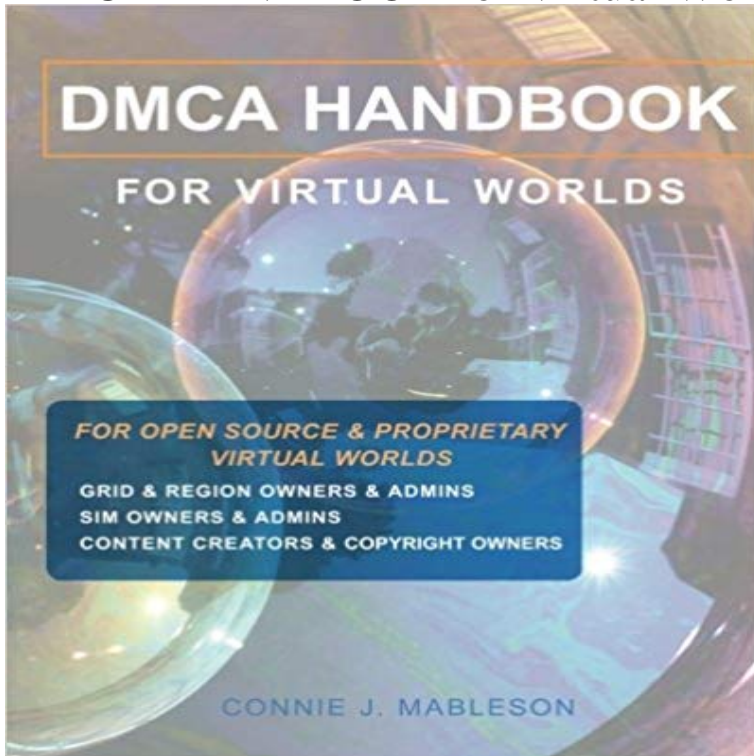


DMCA HANDBOOK for Virtual Worlds



Virtual Worlds that allow residents to create user generated content (UGC) will store that UGC on servers owned or controlled by the virtual world owners. When infringing copies of virtual objects are stored on those servers, the virtual world owners may be liable for monetary damages for contributory copyright infringement. Content Creators routinely discover infringing copies of their virtual goods in virtual worlds. Primarily for Virtual World Owners using OpenSim, Unity, or other proprietary platforms, this Handbook provides a step-by-step guide with all the Forms so that Virtual World Owners may take full advantage of the safe harbors of the DMCA. Content Creators are also provided with a step-by-step process including all Forms necessary to remove infringing content from all virtual worlds including Second Life, OpenSim, Unity, and proprietary worlds. The DMCA Handbook Provides: - A Step-by-Step breakdown of the DMCA process - A Policy Checklist to create the DMCA Policy - All of the Forms to implement the DMCA notice and take-down regime - Best practices for virtual world owners -

Tips and instructions with Forms for Content Creators to remove infringing material Written by internet and copyright lawyer, Connie J. Mableson, the DMCA Handbook for Virtual World Owners is the only book of its kind available to assist Virtual World Owners and Content Creators with the DMCA process and regime.

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