
Certificate in Entertainment Law

Digital Media and Streaming Laws

Digital Media and Streaming Laws Glossary

A

1. **Access Control:** Access control refers to the methods used to ensure that only authorized users can access certain digital content or services. This can include passwords, encryption, biometric authentication, and other security measures.
2. **Anti-Circumvention Laws:** Anti-circumvention laws are regulations that prohibit the circumvention of technological measures used to protect copyrighted works. These laws make it illegal to bypass digital rights management (DRM) systems or other access controls.
3. **Audiovisual Work:** An audiovisual work is a creative work that combines both visual and audio elements. This can include movies, television shows, video games, and other multimedia productions.

B

4. **Broadcasting:** Broadcasting refers to the distribution of audio or video content to a wide audience. This can include traditional television and radio broadcasts, as well as streaming services.
5. **Buffering:** Buffering is the process of temporarily storing data to ensure smooth playback of streaming media. Buffering helps prevent interruptions or delays in the transmission of audio or video content.

C

6. **Copyright:** Copyright is a legal right that grants the creator of an original work exclusive rights to its use and distribution. In the context of digital media and streaming, copyright protects content such as music, movies, and video games.
7. **Content Delivery Network (CDN):** A content delivery network is a system of servers that work together to deliver digital content to users based on their geographic location. CDNs help reduce latency and improve the performance of streaming services.
8. **Content Licensing:** Content licensing involves obtaining permission to use copyrighted material in digital media and streaming services. Licensing agreements outline the terms and conditions for the use of the content, including payment and distribution rights.

D

9. Digital Millennium Copyright Act (DMCA): The Digital Millennium Copyright Act is a U.S. copyright law that criminalizes the production and dissemination of technology, devices, or services intended to circumvent measures that control access to copyrighted works.

10. Digital Rights Management (DRM): Digital rights management is a technology used to protect digital content from unauthorized copying and distribution. DRM systems enforce access control and prevent piracy of copyrighted material.

11. Domain Name System (DNS) Blocking: DNS blocking is a method used to prevent users from accessing certain websites by blocking their domain names. This technique is often used to enforce copyright laws and prevent access to pirated content.

E

12. Exclusive Licensing: Exclusive licensing grants one party the sole right to use and distribute a piece of content. In the context of digital media and streaming, exclusive licensing agreements can give a platform or service exclusive access to certain content.

13. Exemption: An exemption is a legal provision that allows certain activities to be conducted without penalty, even if they would otherwise violate copyright laws. Exemptions can be granted for purposes such as research, education, or accessibility.

F

14. Fair Use: Fair use is a legal doctrine that allows limited use of copyrighted material without permission from the copyright owner. Fair use applies in situations such as criticism, commentary, news reporting, teaching, scholarship, and research.

15. Filtering: Filtering is a process used to block or restrict access to certain websites or content. Filtering technologies can be used to prevent users from accessing copyrighted material or inappropriate content.

G

16. Geoblocking: Geoblocking is a technology used to restrict access to digital content based on the user's geographic location. Geoblocking is often used to enforce licensing agreements and regional copyright restrictions.

17. Global Repertoire Database (GRD): The Global Repertoire Database is a centralized database that contains information about musical works and their rights holders. The GRD helps streamline the licensing and distribution of music in the digital age.

H

18. Hyperlinking: Hyperlinking is the practice of creating links from one web page to another. Hyperlinks

can be used to direct users to related content or external websites, and they play a crucial role in navigating the internet.

I

19. Intellectual Property: Intellectual property refers to creations of the mind, such as inventions, literary and artistic works, designs, symbols, names, and images. Intellectual property rights protect these creations from unauthorized use or reproduction.

20. Internet Service Provider (ISP): An internet service provider is a company that provides users with access to the internet. ISPs play a critical role in delivering digital media and streaming services to consumers.

J

21. Joint Authorship: Joint authorship occurs when two or more creators collaborate on a single work. In the context of digital media and streaming, joint authorship can complicate issues of ownership and licensing rights.

K

22. Key Performance Indicator (KPI): Key performance indicators are metrics used to evaluate the success of a digital media or streaming service. KPIs can include measures such as user engagement, subscriber growth, revenue, and content consumption.

L

23. Licensing Agreement: A licensing agreement is a contract between the owner of a piece of content and a third party that grants permission to use the content in exchange for payment. Licensing agreements are common in the digital media and streaming industries.

24. Live Streaming: Live streaming is the process of broadcasting real-time audio or video content over the internet. Live streaming services allow users to watch events as they happen, such as concerts, sports games, and news broadcasts.

M

25. Metadata: Metadata is descriptive information about a piece of digital content. Metadata can include details such as the title, author, date, and format of a file, as well as information about rights and usage restrictions.

26. Monetization: Monetization refers to the process of generating revenue from digital media or streaming services. Monetization strategies can include advertising, subscription fees, pay-per-view models, and licensing agreements.

N

27. Net Neutrality: Net neutrality is the principle that internet service providers should treat all data on the internet equally, without discriminating or charging differently based on user, content, website, platform, or application. Net neutrality ensures an open and fair internet for all users.

28. Notification and Takedown: Notification and takedown procedures are mechanisms used to address copyright infringement on online platforms. When a copyright holder notifies a platform of infringing content, the platform must remove the content to avoid liability.

O

29. Open Access: Open access refers to the practice of providing unrestricted access to digital content online. Open access can promote sharing of knowledge and research, but it can also raise challenges related to copyright and licensing.

30. Over-the-Top (OTT) Media Services: Over-the-top media services deliver audio, video, and other content over the internet, bypassing traditional distribution channels. OTT services include streaming platforms like Netflix, Hulu, and Amazon Prime Video.

P

31. Performance Rights Organization (PRO): A performance rights organization is a collective management organization that licenses the public performance of musical works on behalf of songwriters and music publishers. PROs collect royalties from venues and broadcasters that play music.

32. Platform Liability: Platform liability refers to the legal responsibility of online platforms for the content uploaded by their users. Platforms may be held liable for copyright infringement, hate speech, defamation, and other illegal activities.

Q

33. Quality of Service (QoS): Quality of service refers to the performance and reliability of a digital media or streaming service. QoS measures factors such as bandwidth, latency, packet loss, and jitter to ensure a high-quality user experience.

R

34. Regional Restrictions: Regional restrictions are limitations placed on the distribution of digital content based on geographic regions. These restrictions can include licensing agreements, copyright laws, and content regulations specific to certain countries or territories.

35. Retransmission: Retransmission refers to the rebroadcasting of television signals by cable or satellite providers. Retransmission consent laws govern the terms under which broadcasters allow their signals to be

retransmitted by pay-TV providers.

S

36. Screening Room: Screening room is a term used to describe a secure digital platform where pre-release films can be screened for industry professionals, critics, and members of the media. Screening rooms help prevent piracy and control access to unreleased content.

37. Section 512 Safe Harbor: Section 512 of the Digital Millennium Copyright Act provides safe harbor protections for online service providers that act in good faith to remove or disable access to infringing content upon notification from copyright holders.

38. Streaming: Streaming is the continuous delivery of audio or video content over the internet in real time. Streaming services allow users to access and consume media without downloading files to their devices.

39. Subscription Video on Demand (SVOD): Subscription video on demand services offer a library of content for a monthly subscription fee. SVOD platforms like Netflix, Disney+, and HBO Max provide unlimited access to movies, TV shows, and original programming.

T

40. Termination Rights: Termination rights allow creators to reclaim ownership of their copyrighted works after a certain period of time. Termination rights are important for artists and authors who want to regain control of their works and renegotiate licensing agreements.

41. Time-Shifting: Time-shifting refers to the practice of recording audio or video content for later viewing or listening. Time-shifting technologies, such as DVRs and on-demand services, allow users to watch or listen to content on their own schedule.

U

42. User-Generated Content (UGC): User-generated content is content created by users of a platform or service, rather than by professional producers or creators. UGC can include videos, photos, music, reviews, and other types of user-contributed material.

V

43. Video on Demand (VOD): Video on demand services allow users to access digital video content on demand, without the need to download or store files. VOD platforms offer a wide range of movies, TV shows, and other video content for immediate viewing.

44. Virtual Private Network (VPN): A virtual private network is a secure connection that allows users to access the internet privately and securely. VPNs can be used to bypass geoblocking restrictions and protect user privacy while streaming content.

W

45. Webcasting: Webcasting is the broadcasting of audio or video content over the internet. Webcasts can be live or pre-recorded and are often used for events such as conferences, concerts, and webinars.
46. Wireless Copyright Infringement Notification Act: The Wireless Copyright Infringement Notification Act is a U.S. law that requires wireless carriers to forward notifications of copyright infringement to subscribers whose accounts are used to download or distribute copyrighted material.

X

47. Xenial: Xenial is a term used to describe individuals who were born before the digital age but have adapted to using digital technologies and media in their daily lives. Xenials bridge the gap between analog and digital experiences.

Y

48. YouTube Content ID: YouTube Content ID is a digital fingerprinting system that helps copyright holders identify and manage their content on the YouTube platform. Content ID can automatically detect and monetize or block copyrighted material uploaded by users.

Z

49. Zero Rating: Zero rating is a practice in which internet service providers exempt certain online services from data caps or charges. Zero rating can promote the use of specific digital media or streaming services by making them more affordable for consumers.