## GLOBAL CULTURAL LAW AND POLICY IN THE AGE OF UBIQUITOUS INTERNET

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# **INT'L CULTURAL LAW**

- cultural nationalism and cultural internationalism
- complex network of international treaties
- cultural protectionism perseveres, possibly getting stronger but also smarter
- new generation of international cultural treaties

### **DUAL NATURE OF CULTURAL GOODS AND SERVICES**



### >> all existing measures grounded in the offline / analogue environment

## **CULTURAL LAW 1.0**

# **CULTURAL PRACTICES 2.0**

- profoundly transformed information and communication environment >>
  - instantaneous communication to millions
  - low threshold of participation
  - no tangible medium
  - perfect copies
  - new modes of organizing and accessing information
  - no scarcity in cyberspace
- changed ways of creating, distributing, accessing, using and reusing cultural content



## CHANGING GOVERNANCE IN CYBERSPACE

- the cyber-libertarian myth is dead
- proliferation of unilateral state actions
- regulation through intermediaries; hybrid governance models
- regulation through code



### **SMART CULTURAL PROTECTIONISM**

- departs from quotas, trade barriers and plain protectionism
- innovates around digitally enabled processes
- grapples with the digitally triggered challenges (e.g. audience fragmentation; tailored consumption; exposure diversity)
- integrates policies conventionally thought peripheral to achieving cultural objectives (e.g. net and search neutrality)
- deals with uncertainty



- over 30 million objects
- from more than 2'000 institutions
- from 36 countries
- metadata released under the least restrictive creative commons licence (CCO; attribution only)
- digital guidance provided
- app

### **LEGAL HINDRANCES AND IMPLICATIONS**

- a great deal of legal uncertainty
- duration of copyright / fair use / applicable law / orphan works
- DRMs and licensing as overriding user's rights / statutory exceptions and limitations
- copyright impacts on the selection of materials for digitization; libraries and archives avoid the complexities of copyright law by digitizing materials that have passed into the public domain and are no longer covered by copyright restrictions (e.g. Europeana only 2% audiovisual works)
- a bubble of limited (digitally available) information?

### **MEMORY INSTITUTIONS**

- archives, museums, libraries are paradigmatic examples for traditional memory institutions
- content-sharing platforms, social networks, peer-to-peer file-sharing infrastructures, digital images agencies, online music stores, and search engines as new entities with a de facto derivative function as networked memory institutions
- trends of commercialization / privatization

### THANK YOU.

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