



Europeana Space has received funding from the European Union's ICT Policy Support Programme as part of the Competitiveness and Innovation Framework Programme, under GA n° 621037

8

Content Space

Internet Resources

World Intellectual Property Organisation Resources: Managing Intellectual Property for Museums

An excellent guide to managing intellectual property for museums by Rina Elster Pantalony for the World Intellectual Property Organisation published in 2013. Available at http://www.wipo.int/edocs/pubdocs/en/copyright/1001/wipo_pub_1001.pdf

Note in particular:

- Chapter 4 on Intellectual Property management for Museums
- Chapter 5 on Experience Economy
- Chapter 6 on Business opportunities for museums. Note in particular the endorsement of the strategy that 'providing unfettered access to museum images is actually good business – p. 46.

The Legal Status of Video Games: A comparative analysis in National Approaches

By Andy Ramos, Laura Lopez, Anzo Rodrigues, Tim Meng, Stan Abrams, available at http://www.wipo.int/export/sites/www/copyright/en/creative_industries/pdf/video_games.pdf

A report on the origin and copyright status of video games in 24 different jurisdictions. Published in 2013. The majority of jurisdictions tend to protect these works as software because the common element is the computer program. They do contain multiple copyright works including literary works, graphics, sounds, characters and software

Mastering the Game: Business and Legal Issues for Video Game Developers

Published in 2013, available at http://www.wipo.int/edocs/pubdocs/en/copyright/959/wipo_pub_959.pdf.

A report looking at the business and legal issues that may be encountered in developing and distributing video games across numerous platforms. These include IP and regulation to forming relationships with publishers, platform manufacturers, distributors and content owners. It includes business issues and contractual terms.

Note in particular the questions that will be asked when developing software

- questions for the developer when the publisher owns the IP to the game p 67
- publisher helps finance a game based on developers concept p 71.

JISC resources

JISC stands for the Joint Information Systems Committee. It is a UK based public body that develops resources around digital needs for the education community in the UK. It contains valuable resources that are of relevance beyond the education audience.

IPR and licensing module: a link to an IPR and licensing module. While it is based on UK law, many of the principles that are highlighted are of value to participants in E-Space. Available at <http://www.web2rights.com/SCAIPRModule/rlo1.html>

Creative Commons Licences

A brief video explaining Creative Commons Licences, available at <http://sca.jiscinvolve.org/wp/allpublications/ipr-publications/creative-commons-licences/>

For those of you who want to go further and find out more in particular about US copyright law, you might find this open course book by James Boyle useful, available at <http://www.thepublicdomain.org/2014/08/26/open-coursebook-in-intellectual-property>

The Public Domain: Enclosing the Commons of the Mind: this is a comic style publication on the public domain. Available at <http://www.thepublicdomain.org/comic/>

CREATE

In the UK, a Centre called CREATE has been established at the University of Glasgow with extensive links to other Universities and into a diverse range of businesses. Funded by the research councils (public money) the purpose of this centre is to research into

digital business models. They have and are producing papers and other resources looking at all aspects of this area. The general website is at www.create.ac.uk

Archives and Copyright: Developing an Agenda for Reform

A resource has been produced as an orientation point in critically assessing how copyright shapes the work of archives as it relates to preservation and access. The resource recognises that the copyright regime enables and facilitates the work of archivists, but that it can also inhibit and frustrate that work. As such, the resource considers what role a risk-based approach to copyright compliance might play in making it easier for archivists to preserve their collections appropriately, and in making those collections as accessible and as useful as possible. Available at <http://www.create.ac.uk/archivesandcopyright/>

Copyright User

Note that this is based on UK law but does have useful information that is applicable across jurisdictions.

Copyright User is a multimedia resource aimed at helping creators, media professionals and the general public understand copyright. Copyright User consists of videos, interactive tools, subject resources, and FAQs. The resources are meant for everyone who uses copyright: musicians, filmmakers, performers, writers, visual artists or interactive developers. We inform creators how to protect their work, how to license and exploit it, and how to legally re-use the work of others. See <http://copyrightuser.org>