IP, Ethics, & Privacy Policies

IP Legislations:

1. Copyright:

Australian Copyright Act 1968

Copyright is a type of property that is founded on a person’s creative skill and labour. Copyright protects the form or way an idea or information is expressed, not the idea or information itself.

<https://www.legislation.gov.au/Details/C2019C00042>

1. Trade Marks:

Australian Trade Marks Act 1995

A trade mark is a sign used or intended to be used to distinguish goods or services dealt with or provided in the course of trade by a person from goods or services so dealt with or provided by any other person.

<https://www.legislation.gov.au/Details/C2017C00046>

1. Patents:

Australian Patents Act 1990

A patent is a grant by the Commonwealth government that gives the patent’s owner exclusive right to the exploitation of an invention.

<https://www.legislation.gov.au/Details/C2017C00045>

The Australian Copyright Act 1968 affects the games industry as games often include ideas in the form of original stories and original characters, and this act protects the way such things are expressed. The Australian Trade Marks Act 1995 affects the games industry as game companies use logos and names that fall under the protection of this act. The Australian Patents Act 1990 affects the games industry as games make use of in-game mechanics that fall under the protection of this act that game developers may want exclusive rights to. In conclusion, the games industry makes use of all 3 of these acts because of original stories and characters, company logos and names, and unique mechanics, which all fall under the protection of their respective acts.

Privacy Policy Changes:

* COPPA, GDPR.
* Change age of consent to 18 to cover international releases.

Code of Ethics Changes:

Dispute Resolution: