Identity Verification Readiness Checklist

A one-page gate to run before you add identity verification to an assessment: match assurance to stakes, clear consent and biometric law, test fairness, defend against deepfakes, and set retention. Engineering guidance, not legal advice.

A. Match the assurance level to the stakes

- [ ] Decided the assurance level from the cost of a successful impersonation
- [ ] Used the lightest defensible method stack (knowledge / ID / face match / liveness)
- [ ] Added continuous identity only where full-session biometrics are justified
- [ ] Set the match threshold deliberately, weighing false rejections vs false acceptances

B. Consent & biometric law

- [ ] Written, informed consent obtained before any faceprint is collected (BIPA)
- [ ] Lawful basis + GDPR Art 9 condition documented for EU/UK candidates
- [ ] FERPA 'school official' exception confirmed for any US student-record disclosure
- [ ] Vendor signs the data-processing agreement (GDPR Art 28)

C. Fairness, accessibility & human review

- [ ] Face match tested across skin tones, lighting, age, and camera quality (NIST FRVT)
- [ ] Alternative verification path for candidates the camera fails repeatedly
- [ ] Accommodations for disabled, neurodivergent, and changed-appearance candidates
- [ ] Every failed match reviewed by a human; documented appeal route; no auto-fail

D. Anti-fraud, retention & security

- [ ] Liveness / PAD tested to ISO/IEC 30107-3 against photos, replays, and masks
- [ ] Capture-source validation + multi-frame signals to stop deepfake injection
- [ ] Faceprint and images encrypted in transit and at rest; least data collected
- [ ] Retention period defined; biometric template deleted once verification completes



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This checklist gates assurance level, consent and biometric law, fairness and anti-fraud before identity checks reach an exam. Our seven-volume handbook covers the video stack under proctored assessments; start with Volume 3 for players and real-time delivery, then Volume 4 for accessible audio and Volume 1 for encoding.

WHAT YOU WILL FIND INSIDE

- WebRTC capture for live proctoring (Vol. 3)
- Accessible audio and captions (Vol. 4)
- Player events and QoE (Vol. 3)
- Encoding camera and screen video (Vol. 1)

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Vol. 3 · Video Streaming II — ABR, CDNs, players, WebRTC, DRM and the economics of delivery

Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing

Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs

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We will pick the method stack for your stakes, test match rates across devices and design consent, appeal and retention flows. 250+ video products shipped since 2005.

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