

# Examples of plagiarism in video games

Gabriel Wechta

January 14, 2023

# Table of Contents

- 1 Introduction
- 2 Intellectual property protection of video games
- 3 Patents in film industry

# Plagiarism

## Definition of plagiarism

**Plagiarism** – act of using someone else's work without giving them proper credit. Plagiarizing involves using words, ideas, or information from a source without citing it correctly.

## In practice

- Copying parts of a text word for word, without quotation marks.
- Giving incorrect information about a source.
- Using someone else's *research* or *ideas* without acknowledging the source.
- Submitting work that was written by someone else, or paid for also constitutes plagiarism.
- Reusing your own work without providing proper attribution, self-plagiarism.

# Intellectual property protection of video games

## IP protection through

- copyright
- patents
- trademarks

## Problems

- Not a fixed medium.
- Similar issues as with the copyrightability of software.
- It is natural to reuse game concepts from prior games to create new gameplay styles – *game genres* (bounded by illegally direct cloning of existing games[1]).

## Are games **computer programs** or **works of art**?

### Berne Convention standards

- This standard treats the whole game as a singular component.

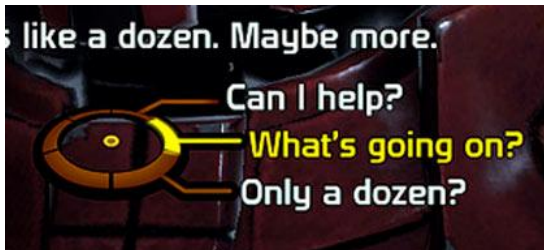
### WIPO (World Intellectual Property Organization) standards

- **computer programs** – classified as works of authorship (in that case, the source code for a video game is classified as a literary work)
- If **pictorial or graphic** authorship predominates, a video game may be classified as a **visual arts** work.
- If **motion picture or audiovisual** authorship predominates, a video game may be classified as a **motion picture/audiovisual** work.

# Patents Examples

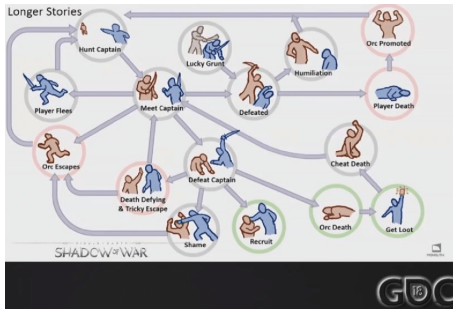
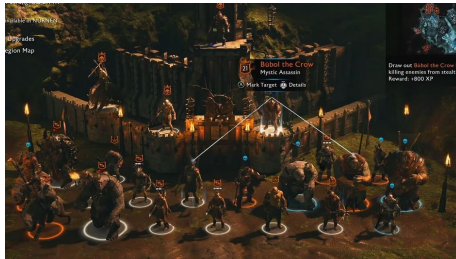
Video game software may be patented. A couple of examples A video game may be protected as creative work.

- *Mass Effect* dialogue wheel (paraphrases of dialogue option, intuitive and constant design)



Dialogue wheel easy to control with pad stick.

- *Middle-earth: Shadow of Mordor* Nemesis system



- *The Medium* Dual-reality gameplay



The main character is rendered in two places at the same time.



# Plagiarisms in video games

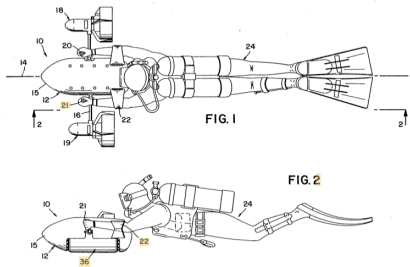
To my surprise, honestly nothing interesting.

## Lana del Rey's song

But during googling I found *that Video Games* by Lana del Rey was considered to be a plagiarism of Elen's Vitali *Oi Dromoi Pou Agapisa*:

[https://www.youtube.com/watch?v=NCS\\_auNZ9Xg](https://www.youtube.com/watch?v=NCS_auNZ9Xg)

# Apparatus for propelling a user in an underwater environment



## Patent history

- issued in 1991
- James and Micheal Cameron
- developed in 1989 while shooting film *The Abyss*
- later used in 1997 in *Titanic*

Technical drawing of propelling apparatus.

# Spider-Man: Into The Spider-Verse' Animation Tech

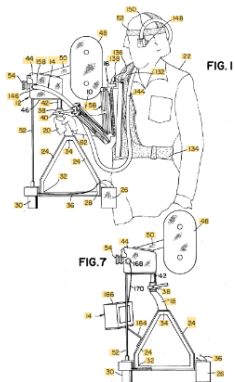
## Patented visual effects

- Ben-Day dots
- Thought balloons
- Written sound effects
- The illusion of alignment flaws in color separation



# Garrett Brown's Steadicam

U.S. Patent April 12, 1977 Sheet 1 of 3 4,017,168



Drawing of Steadicam.

Thank you for your attention

# References



[https://en.wikipedia.org/wiki/Intellectual\\_property\\_protection\\_of\\_video\\_games](https://en.wikipedia.org/wiki/Intellectual_property_protection_of_video_games).

[Online; accessed 11-January-2023].



<https://patents.google.com/patent/US4017168A/en>.

[Online; accessed 11-January-2023].



<https://en.wikipedia.org/wiki/Copyright>.

[Online; accessed 12-January-2023].



<https://blog.juristat.com/film-patents>.

[Online; accessed 14-January-2023].