Project Presentation
On
Film Licensing Compliance

KISHKINDA UNIVERSITY

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Department of CSE

Internal Guide

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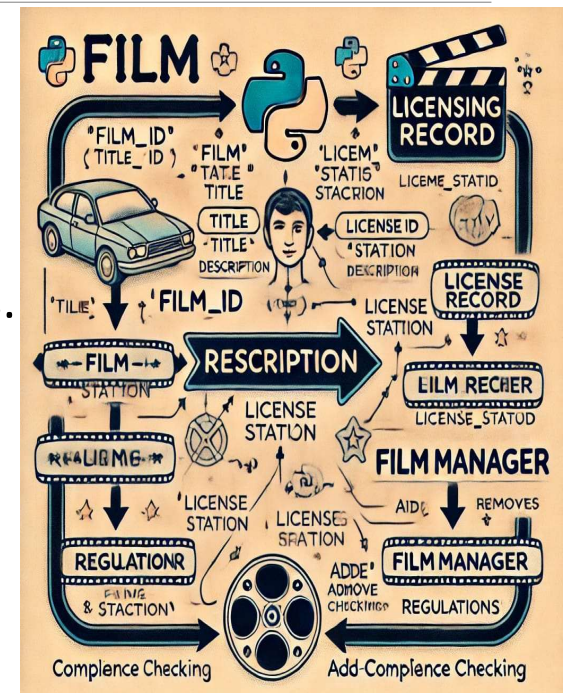5.Vasudha.U   KUB23CSE156

INTRODUCTION:

1. In today's digital landscape, film licensing compliance is vital for [Company/Organization Name] to maintain its competitive edge and reputation.

2. As [Company/Organization Name] expands its media presence, ensuring film licensing compliance is essential for avoiding costly lawsuits and reputational damage.

3. This project will develop a comprehensive film licensing compliance program, aligning [Company/Organization Name] with industry best practices and regulatory requirements.

Objective :

1. Avoid copyright infringement and legal issues.

2. Obtain necessary licenses for content use.

3. Comply with territorial, platform, and usage restrictions.

4. Protect intellectual property rights.

5. Maintain reputation and credibility.

6. Streamline licensing processes and reduce costs.

Current Challenges:

1. Integrating disparate systems and formats.

2. Ensuring data accuracy, consistency, and security.

3. Developing scalable and flexible architecture.

4. Implementing robust encryption and access controls.

5. Managing complex licensing rules and regulations.

Existing System :

1. License Request Submission: Manual submission via email/phone.

2. License Review and Approval: Manual review by licensing team.

3. License Tracking: Manual tracking using spreadsheets.

4. Compliance Monitoring: Manual audits and checks.

5. Reporting: Manual reporting using spreadsheets

Proposed System :

1. License Request Submission: Online portal for submissions

2. License Review and Approval: Automated workflow with notifications

3. License Tracking: Real-time tracking and updates

4. Compliance Monitoring: Automated checks and alerts

5. Reporting: Automated reporting and analytics

Vision :

"Streamline film licensing compliance through a centralized, automated, and data-driven platform, ensuring transparency, efficiency, and accuracy in licensing management, minimizing risk and maximizing revenue for the entertainment industry."

Mission :

"Ensure seamless and secure film licensing processes, safeguarding intellectual property rights, and promoting transparency, accountability, and compliance with regulatory requirements, to foster a vibrant and sustainable entertainment industry."

Requirements Specification :

- Functional Requirements

- Non-Functional Requirements

- Business Requirements

- Technical Requirements

Software Requirements :

- Python 3.12(64-bits)

- Visual studio code

Hardware Requirements :

- Processor : Intel i5

- Ram : 64GB

- Hard Disk : 500GB

Conclusion :

The Film Licensing Compliance Point of Contact project aims to streamline film licensing compliance, minimize risk, and maximize revenue for the entertainment industry. By implementing an automated, centralized, and data-driven platform, this project will:

1. Simplify complex licensing processes

2. Ensure adherence to copyright laws and regulations

3. Increase efficiency and reduce administrative burden

4. Provide real-time analytics and reporting

Future Enhancement :

1. Integration with emerging technologies (AI, blockchain, IoT)

2. Enhanced analytics and reporting capabilities

3. Mobile optimization for license request submission and tracking

4. Automated

References :

- "Film Licensing : Law and practice" **by Routledge**

- "Entertainment Law : Film and Television" **by LexisNexis**

- "Intellectual Property Law for the Entertainment Industry" **by West Academic Publishing**

- "Film Licensing Trends Report" **by PwC**

THANK YOU