Session Outcome Document

Summary of Session: Intellectual Property (IP) in a brave new virtual world

World Intellectual Property Organization

March 13th 11:00

https://www.itu.int/net4/wsis/forum/2023/Agenda/Session/263

Key Issues discussed (5-8 bullet points)

- The session provided an overview of WIPO’s recent and planned activities relating to the use of intellectual property (IP) in virtual worlds, including in the metaverse and video gaming.
- The session discussed examples of how different tools and mechanisms can be deployed by a range of stakeholders to resolve IP disputes in virtual spaces.
- The session discussed the WIPO project on Videogame Development: A Quest for IP, and shared the objectives and time line for the project.
- It examined Alternative Dispute Resolution (ADR) mechanisms as a mean to resolve disputes related to IP matters in the digital environment and the specific benefits of the WIPO specialized and tailored ADR services, including arbitration, mediation, and expert determination.
- The session also informed about the IP and Frontier Technologies conversation on the Metaverse and encouraged WSIS stakeholders to get involved.

Towards WSIS+20 and WSIS beyond 2025, please share your views on the emerging trends, challenges, achievements, and opportunities in the implementation of the WSIS Action Lines to date (5-8 bullets)

- Virtual spaces such as the metaverse and videogames are increasingly gaining in importance and provide a unique opportunity for the international community to enhance multi-stakeholder engagement across various WSIS action lines.
Tangible outcomes (such as key achievements, announcements, launches, agreements, and commitments (3-5 bullet points)

- The session provided insights and relevant information on the important role international organizations like WIPO are playing in promoting ICTs for development.
- The session highlighted the opportunities of using IP as a tool for development and inclusive growth in the digital environment by highlighting the WIPO project on videogame development which aims to help videogame developers’ level up their IP and for their business.
- The session provided information about ADR mechanisms as a mean to resolve disputes related to IP matters in the digital environment, as well as highlighted the benefits of the WIPO specialized and tailored ADR services, including arbitration, and mediation, and expert determination.
- The session provided an opportunity to announce the WIPO IP and Frontier Technologies conversation on the Metaverse.

Actionable plan (2-5 points)

- Bring IP to the grassroots and help innovators and creators on the ground to use IP to bring their ideas to the market.
- Continue developing initiatives oriented towards bringing IP closer to non-experts, business owners, entrepreneurs, researchers, artists, designers and creators so as to acquire practical IP skills which can be used as part of their toolkit for success.
- Continue providing guidance on the complexity Member States may face when considering innovation related questions, including on how digital technologies and solutions supported by IP could play a key role in building a greener, fairer, healthier and more resilient world.
- Continue providing and fostering a global multi stakeholder forum to discuss IP issues around frontier technologies, including AI, and the digital economy.

Suggestions for thematic aspects that might be included in the WSIS Forum 2024 (WSIS+20 Forum High-Level Event) (one paragraph)

- WSIS Forum 2024 could provide a thematic session to share experiences of other international organizations, including WIPO, on multi-stakeholder and public/private partnerships to advance development goals. In particular, a session that allows to
deliver information on how IP can be used as a tool for development in the digital and information society.