

Intellectual property in computer games

Abstract

The topic of this thesis is the issue of video games in intellectual property rights. Although their economic potential is the largest of all sectors of the leisure industry, there are many unanswered legal questions on this issue. The work focuses on intellectual property, especially on copyright, but also on industrial property rights.

The focus of the thesis is the legal analysis of individual elements of the video game, their legal classification and subsumption of the video game as such under the legal regulation of the Czech Republic. At the end of the thesis are reflections de lege ferenda on how a video game should be regulated in the Czech law.

The work is divided into eight parts, chapters and subchapters. The first part of the thesis is devoted to the video game industry and its situation in the Czech Republic. The second part defines the concept of video games, which is not reflected in Czech law. Part three comprises of inclusion of video game under the existing Czech legislation. The following fourth part of the thesis is the structure of the video game and the definition of its elements. The fifth part of the thesis analyzes the authorship of the video game, how it originates, to which parts of the video game the authorship applies and to what extent. The sixth part focuses on the most important types of industrial property rights related to video games. Part Seven discusses the issue of licensing agreements in relation to the video game industry, specifically the ways in which license agreements are used to develop, distribute and use video games by the end user. The eighth part deals with the protection of intellectual property rights, especially from the perspective of copyright. The last part of the thesis consists of consideration of the pros and cons of defining video game within the Czech legal system and the form of its possible definition.

Klíčová slova: Video game, Intellectual property, Copyright