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| Autore                  | Stamatoudi Irini A.  |
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| Descrizione fisica      | 1 online resource (xv, 317 pages) : digital, PDF file(s)   |
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| Soggetti                | Copyright - Interactive multimedia<br>Copyright - Audio-visual materials<br>Copyright and electronic data processing<br>Intellectual property  |
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| Nota di contenuto       | Cover; Half-title; Series-title; Title; Copyright; Dedication; Contents; Acknowledgments; Abbreviations; Introduction; 1 Placing multimedia products within the scope of copyright; 2 The scope of multimedia works; 3 Traditional literary works; 4 Collections and compilations; 5 Databases; 6 Audiovisual works; 7 Computer programs; 8 Video games as a test case; 9 Multimedia products and existing categories of copyright works; 10 A regime of protection for multimedia products; 11 Conclusions; Postscript; Bibliography; Index |
| Sommario/riassunto      | Multimedia products have experienced tremendous market success. Yet too often they are given inadequate protection under existing national and international copyright schemes. Irini Stamatoudi provides a comprehensive, comparative treatment of multimedia works and copyright protection in this clear and concise volume. A detailed   |

introduction outlines the nature of the multimedia work, as well as the scope of existing legislation; separate chapters consider collections and compilations, databases, audiovisual works and computer programs (video games are here treated as a 'test case'). Stamatoudi then analyses issues of qualification, regime of protection, and offers a model for a European legislative solution. Copyright and Multimedia Products will interest academics and students, as well as practitioners and copyright policy makers.

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