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# MDDF Encoding Guidance: Region and ExcludedRegion

This practice defines how to encode Region and ExcludedRegion in Avails and Media Manifest.



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## REVISION HISTORY

Version	Date	Description
1.0	May 24, 2017	Initial publication

## 1 USE OF REGION

Both Avails and the Experience allow region to be encoded. More specifically, the applicable elements are Avails/Transaction/Territory and TerritoryExcluded; and MediaManifest/Experience/Region and ExcludedRegion. These are encoded in accordance with [CM], Section 3.2.

### 1.1 Avail Territories

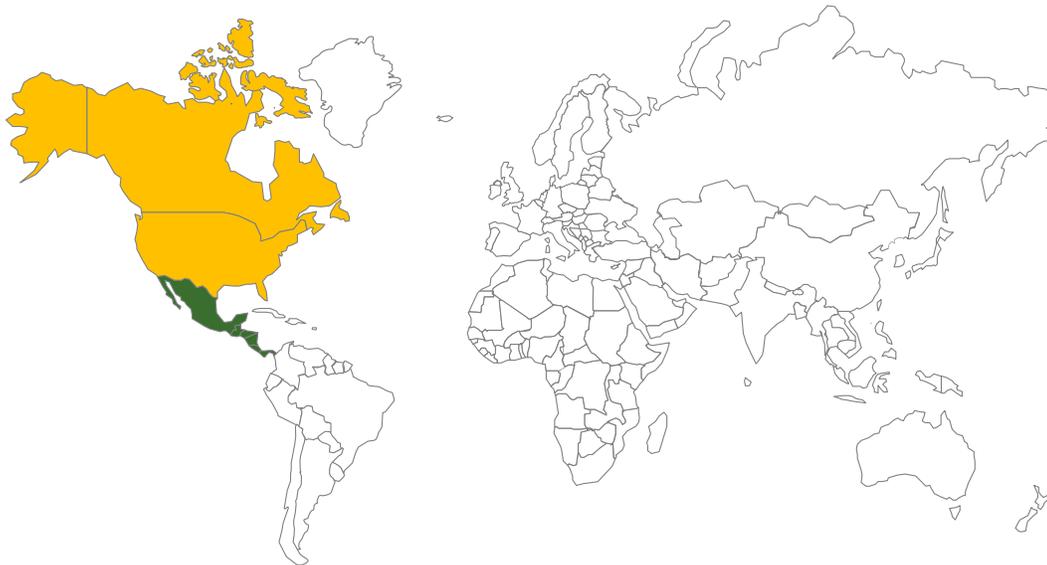
A Transaction element can have multiple Territory elements, so any combination of territories can be covered by an Avail. Furthermore, multiple Transaction elements can be included, expanding the scope of the Avail. Be careful to ensure that no two Transaction elements cover the same territory unless the terms are unique (e.g., SD vs. HD).

Use only Territory or TerritoryExcluded, not both. The one exception is when ‘Domestic’ or ‘International’ is used, although these should not be used in Avails. Be specific and list countries. This will avoid confusion and potential contradictory information.

Consider the following: Avail 1 is US and Canada, shown in **Orange**, and Avail 2 is Mexico and parts of Central America shown in **Green**.

**Avail 1: Territory=‘US’, Territory=‘CA’**

**Avail 2: Territory=‘MX’, Territory=‘GT’, Territory=‘BZ’, Territory=‘HN’, Territory=‘SV’, Territory=‘HN’, Territory=‘NI’, Territory=‘HN’, Territory=‘CR’, Territory=‘PA’**



The following examples illustrate the use of ExcludedTerritory.

**Avail 3: ExcludedTerritory=‘US’, ExcludedTerritory =‘CA’, ExcludedTerritory =‘MX’, ExcludedTerritory =‘GT’, ExcludedTerritory =‘BZ’, ExcludedTerritory =‘HN’, ExcludedTerritory**

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=‘SV’, ExcludedTerritory =‘HN’, ExcludedTerritory =‘NI’, ExcludedTerritory =‘HN’,  
ExcludedTerritory =‘CR’, ExcludedTerritory =‘PA’



Avail 1, 2 and 3 collectively cover the entire world, excepting Cuba and North Korea.

## 1.2 Experience Regions

The use of Region and ExcludedRegion is analogous the Avail’s Territory and ExcludedTerritory.

Note that Experiences are defined to address both region and language. So, there can be multiple experiences for a given region, each with their own language. The following scenarios assume the same language.

First Experience regions should not overlap. If they do, it should be assumed Experiences will be used the following precedence:

- If Region includes the territory in question, this Experience should be used.
- Otherwise, if ExcludedRegion does not include the territory in question, this Experience should be used
- Otherwise, if an Experience does not include Region or Excluded Region, this Experience should be used
- In the above cases, if there is more than one match, use the first Experience listed. If no Experience matches territory, the Experience to use is undefined; and, one should investigate.

Consider the following cases:

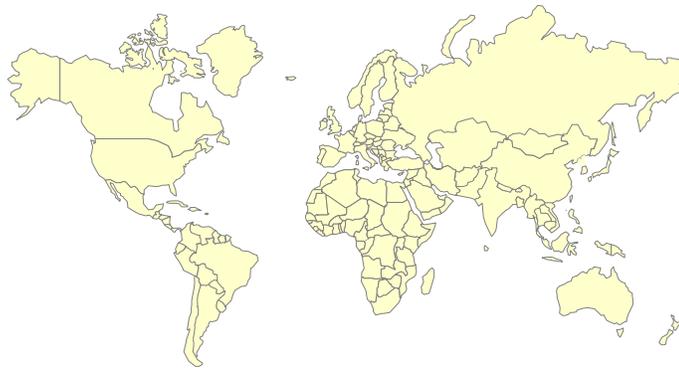
- The Experience has no Region or RegionExcluded, meaning the Experience covers the entire world.

This is always acceptable. It is presumed that a consumer will not be playing content outside of the Availed territory. So, it does not matter if the scope of the Experience is broader than the scope of the Avail.

- The Experience covers a Region that is a subset of the Avail.

This is always acceptable. However, it is important that there exists exactly one Experience that covers each part of the territory.

Using the Avail 1 example above (US and Canada), each of the following are acceptable (although not simultaneously):



One Experience worldwide (no Region or RegionExcluded)



One Experience for US and Canada together (Region='US', Region='CA')



Two Experiences: One for US (Region='US') and one for Canada (Region='CA').