

EMLE 2019-2020

Course: Advanced Course on Intellectual Property

Term: 3

Number of Credits: 2,5

Language: English

Course Description

The course focuses on the specific issues that the internet poses to the traditional law and governance of intellectual property rights. From an economic perspective, the course deals with the impact of information technologies on intellectual property law regimes, collaborative creativity on the internet and other forms of shared innovations, digital exhaustion and challenges to the enforcement of intellectual property rights and to the application of traditional remedies. The course also deals with the legal and economic rationales of most of the provisions of the new Directive (UE) 2019/790 of 17 May 2019 on copyright and related rights in the Digital Single Market. Exceptions and limitations for text and data mining; the protection of press publications concerning online uses; the use of protected content by online content-sharing service providers; and contract adjustment mechanism will be discussed from a law and economics perspective.

Methodology

- 1) **Learning methods:** course materials mostly include EU case law on IP, legal scholarship, and some hypothetical cases to illustrate different analytical issues. Social sciences tools will be used to analyze the effects of legal rules and doctrines on parties' behavior. Students are required to read the week course materials in advance with the goal of discussing them in class. The readings will be discussed in class. The instructor will call upon students to answer questions and to provide summaries. All students are on call for all readings assigned for that day.
- 2) **Capacities and skills:** after successfully completing the course, students shall be:
(a) equipped with an advanced knowledge and understanding of core aspects of IP law and litigation in digital environments; (b) able to discuss public policy interests at stake in IP regulation and disputes and to develop their capacity to devise and sustain legal arguments and solve legal problems in the field of IP law; (c) able to understand the role of IP rights in different commercial and professional environments and how they may relate to innovation; and (d) encouraged to think pragmatically about the law.
- 3) **Attendance policy:** at least 80% of class attendance is required to pass the course.

Assignments and Evaluation

The final grade for the course will be based on a **final examination** (100 %). This anonymous final exam will be based on the assigned readings and the contents of the class lectures will be programmed. The exam will test students' comprehension and familiarity with the different concepts, institutions and approaches discussed during the lectures. It can include essay questions or the discussion of hypotheticals. The instructor will inform about the possibility of bringing materials or sources of information to the exam.

Students are encouraged to actively participate in class and bring quality questions and comments during the discussions.

If the regular course is failed, students will have the possibility of preparing a writing assignment on a specific topic in order to pass the course, if the work carried by the student through the course shows sufficient commitment to that end.

Topics

Sessions

1. Collaborative creativity on the internet*
2. How has digitization impacted the music industry and intellectual property law and policy?
3. Implications of big data in creative industries. Streaming and the Dawn of Data-Driven Creativity
4. Directive (UE) 2019/790 of 17 May 2019 on copyright and related rights in the Digital Single Market (I):
 - Text and Data Mining (articles 3 and 4).
 - Protection of press publications concerning online uses (article 15).
5. Directive (UE) 2019/790 of 17 May 2019 on copyright and related rights in the Digital Single Market (II):
 - Use of protected content by online content-sharing service providers (article 17).
6. Directive (UE) 2019/790 of 17 May 2019 on copyright and related rights in the Digital Single Market (I):
 - Contract adjustment mechanism (article 20)
7. Digital Exhaustion
8. Enforcement and remedies: the interface between IP and contract law for the breach of software licenses.

*Reading materials for each session will be provided in advance.
