

TABLE OF CONTENTS

ACKNOWLEDGMENTS.....	6
INTRODUCTION.....	7
ORIGIN OF VIDEO GAMES	7
COPYRIGHTABLE SUBJECT MATTER FOUND IN VIDEO GAMES.....	8
PERSONS INVOLVED IN THE CREATION, DEVELOPMENT AND MARKETING OF VIDEO GAMES	9
LEGAL CONTROVERSY – CLASSIFICATION OF VIDEO GAMES	10
ARGENTINA.....	12
CLASSIFICATION OF VIDEO GAMES	12
RIGHTS HOLDERS AND STAKEHOLDERS	12
THE ISSUE OF THE TRANSFER OF RIGHTS AND THE CONTRIBUTION OF THE AUTHOR	13
BELGIUM.....	14
CLASSIFICATION AS CREATIVE WORKS OF AUTHORSHIP	14
KEY STAKEHOLDERS	16
AUTHORSHIP.....	17
TRANSFER OF RIGHTS.....	18
ECONOMIC COMPENSATION	19
BRAZIL	19
CLASSIFICATION OF VIDEO GAMES	20
RIGHTS HOLDERS AND STAKEHOLDERS	21
CANADA.....	23
STAKEHOLDERS.....	23
AUTHORSHIP.....	24
TRANSFER OF RIGHTS AND COMPENSATION.....	27
CHINA	27
CLASSIFICATION OF VIDEO GAMES	28
RIGHTS HOLDERS AND TRANSFER OF RIGHTS	28
RECENT DEVELOPMENTS.....	30
DENMARK.....	31
STAKEHOLDERS INVOLVED IN THE VALUE CHAIN.....	31
AUTHORSHIP.....	32
WHO OWNS THE RIGHTS	33
FINANCIAL COMPENSATION	33
EGYPT	34
AUTHORSHIP AND STAKEHOLDERS.....	34
TRANSFER OF RIGHTS AND COMPENSATION.....	35
FRANCE.....	36

CLASSIFICATION OF VIDEO GAMES	36
RIGHTS HOLDERS AND STAKEHOLDERS	37
THE QUESTION OF THE RIGHTS	38
COMPENSATION	39
GERMANY	41
CLASSIFICATION OF VIDEO GAMES	41
RIGHTS HOLDERS AND STAKEHOLDERS	41
INDIA	43
LACK OF A SPECIFIC CLASSIFICATION	43
KEY STAKEHOLDERS	44
AUTHORS AND THE TRANSFER OF RIGHTS	45
ECONOMIC COMPENSATION FOR AUTHORS	46
ISRAEL	47
CLASSIFICATION OF VIDEO GAMES	47
RIGHTS HOLDERS AND STAKEHOLDERS	48
TRANSFER OF RIGHTS	48
ITALY	50
CLASSIFICATION OF VIDEO GAMES	50
THE DOCTRINE QUALIFICATION	50
AUTHORS	51
STAKEHOLDERS	52
RELATIONSHIP BETWEEN AUTHORS AND DEVELOPMENT STUDIOS	52
POSSIBLE SOLUTIONS	53
JAPAN	53
CLASSIFICATION OF VIDEO GAMES	54
RIGHTS HOLDERS AND STAKEHOLDERS	54
REMUNERATION	55
KENYA	56
CLASSIFICATION OF VIDEO GAMES	56
RIGHTS HOLDERS AND STAKEHOLDERS	57
FOLKLORE AND THE PUBLIC DOMAIN	58
REPUBLIC OF KOREA	59
CLASSIFICATION OF VIDEO GAMES	59
AUTHOR-RELATED ISSUES REGARDING VIDEO GAMES	59
LEGAL STATUS OF PROFESSIONAL GAMERS	60
STAKEHOLDERS IN THE VALUE CHAIN OF VIDEO GAMES	60
EMPLOYEE-RELATED ISSUES IN THE CREATION OF VIDEO GAMES	61
TRANSFER OF RIGHTS	61
RIGHT TO BROADCAST GAMES PLAYED BY PROFESSIONAL GAMERS	62

RUSSIAN FEDERATION.....	62
CLASSIFICATION OF VIDEO GAMES.....	63
AUTHORS.....	64
TRANSFER OF RIGHTS.....	65
ECONOMIC COMPENSATION FOR AUTHORS.....	66
RWANDA.....	66
CLASSIFICATION.....	67
CONTRIBUTORS.....	67
FOLKLORE AND THE PUBLIC DOMAIN.....	68
SENEGAL.....	68
CLASSIFICATION.....	69
CONTRIBUTORS AND TRANSFER OF RIGHTS.....	69
FOLKLORE AND THE PUBLIC DOMAIN.....	70
SINGAPORE.....	71
CLASSIFICATION OF VIDEO GAMES.....	71
RIGHTS HOLDERS AND STAKEHOLDERS.....	73
RIGHTS REGIME.....	73
ECONOMIC COMPENSATION.....	73
SOUTH AFRICA.....	74
CLASSIFICATION OF VIDEO GAMES.....	74
AUTHORS.....	74
STAKEHOLDERS AND TRANSFER OF RIGHTS.....	75
FINANCIAL COMPENSATION AVAILABLE FOR AUTHORS AND OWNERS.....	76
CONTRIBUTIONS BY PLAYERS INVOLVED IN INTERACTIVE ONLINE GAMING..	76
SPAIN.....	77
CLASSIFICATION OF VIDEO GAMES.....	77
STAKEHOLDERS, AUTHORS AND CONTRIBUTORS.....	79
WHO OWNS THE RIGHTS.....	80
COMPENSATION.....	81
URUGUAY.....	82
CLASSIFICATION.....	82
THE BUSINESS REALITY IN URUGUAY.....	83
RIGHTS HOLDERS AND STAKEHOLDERS.....	83
COMPENSATION.....	84
SWEDEN.....	85
CLASSIFICATION OF VIDEO GAMES.....	85
RIGHTS HOLDERS AND STAKEHOLDERS.....	86
TRANSFER OF RIGHTS.....	88
UNITED STATES OF AMERICA.....	89
THE U.S. COPYRIGHT OFFICE.....	90

AUTHORS AND RIGHTS HOLDERS	91
TRANSFER OF RIGHTS	92
CONCLUSIONS	93