

Single Sign On – High Level Overview

Terminology

The following phrases/words will be used throughout this document:

- **Third Party:** A World Manager client or Third Party provider that a client wishes to integrate with.
- **Service:** A website, web based application or service.

Overview

After first implementing the World Manager SOAP API to handle account synchronisation, the Single Sign-On (SSO) upgrade allows streamlined integration between World Manager and third-party services using the **OAuth 2.0 protocol**.

OAuth is described as 'An open protocol to allow secure authorization in a simple and standard method from web, mobile and desktop applications.' For information regarding OAuth, see <http://oauth.net>.

This OAuth protocol is extensively used elsewhere on platforms such as Google, Facebook and Twitter who act as 'providers', allowing users to authorize third-party applications or services to access certain details of a user without having to share their credentials. These credentials are then used to identify the user and log them in to the third party service.

With this upgrade, World Manager will also become a 'provider'.

Getting Started

There are a few steps that need to be followed in order to enable this Single Sign On (SSO) functionality. The following is a high level overview of the steps that a brand needs to follow in order to complete the implementation.

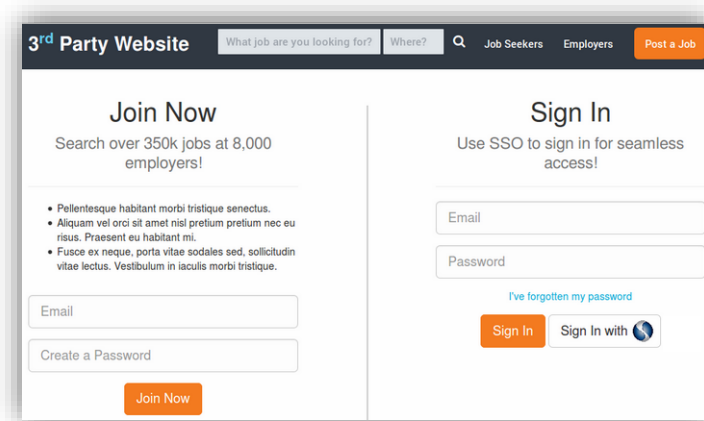
1. Implement account synchronisation using our SOAP API on the third party service
2. Implement the [OAuth 2.0 Protocol](#) on the third party service
3. Create a new 'Integration Client' entry in the World Manager System Configuration tool, which is then populated with relevant data regarding the implementation from step 1.
4. Make the Integration Client 'Active' within the World Manager System Configuration tool to enable SSO integration with the third party service

Full technical documentation is available for developers. If you wish to have a copy of the latest technical documentation for our SOAP API or SSO, please email support@worldmanager.com.

User Experience

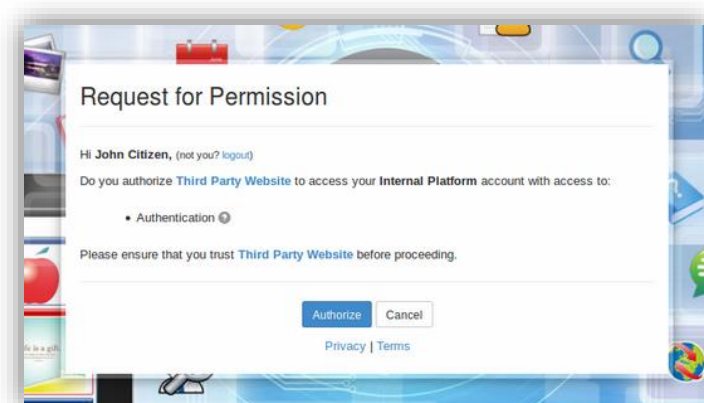
First, a user accesses a third party service by clicking on a link in their World Manager platform, or alternatively just by visiting the third party service via the URL.

When the user accesses this website for the first time, the user will need to Sign In.



The screenshot shows the login page of a '3rd Party Website'. The header includes a search bar with 'What job are you looking for?' and 'Where?', and navigation links for 'Job Seekers', 'Employers', and a 'Post a Job' button. The main content is split into two columns: 'Join Now' and 'Sign In'. The 'Join Now' section offers a search over 350k jobs at 8,000 employers and includes a list of placeholder text items. It has input fields for 'Email' and 'Create a Password', and a 'Join Now' button. The 'Sign In' section prompts users to 'Use SSO to sign in for seamless access!' and features input fields for 'Email' and 'Password', a 'Sign In' button, a 'Sign In with' button with a World Manager logo, and a link for 'I've forgotten my password'.

Using the 'Sign In with World Manager' button, the user will then need to authorize their World Manager platform to provide their credentials for authentication purposes. If the user was not signed in to their World Manager platform, they would be asked to sign in there first, before the request for permission would appear.



The screenshot shows a 'Request for Permission' dialog box. It greets the user as 'Hi John Citizen, (not you? logout)'. The dialog asks for authorization for 'Third Party Website' to access the user's 'Internal Platform' account with access to 'Authentication'. It includes a warning: 'Please ensure that you trust Third Party Website before proceeding.' At the bottom, there are 'Authorize' and 'Cancel' buttons, and links for 'Privacy' and 'Terms'.

Upon clicking Authorize, the credentials are supplied and the user is then redirected to the third party service but is now signed in.

