

Promoting Intellectual Property Rights in the ASEAN Region

## Experience Sharing: Examination of new types of designs

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This Project is funded by the European Union and implemented by the European Union Intellectual Property Office (EUIPO)



### Why is it so relevant?

## Sector with fast growth level:

- $\checkmark$  50% of designs will be digitised designs.
- $\checkmark$  More and more products have displays.
- ✓ More and more sectors use ICT: shopping, news, sports, maps, food, dates, tourism, health, taxis, music,...
- $\checkmark$  More designs in the icon field: virtual migration.
- ✓ IoT, smart cities, smart energy, industry 4.0, digital twins...



#### Legal design definition

Design: "means the <u>appearance</u> of the whole or a part of a <u>product</u> resulting from the features of, <u>in particular</u>, the lines, contours, colours, shape, <u>texture and/or materials</u> of the product itself and/or its ornamentation".

(11) Whereas protection is conferred by way of registration upon the right holder for those design features of a product, in whole or in part, which are shown visibly in an application and made available to the public by way of publication or consultation of the relevant file;



#### Legal product definition

Product: means any industrial or handicraft item, including inter alia parts intended to be assembled into a complex product, packaging, get-up, graphic symbols and typographic typefaces, but excluding computer programs;



#### Why does design protection fit well?

- ✓ Companies invest millions of dollars to develop GUIs linked to functionalities (cool, intuitive and user-friendly).
- $\checkmark$  Protection is essential to avoid copy.
- ✓ Other ways of protection may be not so fit for purpose –TMs, patents, copyrights, secret.
- $\checkmark$  Designs not only prevent from the copy. General impression also counts.
- $\checkmark$  Fast granting process for products with short technological time life.



### Why does design protection fit well?

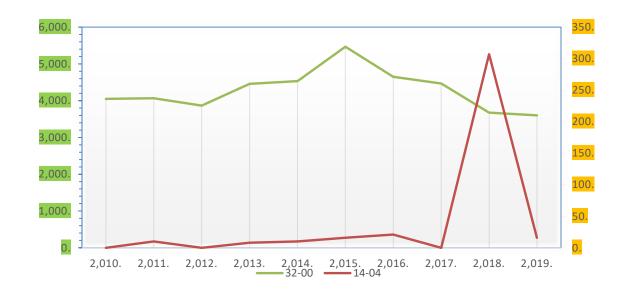
Under European legislation, we consider that new types of designs fit under "product" legal definition:

- Grahical User Interfaces (GUI)
- Displays
- Icons
- Sequences of images
- Videogames (parts of)
- Videogames (characters)
- Typefonts
- Virtual Reality (?)





#### Evolution classes 14-04 and 32-00





#### **Example: Graphical user interface**

Specific examination problems:

- Is the text included in the design?
- One design or several designs? Scrolling, dropdown buttons, radio buttons,...
- Classification: is it posible ornamentation for mobile app?

#### D0529655-0004





#### **Example: Graphical user interface**

## Specific examination problems:

• Complex GUIs with multiple designs.

#### D0518868-0001

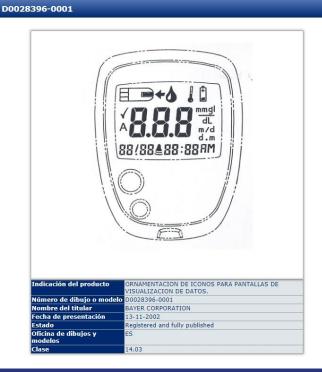




### **Example: Displays**

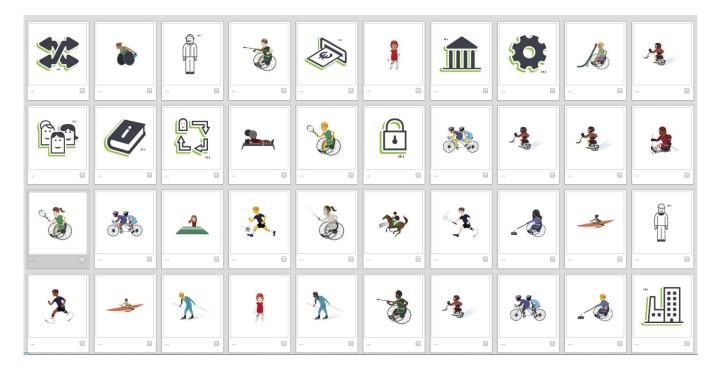
Specific examination problems:

Not neccessary although convenient to show in dotted lines the product on which the display is mounted.





### Example: Icons





#### **Example: Sequence of images**

Specific examination problems:

Absence of legal tools to avoid misrepresentation. Limited number of views.





#### **Example: Sequence of images**

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OFFICE FOR HARMONIZATION IN THE INTERNAL MARKET (TRADE MARKS AND DESIGNS) Convergence Programme

CP6: Common practice agreed:

BG, BOIP, CY, CZ, DE, DK, EE, **ES**, FR, GR, HR, HU, IE, IS, IT, LT, LV, NO, EUIPO, PL, PT, RO, SI, SK, SE, TR y UK Common practice

Convergence Programme – CP 6

Convergence on graphic representations of designs

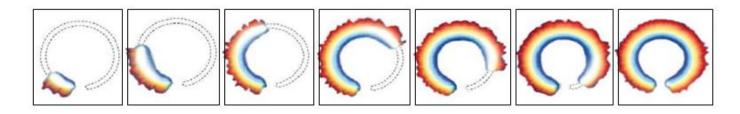
Version 4 - 10 September 2015

Project/Service	CONVERGENCE PROGRAMME			
Status				
Approved by owner	DS	Dennis Scheirs	Convergence Programme Manager	
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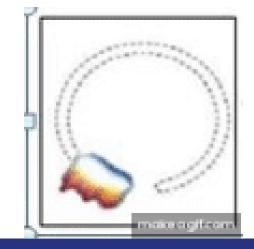


#### **Example: Sequence of images**

Representation of the 7 views in the dossier



How should they be interpreted?





## **Example: Videogames characters**





## Example: Videogames parts











#### **Example: Typefonts**

## Specific examination problems:

## Difficulty in the representation. Locarno classification: 18-3

X! <sup>8</sup> <sup>()</sup> <sup>+</sup>, -. /0123456789: ;=? @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z \_ a B C d e F g h l j k L m h o p q R s T u V u X y Z ζ Ê Ñ Ö Ü á à ā ζ é è ë í ì í ñ ó ò ö ú ù ŭ ' · ¿ i ... À " ÿ Á È Í Ì Ó Ò Ú Ù

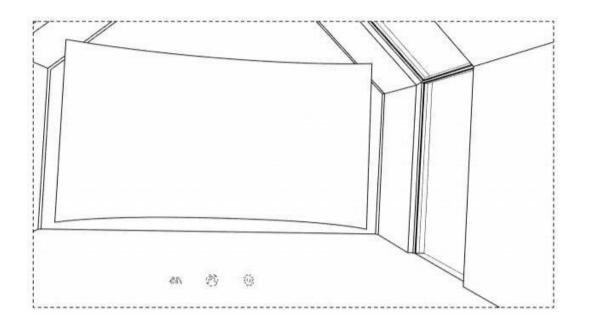
Anna Vives, una chica con el síndrome de Down, ha creado su propia tipografía de Letra disponible para escribir en cualquier procesador de textos. El objetivo de esta iniciativa de Anna, que también quiere representar a todo un colectivo, es conseguir difundirla y potenciar los valores asociados a la Letra: la igualdad social y la importancia del trabajo en equipo sumando capacidades. Otras palabras pueden ser, España, kilo, Whisky, zapato y saxofón.



### **Example: Virtual reality**

Specific examination problems:

Is it a design in the sense of the law?











ABCDEFGHIJKLM NOPQRSTUVWXYZ ABCDEFGHIJKLM NOPQRSTUVWXYZ 1234567890



#### Main harmonisation problem

Product: means any industrial or handicraft item, including inter alia parts intended to be assembled into a complex product, packaging, get-up, graphic symbols and typographic typefaces, but excluding computer programs.

# In some countries, "product" legal interpretation is: "physical product"



## Main harmonisation problem

USPTO	SIPO	EUIPO	OEPM
YES	YES	NO	NO
Image: state		Image: Second	D0523678-0023 X   Image: State of the stateo



#### **Conclusions: Challenges**

- Improve the representation without affecting legal certainty.
- Protection in virtual environments and rule of visibility.
- International harmonisation (priority rights)
- Limited Case Law



#### **Conclusions: Good news**

- Institutional concern (SCT-OMPI).
- Users' interest.
- European Directive should bring clarification on these topics.



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