview" and "NP SNS Facebook Library Reference" documents.

Basic Requirement

Just as with any other network communication, connection to Facebook is only possible while the user is signed in to PSN℠.

Using Facebook Graph API

The Facebook Graph API provides a simple and consistent view of the social graphs that Facebook uses to represent various kinds of objects (people, photos, events, pages, etc.) and their relationships (friends, shared content, photo tags, etc.) in a unified manner. Every object has a unique ID, and the Graph API can be used to access various attributes of these objects.

Usage Procedure

To use the Facebook Graph API in an application, interact with Facebook according to the steps described below.

(1) Create a Facebook application from the following site:
https://developers.facebook.com/apps
An application ID will be issued once your application is created.

(2) Specify the issued Application ID for "<YourAppID>" and the advanced application settings will open using the following URL. Enter the applicable title ID for "PlayStation Title ID(s)" in "External Platforms".
https://developers.facebook.com/apps/<YourAppID>/advanced

Application Settings

When the Facebook Graph API is used in an application, provide settings for enabling and disabling Facebook features within the application.

- To enable Facebook features, the application must explicitly ask the user for permission to use these features.
- Be sure to provide a means for disabling Facebook features after they are enabled.

Application Development Requirements

For policies, brand guidelines, and requirements for creating Stream stories that must be complied with when developing applications using the Facebook Graph API, refer to the following URLs.

- Platform Policy: http://developers.facebook.com/policy/
- Preferred Marketing Developer Policies: https://developers.facebook.com/docs/preferredmarketingdevelopers/guidelines/
- Brand Resources: https://www.facebook.com/brandpermissions/

4 Notes

Service Limitations

Be aware that the provision of Facebook coordination features may be modified or terminated by SCE or the Facebook provider (Facebook, Inc.) at any time. For information regarding any feature modifications, termination, or latest news regarding Facebook coordination features, refer to the PlayStation®Vita Developer Network website (https://psvita.scedev.net/).

Mapping of Usernames

The integration between PlayStation®Vita and Facebook does not currently support mapping NP Online IDs to Facebook user names. This means that it is currently not possible to obtain the Facebook name for other users with whom the player might interact in a title.

Facebook Test Users

Upon creating a Facebook application, a Facebook test user can be created. However, it is not possible to log in to Facebook from a PlayStation®Vita using one of these test users.

To log in to Facebook from a PlayStation®Vita, use a standard Facebook account.

For details on Facebook test users, refer to

http://developers.facebook.com/docs/test_users/