Global Entertainment and Cultural Industry - Internet Governance Principles

- Area: SET OF INTERNET GOVERNANCE PRINCIPLES
- Entitled by: Ricardo Castanheira
- Region: Africa, Asia-Pacific, Canada, Carribean, Central America, Europe, Mexico, South America, United States
- Organization: 37 Entertainment and Cultural Organizations from around the world (full list attached)
- Sector: Private Sector
- Keywords: Entertainment and Cultural Industry, rule of law, intellectual property, Tunis Agenda

Abstract

The Internet is changing lives all over the world. Once connected, people have access to job opportunities, products, and services that were previously unthinkable. People also rely on the Internet for entertainment and culture. We know from recent studies that consumer demand for online content is skyrocketing, which is driving broadband deployment. To ensure continued and sustainable growth of the Internet, the entertainment and cultural industry supports a governance structure that: Benefits from meaningful participation by all interested parties, which requires that stakeholders share knowledge and information; Fosters growth and innovation, which means systems must be interoperable and intellectual property rights protected; and Ensures a safe, stable, and secure Internet supported by the rule of law and the sovereign rights of states, consistent with international norms and the principles of a free and democratic society.

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entertainment and cultural industry supports a governance structure that:

· Benefits from meaningful participation by all interested parties, which requires that stakeholders share knowledge and information;

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· Ensures a safe, stable, and secure Internet supported by the rule of law and the sovereign rights of states, consistent with international norms and the principles of a free and democratic society.

These concepts stem from the 2005 *Tunis Agenda for the Information Society.* While the foundation for these principles was laid in Africa, we look forward to continuing the dialog in South America at the Netmundial conference in Brazil, and to future discussions in other international fora.

Supported by the following 38 entertainment and cultural industry associations from around the world:

INTERNATIONAL ORGANIZATIONS: IPA: International Publishers Association (representing organisations from more than 50 countries in Africa, Asia, Australia, Europe and the Americas); FIAPF: International Federation of Film Producers Associations (producers' organisations from 28 countries on five continents); IFPI: International Federation of the Phonographic Industry (1,300 member companies from 66 countries).

AFRICA: ANCOP, Nigeria**:** Association of Nollywood Core Producers; SAFACT, South African Federation Against Copyright Theft (Southern African film, home entertainment and interactive games industries).

ASIA-PACIFIC: HKRIA, Hong Kong Recording Industry Alliance Ltd; RIAS: Recording

Industry Association (Singapore); RIM: Recording Industry Association of Malaysia; RIT: Recording Industry Foundation in Taiwan; TECA: Thai Entertainment Content Trade Association.

CANADA: CMPA, Canadian Media Production Association; Music Canada.

CARRIBEAN, CENTRAL AMERICA, AND MEXICO: AGINPRO, Guatemalan Association of Performers and Phonogram Producers; AMPROFON, Mexican Association of Phonogram Producers; BSCAP, Belizean Society of Composers, Authors and Publishers; Cinemagic, Mexico; CLAC, Mexico: Coalition for Legal Access to Culture; COSCAP, Copyright Society of Composers, Authors and Publishers; JAMMS, Jamaica Music Society; SOMEXFON, Mexican Society of Record and Music Video Producers; PRODUCE, Society of Phonogram Producers of Panama; SODINPRO, Dominican Society of Record Producers; FONOTICA, Costa Rican Society of the Recording Industry.

EUROPE: ISFE, Interactive Software Federation of Europe; IVF: International Video Federation (representing video associations from Belgium, Denmark, Finland, France, Germany, Italy, The Netherlands, Norway, Spain, Sweden, Switzerland, and the United Kingdom).

SOUTH AMERICA: ABPD, Brazilian Association of Record Producers; ABLF, Brazilian Association of Phonographic Licensing; APDIF COLOMBIA, Association for the Protection of the Intellectual Property Rights of the Recording Industry; ASAP, Salvadorian Association of Phonogram Producers; CAPIF, Argentinean Chamber of Phonogram Producers; CUD, Uruguayan Chamber of the Recording Industry IFPI; CHILE, Chilean Phonographic Association; UNIMPRO, Peruvian Union of Phonograms and Music Videos Producers; SOPROFON, Ecuadorian Society of Phonogram Producers; SGP, Producers Society of Paraguay; PROFOVI, Society of Phonogram and Music Video Producers (Chile), SICAV - Sindicato Interestadual da Indústria Audiovisual (Rio de Janeiro).

UNITED STATES: AAP: Association of American Publishers; ESA: Entertainment Software Association; MPAA: Motion Picture Association of America; RIAA: Recording Industry Association of America.