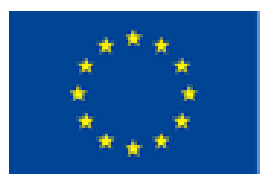


# Module I. Heritage and Intellectual Property

## Intellectual Property Course

### Topic 1. The intellectual property: definition and categories

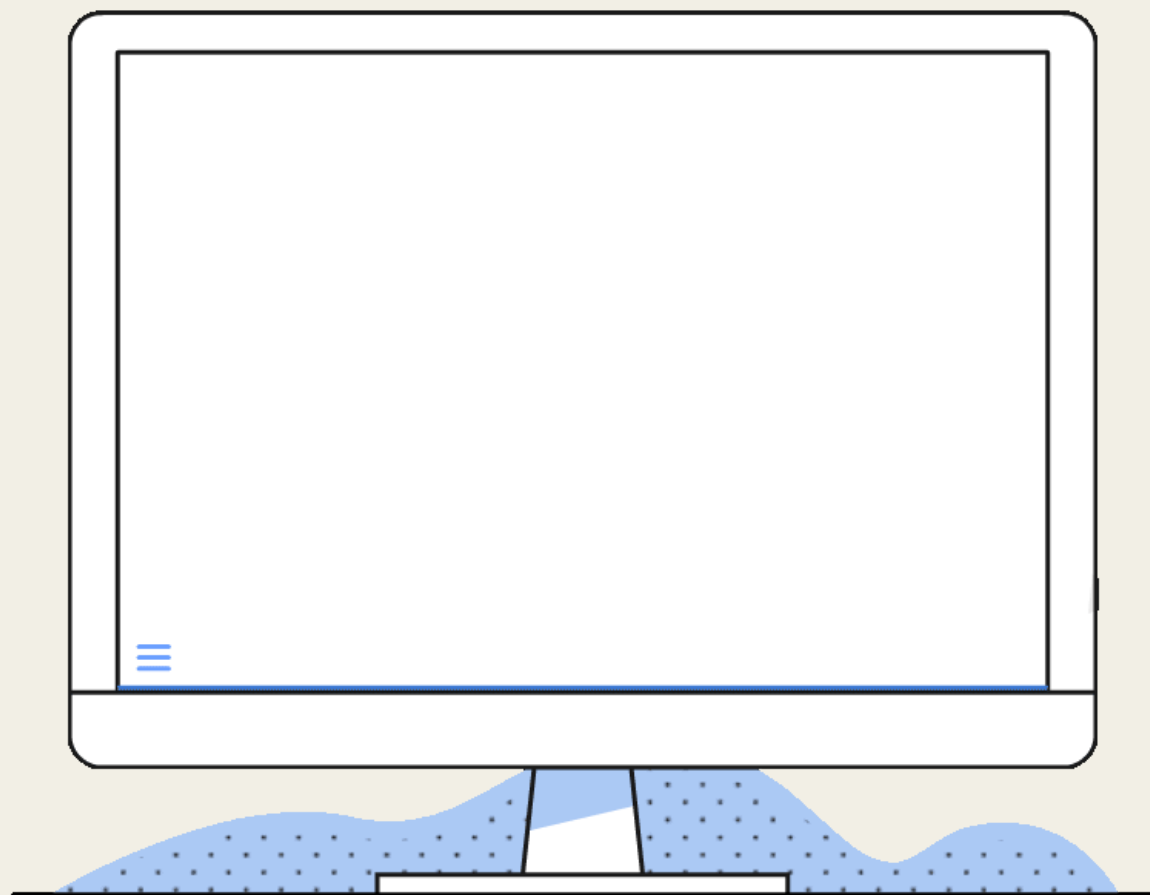
#### Activity T1.L1.1. Workshop 1: Activity 1 – Understanding intellectual property through examples



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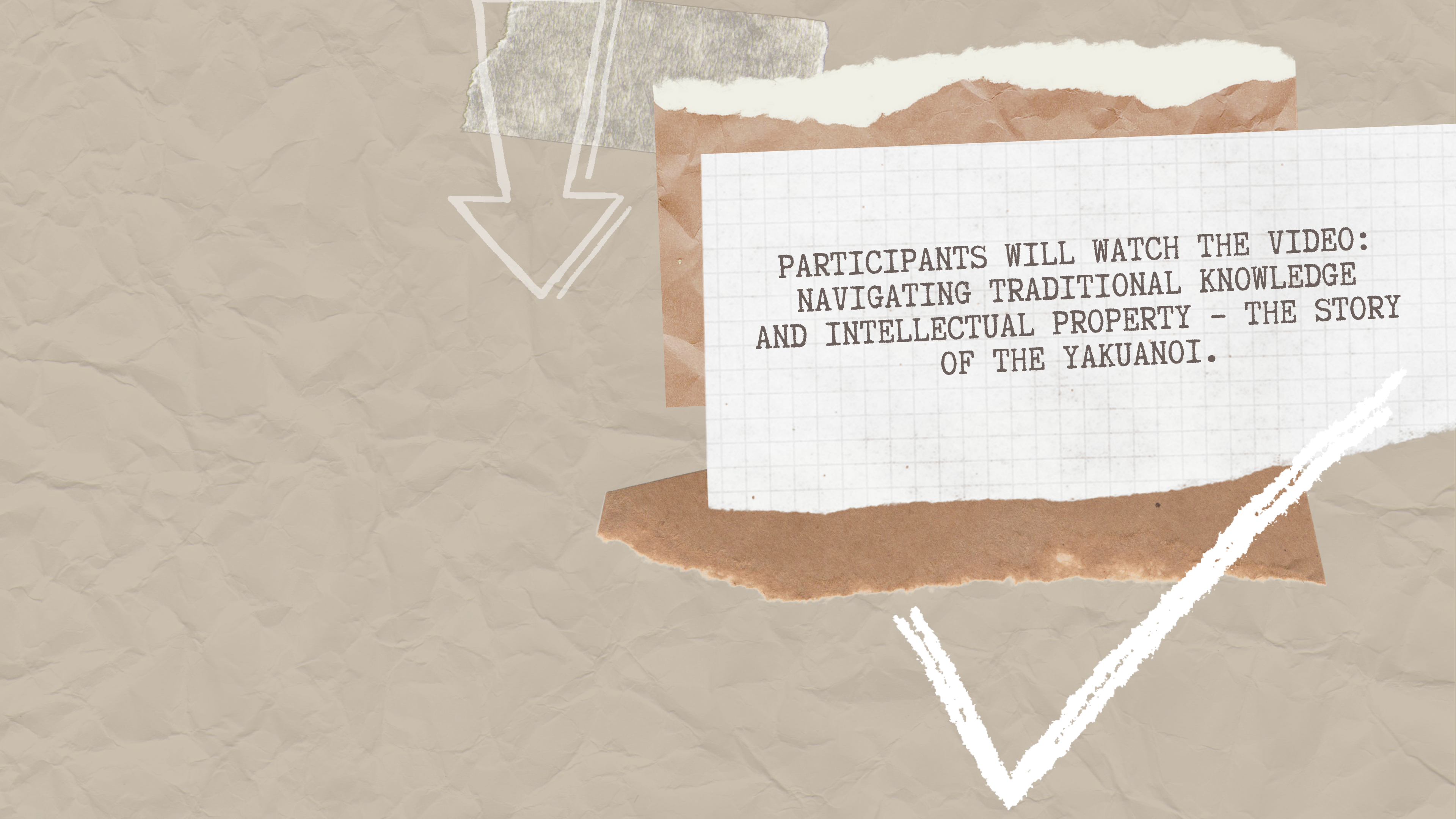
# The intellectual property: definition and categories



This activity aims to help students familiarize themselves with all the concepts related to intellectual property by analyzing several examples.

Learners should watch a video, fill a table and then create a world cloud to share information gathered by them related to intellectual property.





PARTICIPANTS WILL WATCH THE VIDEO:  
NAVIGATING TRADITIONAL KNOWLEDGE  
AND INTELLECTUAL PROPERTY - THE STORY  
OF THE YAKUANOI.



Once they watch the video, learners must fill up a content table.

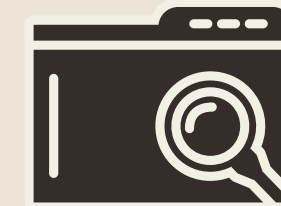
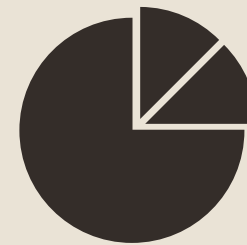
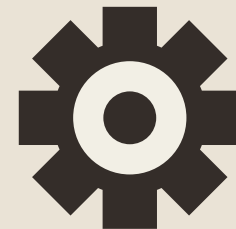
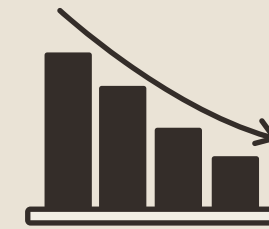
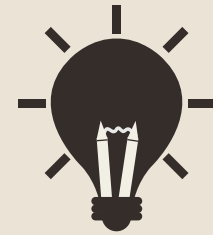
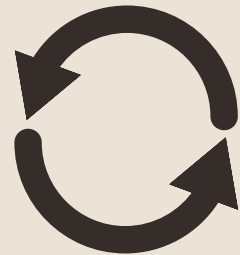
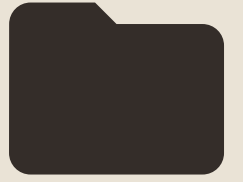
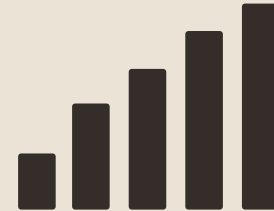
The following step will be to build a "Word Cloud" using any free tool. In this cloud, students must include at least 3 different definitions of intellectual property.








Upon the completion of this topic, learners will be able to...





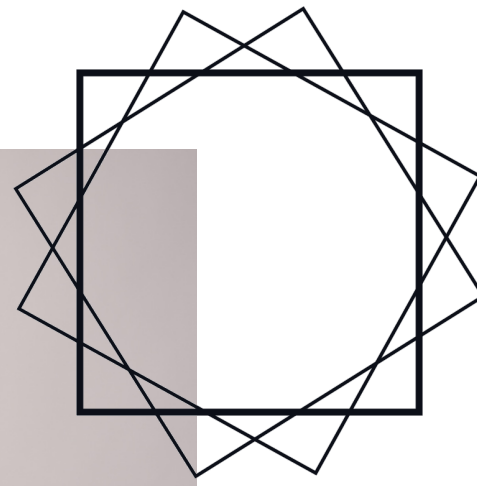
- 
- Identify the concept of intellectual property.
  - Understand the characteristics of intellectual property.
  - Learn about traditional knowledge.



It is necessary to understand the concept of intellectual property and its classification in order to gain understanding regarding multimedia in the O-City platform.







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