

CS 280 - Week 8

Question 3:

Steam is a digital distribution platform developed by Valve Corporation, which offers digital rights management, multiplayer gaming, video streaming and social networking services (Wikipedia).

Patents: apparently Steam doesn't own any patent. In 2016, Valve was sued by British Telecom for patent infringement. According to British Telecom, Valve's Steam Library, Valve's Steam Chat, Valve's Steam Messaging and Valve's Steam Broadcasting violated four patents which British Telecom were holding (<https://steamed.kotaku.com/british-telecom-giant-is-suing-valve-over-steam-patent-1786026255>).

Trademarks: "Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other country" (<https://partner.steamgames.com/doc/marketing/branding>).

Copyright: According to Copyright section in Steam Legal Info, all the game logos which were created by Valve are trademarks and/or registered trademarks of Valve Corporation. All other trademarks are property of their respective owners (<http://store.steampowered.com/legal/>).

Question 4:

::Question:: PCT (Protected Copyrights Treaty) allows registration of the author's copyright with the copyright office {F}