
Graduate Certificate in Music and Entertainment Law

International Music Law

International Music Law is a complex and dynamic field that encompasses various legal and business issues related to the creation, distribution, and performance of music on a global scale. This explanation will cover key terms and vocabulary that are essential for understanding International Music Law in the context of the Graduate Certificate in Music and Entertainment Law.

1. **Copyright:** Copyright is a legal right that gives creators of original works exclusive rights to reproduce, distribute, and publicly display their work for a certain period of time. In the context of music, copyright protects the musical composition (lyrics and melody) and the sound recording (the actual recorded performance). Copyright holders have the right to license their works to others for use and to receive compensation for such use.
2. **Neighboring Rights:** Neighboring rights are a form of copyright that applies to performers, producers, and broadcasters of sound recordings. These rights give performers and producers the exclusive right to authorize the reproduction and distribution of their performances and sound recordings. Neighboring rights are an essential part of International Music Law as they provide a source of revenue for performers and producers in addition to the copyright in the musical composition.
3. **Mechanical License:** A mechanical license is a license that allows a person to reproduce and distribute a musical composition in the form of a phonorecord (e.g. CD, vinyl, digital download). Mechanical licenses are typically obtained from the copyright owner of the musical composition or from a licensing agency that represents the copyright owner. In the United States, the Harry Fox Agency is the largest licensing agency for mechanical licenses.
4. **Synchronization License:** A synchronization license is a license that allows a person to use a musical composition in timed synchronization with visual images, such as in a film, television show, or video game. Synchronization licenses are typically obtained from the copyright owner of the musical composition or from a licensing agency that represents the copyright owner.
5. **Public Performance License:** A public performance license is a license that allows a person to perform a musical composition in public, such as in a live venue, on the radio, or on television. Public performance licenses are typically obtained from Performing Rights Organizations (PROs), such as ASCAP, BMI, and SESAC in the United States, or from collective management organizations (CMOs) in other countries.
6. **Territory:** A territory is a geographic area in which a license or contract applies. In International Music Law, territories are often defined by country or region. For example, a license may grant the right to distribute a sound recording in the United States, but not in Canada.
7. **Royalties:** Royalties are payments made to the copyright holder or owner of a musical work for the use of that work. Royalties are typically calculated as a percentage of the revenue generated by the use of the work and are paid on a regular basis (e.g. quarterly or annually).
8. **Master Recording:** A master recording is the original recording of a musical performance, from which

copies are made for distribution and sale. The master recording is typically owned by the record label or producer of the recording and is licensed to others for use.

9. Publishing: Publishing refers to the administration and exploitation of musical compositions, including the collection of royalties and the licensing of the compositions for use. Music publishers typically represent songwriters and composers and work to promote and protect their copyrights.

10. Collective Management Organization (CMO): A collective management organization (CMO) is an organization that represents the rights of copyright holders and collects and distributes royalties on their behalf. CMOs are typically established by copyright holders in a particular country or region and operate under a government-approved licensing scheme.

11. Performing Rights Organization (PRO): A performing rights organization (PRO) is a type of CMO that represents the rights of songwriters, composers, and music publishers and collects and distributes royalties for the public performance of musical compositions. PROs operate by licensing music users, such as broadcasters and venues, to perform musical compositions and collecting royalties on behalf of the copyright holders.

12. Digital Performance Right in Sound Recordings Act (DPRA): The Digital Performance Right in Sound Recordings Act is a US federal law that grants performers and producers of sound recordings the exclusive right to perform their works publicly by means of digital audio transmission, such as internet streaming. The DPRA also establishes a system for the licensing and compensation of digital performances.

13. World Intellectual Property Organization (WIPO): The World Intellectual Property Organization is a specialized agency of the United Nations that is responsible for promoting the protection of intellectual property rights, including copyright, around the world. WIPO provides a platform for international cooperation and the development of treaties and agreements related to intellectual property.

14. Treaties and Agreements: International treaties and agreements, such as the Berne Convention for the Protection of Literary and Artistic Works and the World Trade Organization's Agreement on Trade-Related Aspects of Intellectual Property Rights (TRIPS), establish minimum standards for the protection and enforcement of intellectual property rights, including copyright, around the world. These treaties and agreements provide a framework for international cooperation and the resolution of disputes related to intellectual property.

In practical application, International Music Law is essential for musicians, songwriters, producers, record labels, and other stakeholders in the music industry who operate on a global scale. Understanding the key terms and concepts outlined above is crucial for navigating the complex legal landscape of International Music Law and ensuring that the rights of creators and owners of musical works are protected and compensated.

For example, a musician who wants to distribute their sound recording in multiple countries will need to obtain mechanical licenses for the musical composition in each country and public performance licenses for the sound recording in each country where it will be performed. They will also need to consider neighboring rights and ensure that performers and producers are compensated for the use of the sound recording.

A songwriter who wants to license their musical composition for use in a film or television show will need to negotiate a synchronization license with the producer of the film or show. They will also need to ensure that they receive royalties for the use of their composition and that their rights are protected under international copyright treaties and agreements.

A record label that wants to distribute a sound recording in multiple countries will need to consider the territorial restrictions of their licenses and ensure that they comply with the laws and regulations of each country. They will also need to collect and distribute royalties to the copyright holders and owners of the musical composition and sound recording.

In conclusion, International Music Law is a complex and dynamic field that requires a deep understanding of legal and business issues related to the creation, distribution, and performance of music on a global scale. The key terms and concepts outlined above provide a foundation for understanding International Music Law and are essential for musicians, songwriters, producers, record labels, and other stakeholders in the music industry who operate on a global scale. By understanding these concepts and applying them in practice, stakeholders can protect their rights, ensure fair compensation, and contribute to the growth and development of the global music industry.