

Intellectual Property Policy

(Version 1.0)

Introduction Intellectual Property rights can be a difficult thing to deal with legally. In response we adopted the following Intellectual Property Policy and require all of our members to agree to the policy. We want to avoid disputes and quarrels over copyright issues and hopefully this policy will help us deal with legal headaches down the road and make all of our experiences more positive.

We look forward to seeing your content and hope we can play a part in bringing it all together for everyone's benefit.

Exclusive Rights Our organization requires exclusive rights to all of the content that is submitted to us. Without this we are open to lawsuits and other issues. It would make life unnecessarily difficult for our organization. We view NVDG's content as the community's content. We own it collectively.

If you disagree with our organization requiring exclusive rights to the content, please understand why it is necessary. We are a nonprofit organization and cannot make any personal gain from your work. Read about our licensing terms below. Hopefully it will give you an understanding of what is going on and why we are doing it.

Personal Credit The content creator(s) will receive recognition as the authors of the submitted content. The author(s) name(s) will be on the copyright statement and must be included with all future derivatives of the work.

Licensing All of the submitted content we receive from the community will be released under the Creative Commons Attribution 3.0 License. The only deviation from this will be by special circumstances granted by the board. This license allows others to distribute, remix, tweak, and build upon our content, even commercially, as long as they give us and the author(s) credit for the original creation.

We chose this license to keep all of our content completely open ended and encourage as many individuals and corporations to participate in the community. The Creative Commons Attribution License will allow an individual to provide us with content, let the community build upon it, and then use the expanded content for their own purposes. The only requirement is that you give credit where credit is due.

Say, for example, a halfway completed mod decides they want to send their incomplete content to us and work on the mod under our organization. They finish the mod and it is released. Later, a splinter group from the original mod team forms their own for-profit development team, uses the completed mod content via the license, expands upon it and makes it a commercial game. This is permissible. The only requirement is that they give credit to the original content developers and our organization.

We believe this will encourage progress in videogame development. We are interested strictly in the quality of games and anything that encourages better quality games is what we strive for. We want to work together with all parties to accomplish this.

The Creative Commons Attribution 3.0 License can be found at Creative Commons' website. If you are curious you can see a copy of the copyright notice we attach to our content here.

Revenue Generation We reserve the right to generate revenue from the content provided to us by our members as we see fit. The funds gained through revenue generating activities will only be used in support of our organization's mission statement and governing policies.

Copyright Infringement Any copyright infringement dispute should be sent to infringement@nvdgroup.org. We will deal with the problem swiftly and fairly. We kindly ask that the parties involved be lenient and understanding of our organizations inherent difficult position due to the nature of enforcing and policing stolen material.

Disputes Any dispute should be taken up either with the disputes committee at disputes@nvdgroup.org or with the governing board by contacting the board at board@nvdgroup.org. Please, contact the board only if you deem the problem serious enough to require board attention. The board reserves the right to pass on the dispute to the dispute committee at its discretion.

Pledge We pledge to not do any knowing harm to the videogame development community when dealing with intellectual property. We will do our best to release the content given to us and we will treat all members fairly. Credit will be given freely for all members work(s).

Definitions

1. **What is intellectual property?** When we say intellectual property we are referring to any product of the intellect that has commercial value, including copyrighted property such as literary or artistic works, and ideational property, such as patents, appellations of origin, business methods, and industrial processes.
2. **What is content?** When we say content we are referring to any work(s) or intellectual property that can be copyrighted in the United States. This includes, but isn't limited to art, music, software, symbols, images, logos, designs, etc.
3. **What is submitted content?** When we say submitted content we are referring to any work(s)/intellectual property made specifically for NVDG or any work(s)/intellectual property whose exclusive rights have been transferred in writing to NVDG.
4. **Define "We"** When we say "we" in this policy it refers collectively to all of NVDG's members and governing bodies. Basically it is referring to everyone involved under the organization and also the organization itself.
5. **Define "Members"** When we say "members" we are referring to those who have agreed to our registration terms or signed our close relationship agreement form.
6. **Define "Content Creator(s)"** When we say "content creator(s)" we are referring to the person or persons who created the original work(s), otherwise known as the contents' author(s). If multiple authors are involved in the creation of a single work, then they are collectively the content creators and are required to police and handle disputes themselves.
7. **Define "Community"** When we say "community" we are referring to everyone involved in the videogame industry. This includes but isn't limited to developers, publishers, mod teams, fans, consumers, and so on.