



Session Outcome Document

Intellectual Property and e-sports for development

World Intellectual Property Organization (WIPO)

May 30, 2024, 14:00-14:45

<https://www.itu.int/net4/wsis/forum/2024/Agenda/Session/242>

Key Issues discussed (5- 8 bullet points)

- The central role that intellectual property plays in making it possible for a video game industry to continuously grow in the past years as one of the most important industries in the entertainment sector.
- The importance of the phenomenon of e-sports beyond the video games industry and how intellectual property connects the different stakeholders in the e-sports environment, in particular, in contractual relationships.
- How alternative dispute resolution is becoming the de-facto alternative in the numerous contracts entered into as part of e-sports activities and how WIPO provides efficient solutions for the different stakeholders to solve their disputes.
- The recent 2024 World Intellectual Property Report (WIPR) showcased the video games innovative hubs and the various factors that lead certain locations being established as a hub. Similarly, there are a growing number of territories being established as e-sports hubs for various reasons.

Towards WSIS+20 and WSIS beyond 2025, please share your views on the emerging trends, challenges, achievements, and opportunities in the implementation of the WSIS Action Lines to date (5-8 bullets)

- The growth of e-sports as an activity and economic sector with countries willing to develop capabilities to foster the video game industry and also e-sports activity.
- The growing use of intellectual property beyond video games, for example, in merchandising, audiovisual content, etc.



- The increased use of alternative dispute resolution as the most efficient way to solve disputes and, in particular, those related to intellectual property, for which WIPO has a longstanding expertise in providing alternative dispute resolution services.

Tangible outcomes (such as key achievements, announcements, launches, agreements, commitments, figures, and success stories (3-5 bullet points))

- WIPO publication in 2024, of guidelines for competition organizers, e-sports professional players and teams.
- Analysis of e-sports from an economic perspective in the 2026 WIPO IP Report.

Actionable plan and key recommendations (2-5 points)

- Diffusion of knowledge about alternative dispute resolution in e-sports competitions and between stakeholders.
- Policymakers aiming to bolster the growth and sustainability of video game hubs, to consider key actions outlined in the WIPR.