The Internet, new information and communication technologies, and the digital economy present both challenges and opportunities for the international community and the intellectual property (IP) system. How to stimulate innovation and creativity in the digital environment while ensuring an effective and balanced approach to intellectual property rights (IPRs) is one of many key considerations in the discussions of the Internet Governance Forum (IGF). As a specialized agency of the United Nations, the World Intellectual Property Organization (WIPO) is engaged in the process of adapting the international IP framework to the evolving needs of the Information Society by addressing many issues related to the intersection between IP and the digital environment at the international level using a multi-stakeholder approach.

The WIPO Open Forum will look at WIPO’s programs and activities aimed at assisting Member States to adapt to the fast-evolving digital environment and make a positive contribution to social and economic development. The session will specifically examine WIPO’s work and engagement with Creative Commons (CC) along with other Intergovernmental Organizations (IGOs) to promote greater open access policies as well as to look at WIPO’s activities in the field of software development, including on Open Source and the Video Games Industry.

**Speakers**

Paolo Lanteri, Copyright Law Division, WIPO

Mr. Ronaldo Lemos, Professor at the Rio de Janeiro State University Law School and Creative Commons Project Lead

Mr. Andy Ramos, Author of the WIPO Study “The Legal Status of Video Games: Comparative Analysis in National Approaches

Moderador: Victor Owade, External Relations Division, WIPO