# The MediaVerse Approach to Media Rights

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## MediaVerse

A universe of media assets and co-creation opportunities

### **Project Identity**



- Innovation Action selected for call H2020-ICT-44-2020 Next **Generation Media**
- Started on October 1<sup>st</sup> 2020 (now on M5)
- Planned for 3 years (until Sep 30<sup>th</sup> 2023)
- 11 partners























## Why MediaVerse?

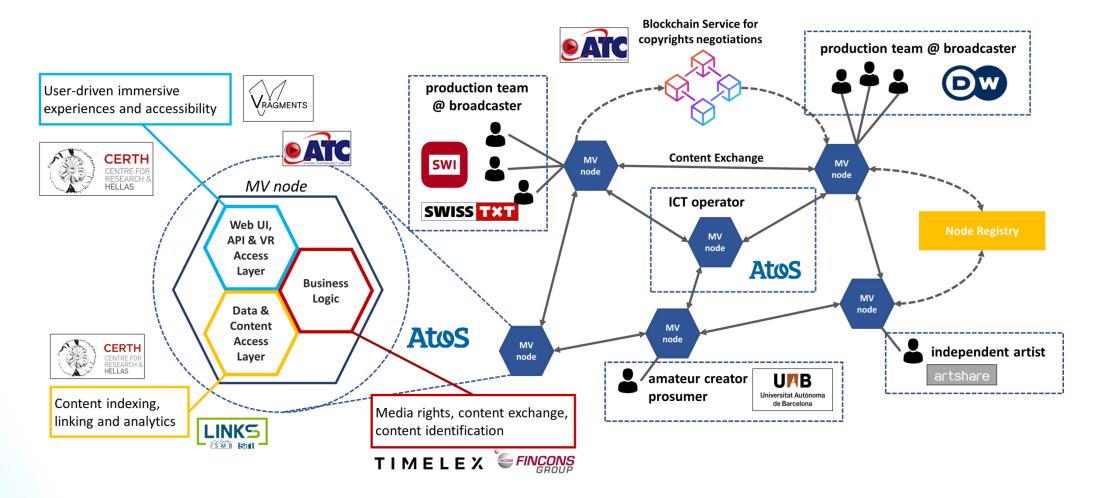


- Regain control from central platforms in matters such as
  - How much media is worth / what media should be promoted / what media should be considered inappropriate / what audiences media should reach
- Leverage opportunities from new technologies
  - Al in the service of media discovery and moderation / new formats (360°, 3D)
     / accessible content
- Understand diverse audiences and reach fast
  - Track performance and audience engagement / find engaging user-generated content / social collaboration spaces

#### MediaVerse in a Nutshell



A decentralized network of intelligent accessible tools and services



#### MediaVerse Use Cases



- UC#1: Citizen Journalism (STXT & DW)
  - Connect across silos and platforms, create content hub, attract community
- UC#2: New formats of co-creating media (UAB)
  - Co-creation and authoring capabilities, accessibility and diversity
- UC#3: Hybrid intelligence experimental artworks series (AS)
  - Integrate ICT & Art, engage STARTS community, critical/holistic/humanistic approach to user driven social media

### Media Rights in Media Verse



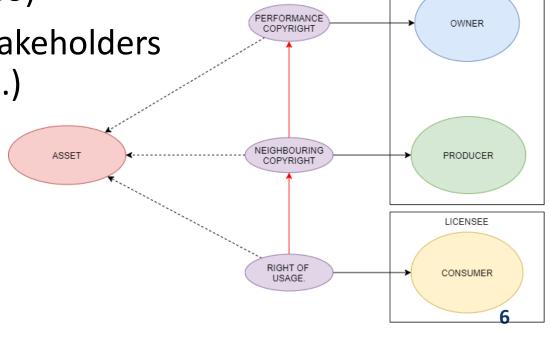
LICENSOR

 Common digital rights management model for interoperability and automation of the copyrights negotiation procedure between content creators of the MV network

 Register ownership of a digital media asset (e.g., picture, 360° video, 2D/3D video)

 Manage the "rights" associated to stakeholders (e.g., copyright owners, publishers, ...)

 License a digital media asset and ensure proper remuneration to all stakeholders



## Challenge: Nature of New Media

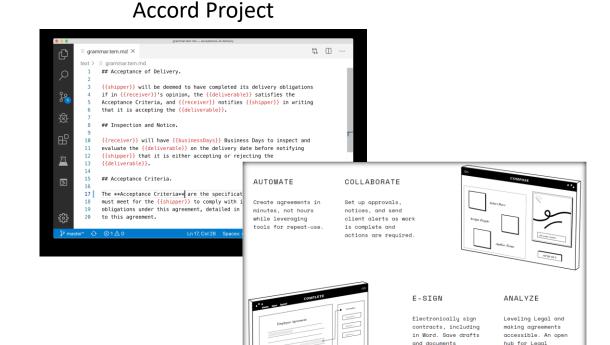


- Possibility of advanced form of content sharing, preserving the IPRs for example by handling negotiation for copyrightable derivative works, which refer to adding new original copyrightable authorship to work that is based on pre-existing content
- Copyrightable collective works, which refer to works which are created by multiple authors
- Al Media, i.e. content that is automatically generated by Al models (e.g. GANs), which does not fall under the implicit condition of a "physical" author, which is a perquisite to grant copyright to a work

## Challenge: Lack of End-to-End Standards



- "Traditional" Legal Contracts and "processes" turned into
   "Smart Legal Contracts" + DLT's Smart Contracts & NFT
  - Contract Representation:
    - Accord Project, OpenLaw
  - Standards:
    - Ethereum ERCs
    - InterWorkAlliance TTF
    - LCC Framework
  - Open Issue:
    - Need for "standardized models" at EU level



OpenLaw

## Challenge: Choice of Blockchain Tech



Blockchain platform to implement the functionalities







#### • Platforms:

Ethereum or Bitcoin the most used, others are EOS or Alastria

#### Open Points:

- Sustainability of the project: split revenue with the platform operator e.g. MV
- Need for a "standard" European Blockchain platform e.g. EBSI?

LBRY	MUSICOIN	EMANATE	RESONAT E	UJO Music	CREAPRO JECT	ARA	Bernstein	Knonwn Origin	Custos	Authpaper	SuperRare	Creativity Safe
https://lbry.t ech/	https://musi coin.org/	https://ema nate.live	https://reso nate.is/	https://ujom usic.com/	https://crea project.io/cr ea-en/	https://ara.o ne/	https://www .bernstein.i o/	https://know norigin.io/	https://www .custostech. com/	https://www .authpaper.i o/	https://supe rrare.co/	https://creat ivitysafe.co m/
All media exchange	Music streaming	ex-choon	Music streaming	Music	Artworks negotiation	Creative content distribution	Secure your intellectual property in one click	Online marketplac e	Forenses watermarki ng	Secure Data delivery	Marketplac e for unique artpieces	Certification /Registering of IP/Creative Works
Bitcoin	Ethereum	EOS.IO	Ethereum	Ethereum	Ethereum	Ethereum	Bitcoin	Ethereum	Bitcoin	Ethereum	Ethereum	Bitcoin

## Challenge: Currency Volatility



#### Open Points:

- Make the applicability not very attractive and difficult for the cost to be estimated
- DLT's transaction's costs (i.e. cryptocurrency volatility) → Stablecoin?
- Fiat currencies & DLTs (e.g. "Digital Euro")



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#### **Consortium Partners**



















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