

Title: World Intellectual Property Organization (WIPO) Open Forum¹

Date: November 11, 2015

Time: 12:00pm – 1:00pm

Workshop Room 2

Session Organizers:

Paolo Lanteri, Copyright Law Division, WIPO

Victor Owade, External Relations Division, WIPO

List of Speakers:

Paolo Lanteri, Copyright Law Division, WIPO

Mr. Ronaldo Lemos, Professor at the Rio de Janeiro State University Law School and Creative Commons Project Lead

Mr. Andy Ramos, Author of the WIPO Study “The Legal Status of Video Games: Comparative Analysis in National Approaches

Moderador: Victor Owade, External Relations Division, WIPO

Main messages:

WIPO and its Member States are engaged in the process of adapting the international intellectual property (IP) framework to the evolving needs of the Information Society by addressing issues at the intersection between IP and the digital environment at the international level using a multi-stakeholder approach.

The session examined the suite of the Intergovernmental Organization Creative Commons (IGO CC) licenses² and the broader topic of open access policies. It was highlighted that the IGO CC license has enabled international organizations such as the World Health Organization (WHO), the United Nations Educational, Scientific and Cultural Organization (UNESCO) and the European Space Agency (ESA), among others, to standardize their licensing practices and to effectively implement open access policies across different digital platforms in an interoperable way.

¹ For Webcast see <https://www.youtube.com/watch?v=xv5zbZZUeUg>

² https://wiki.creativecommons.org/wiki/Intergovernmental_Organizations

It was mentioned that the increased awareness of the licenses and the implications of their use would greatly benefit both the potential licensors and the users.

The session also focused on the growing video games industry which has today become a widely popular form of mass entertainment and a powerful platform for innovative art.

It was emphasized that the video games sector is changing at a fast pace, largely driven by technological development and increased access to broadband Internet. It was also recognized that there is a need to tackle a number of unanswered legal questions such as who are the main stakeholders involved in the value chain; who is keeping the economic rights; and what is the legal status of the contributions by players involved in interactive online gaming.

The speakers provided an overview of two WIPO studies on the subject, namely "*The Legal Status of Video Games: Comparative Analysis in National Approaches*"³ and "*Mastering the Game: Business and Legal issues for Video Game Developers*"⁴.

³ http://www.wipo.int/export/sites/www/copyright/en/creative_industries/pdf/video_games.pdf

⁴ http://www.wipo.int/edocs/pubdocs/en/copyright/959/wipo_pub_959.pdf