

Creative Industries & their IP rights

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The article is a brief understanding of creative industries IP rights.

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IP and creative industries:

Creative industries are increasingly at the intersection of art and technology. Innovation in creative industries is often a collective process that involves many heterogeneous actors whose objectives and needs differ. It also involves informal knowledge communities that have very specific IP needs. Those actors often combine different types of IP rights, including copyright, patents, and trademarks. Infringement of IP in the creative industries is a challenge, particularly since copying is easy and cheap in the digital era. Firms in creative industries also use more traditional IP strategies, open source and other creative commons types of licenses. Several factors challenge innovation activities of firms in these sectors, including enforcement of copyright on the Internet and also the provision of adequate contexts to enable the innovative process in creative industries.

What are the creative industries?

Those industries that are based on individual creativity, skill and talent with the potential to create wealth and jobs through developing intellectual property' – includes thirteen sectors inleudes:

- 1. advertising,
- 2. architecture,
- 3. the art and antiques market,
- 4. crafts, design, designer fashion,
- 5. film.
- 6. interactive leisure software (i.e. video games),
- 7. Music & the performing arts,
- 8. publishing, software,
- 9. and television and radio.



Creative industries typically include sectors that focus substantially on creating and exploiting intellectual property products, such as music, books, film, and games, but also sectors that focus on providing business-to-business creative services, including advertising, public relations, and direct marketing. also talks about E-mails. Service of Documents by the Registrar, e-mail has been made an essential part of the address for service to be provided by the applicant or any party to the proceedings so that the office communication may be sent through email.

We have taken a lead role in developing the creative economy agenda, as well as further policy strategies. The interface between creativity, culture, economics and technology as expressed in the ability to create and circulate intellectual capital, with the potential to generate income, jobs and export earnings while at the same time promoting social inclusion, cultural diversity, and human development. This is what the emerging creative economy has already begun to do. We are offering free legal advice to support creative industries to support further growth. This is an economic agenda but it also has a deep social and cultural relations purpose.

Regards

Nass & Guild Team

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