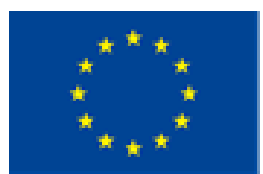


# Module I. Heritage and Intellectual Property

## Intellectual Property Course

### Topic 2. Legal framework for O-City

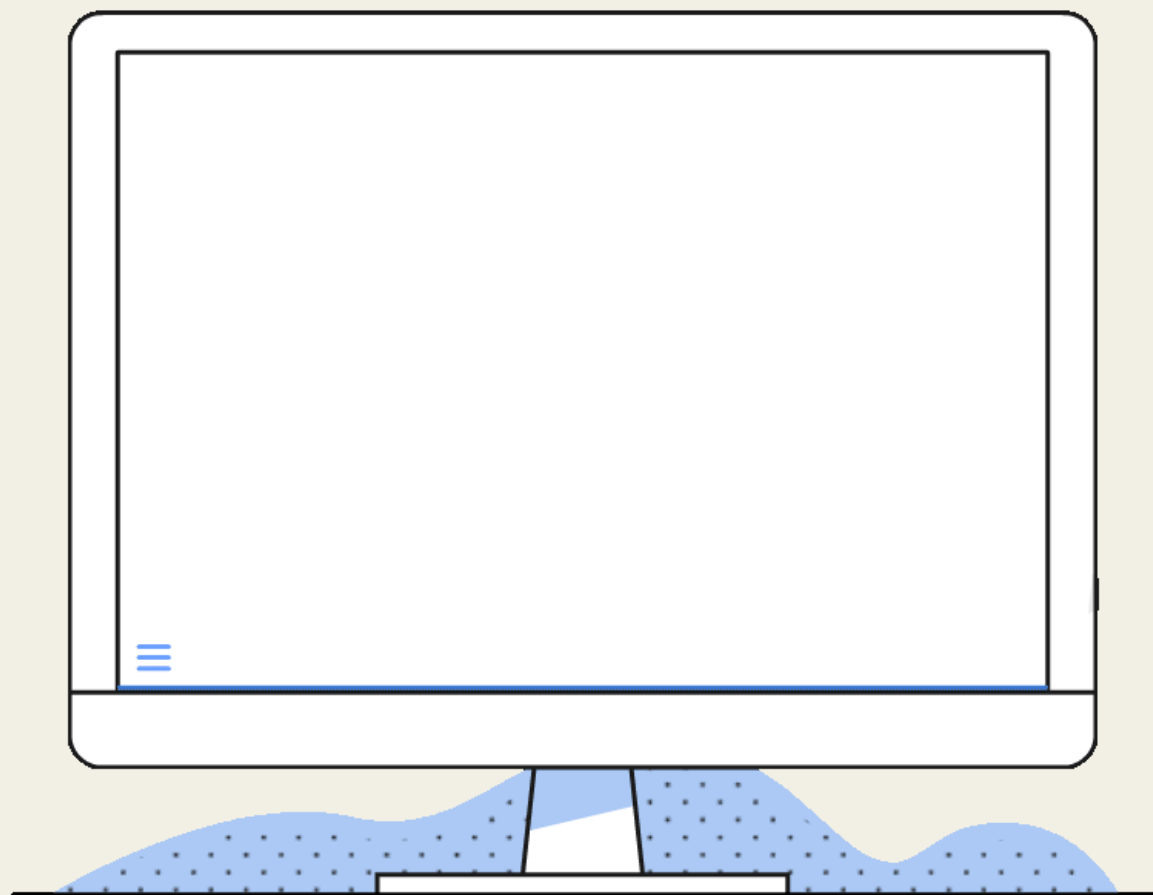
#### Activity T2.L1.1. Workshop: Legal framework for the registration of intellectual property



Co-funded by the  
Erasmus+ Programme  
of the European Union



# Legal framework for the registration of intellectual property




Learners will work on the legal framework for the registration of intellectual property.

Activities will be related to intellectual property and the different regions of the world.

The activity will begin by analyzing the current legal framework for the registration of intellectual property:

Through the Concept Map tool and using the CMAPS program, learners should build a Concept Map that contains the Current Legal Framework established by the WIPO.

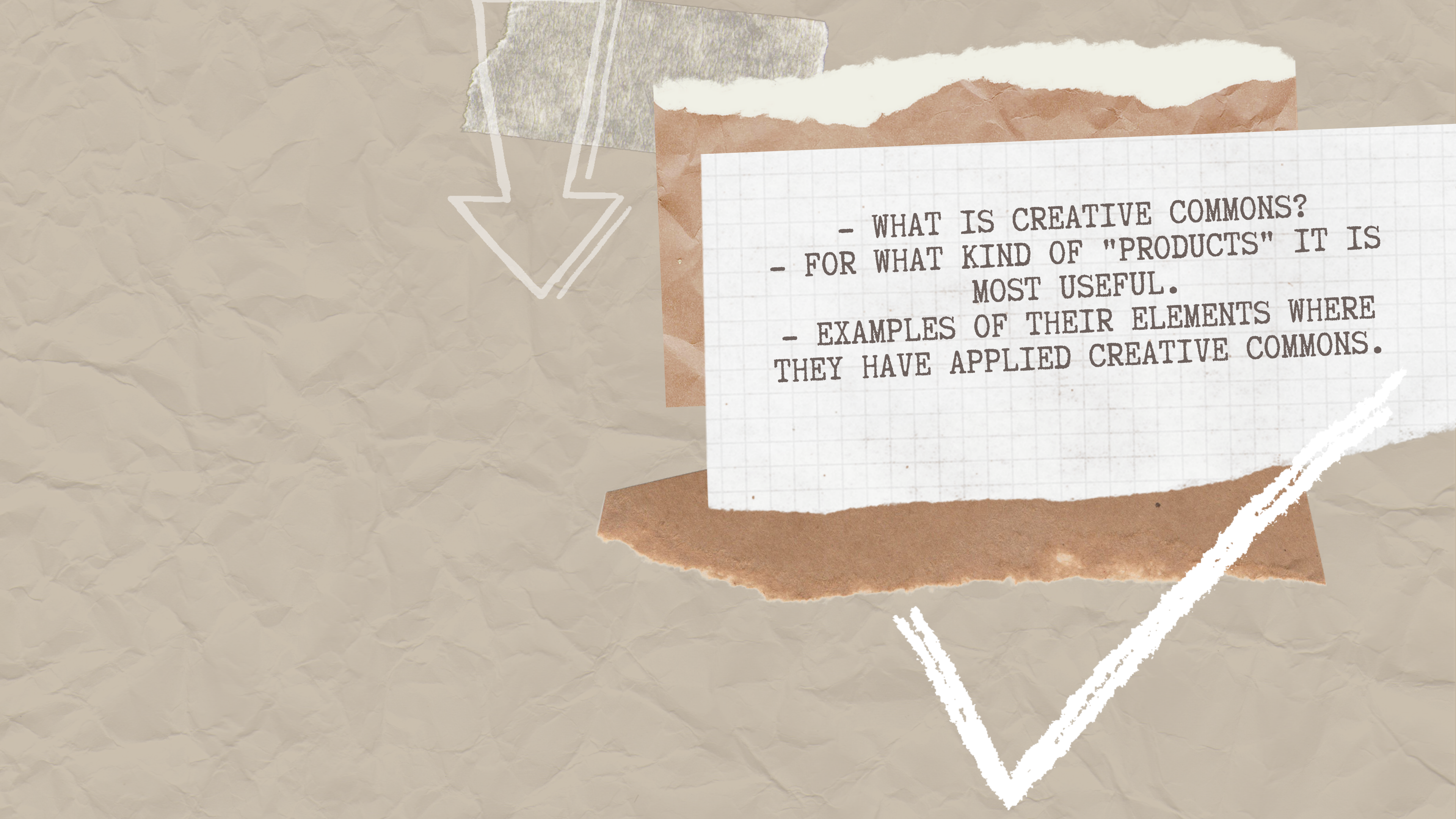




The second part will consist on the open access to register intellectual property: Creative Commons.

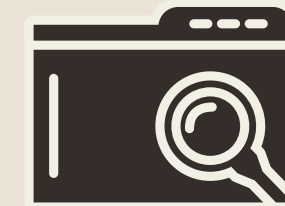
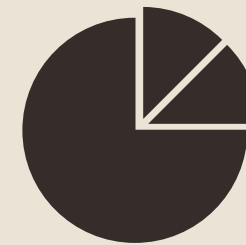
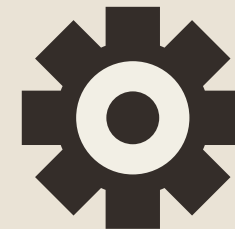
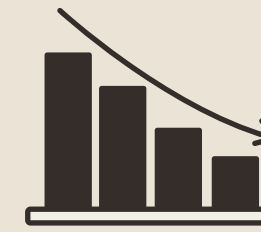
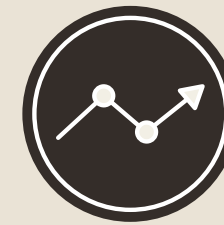
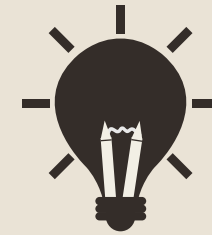
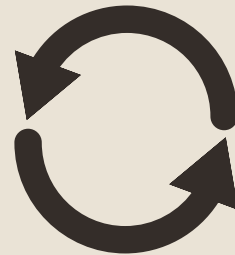
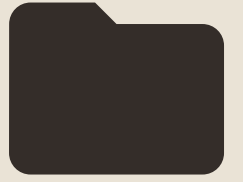
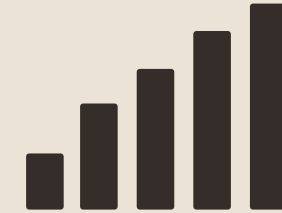
Through an INFOGRAPHIC or a STORY, presented with CANVA or with PowerPoint® learners should prepare a presentation of at least 3 minutes, explaining to someone else, what is Creative Commons.


The script must contain at least the following explanations:

- 
- The image features a textured, light brown background. A piece of white grid paper is torn and pasted onto the background. A white arrow points downwards from the top left towards the grid paper. The text on the grid paper is as follows:
- WHAT IS CREATIVE COMMONS?
  - FOR WHAT KIND OF "PRODUCTS" IT IS MOST USEFUL.
  - EXAMPLES OF THEIR ELEMENTS WHERE THEY HAVE APPLIED CREATIVE COMMONS.



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





-Get familiarized with intellectual property around the world.

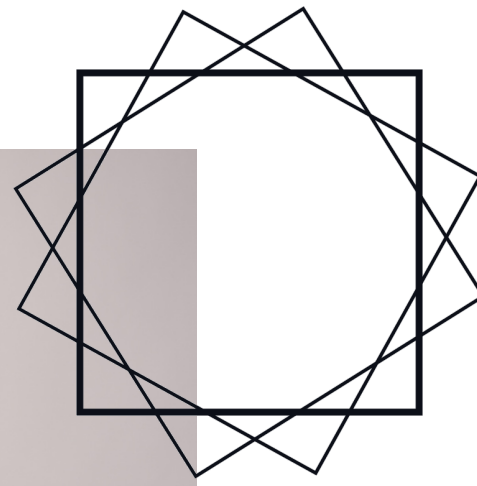
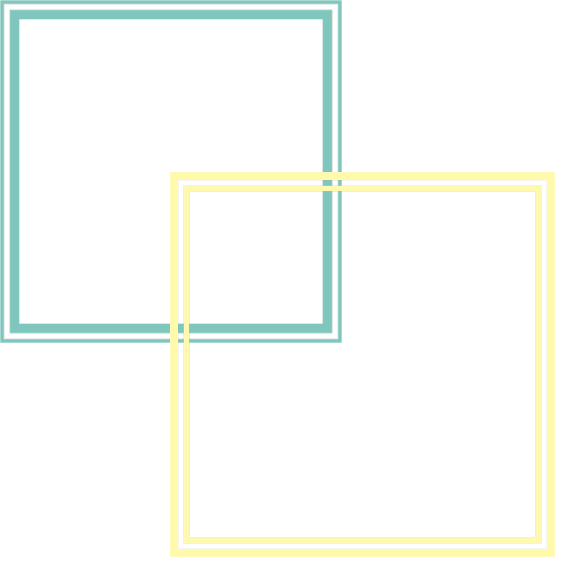
- Understand the classification of intellectual property according to the WIPO.

- Learn about the intellectual property legislative entity in their country.

Learning the legal framework of intellectual property is necessary in order to register multimedia on the O-City platform.







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