

LET'S TALK ABOUT GEOGRAPHICAL INDICATION.



Module I



Course
Intellect
Property



Topic

Classification
of the
intellectual
property -
WIPO-



Lesson 2

Activity

- **Short Description:** Learners will learn about the classification of the intellectual property according to the WIPO.
- **Methodology:** Project-based learning
- **Duration:** 3 hours.
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Individual
- **Classroom / House:** The activity should be developed during class.
- **What do we need, to do this activity?** (Indicate what resources we need to be able to carry out the proposed activity)
 - We will need a device (computer, smartphone, or tablet)

Description

- **Text description:** Workshop 3- Classification of the intellectual property -WIPO-

Let's talk about Geographical Indication



Activity 1- Discovering the types of intellectual property in the global framework.

The Intellectual Property Map: Use any graphic tool to obtain a map of the globe - Example: EZ Map, GIS, Gmaps- and identify the important and differentiating elements of certain geographical points with examples of their legislation on intellectual property.

Activity 2- Exemplifying the types of intellectual property.

Investigate with the Intellectual Property Legislative entity in your country, at least FOUR intellectual property registrations that have been produced in the last two years and fill in the following TABLE:

WHAT IS REGISTERED AS INTELLECTUAL PROPERTY?	
1. Type of product	
2. Name of the registered product	
3. Registration by institution or by person	
4. What type of record was used	
5. Cost of this type of registration	
6. Registration processing time	

Instructions

1. STEP 1: Get a globe map using one of these tools: EZ Map, GIS or GMaps.
2. STEP 2: Identify elements of different geographical regions and give examples of their intellectual property legislation.
3. STEP 3: Investigate with the Intellectual Property Legislative entity in your country, at least FOUR intellectual property registrations that have been produced in the last two years .
4. STEP 4: Complete the table

Expected outcomes

- Recognize the current legal framework for the registration of intellectual property of the products that are designed for the O-City Platform.



This activity can be used in other (module, course, topic, lesson):

- Any Module, Course, Topic or Lesson, as background regarding intellectual property.

DIGICOMP (Competences developed):

1. INFORMATION AND DATA LITERACY

1.1 Browsing, searching and filtering data, information and digital content

2. DIGITAL CONTENT CREATION

3.1 Copyright and licenses

ENTRECOMP (Competences developed):

1. INTO ACTION

1.1 Learning through experience

1.2 Creativity

1.3 Vision

