Safeguarding Intellectual Property in User-Created Experiences within the Metaverse

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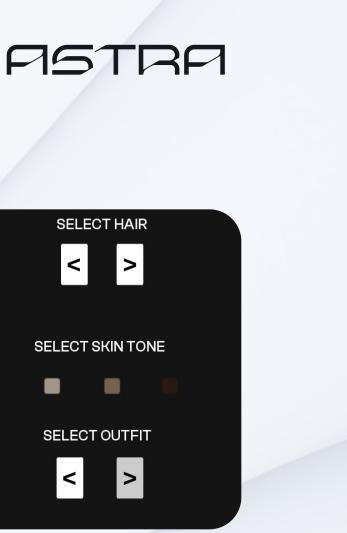


Our Project

Discover Fashion Before It Exists

In The Astraverse you can:

- Customize your avatar try on & buy virtual fashion receiving the physical version
- Explore user created stores for different retail categories with your personalised avatar
- Play free games against other players to win clothes and other products in real life











Our Team

We are a highly skilled team of creative technologists. We have vast experience in 3D modelling, business model innovation & blockchain game development. We are driven to make global impact.



Luke Jeffers *Co-founder,*

Blockchain Game Lead 10 years in Game Development. Game Dev Degree & Former Game Dev Tutor



Priscilla Alao

Operations Lead

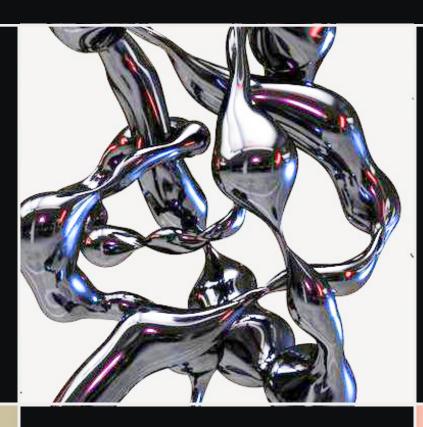
3 years in Legals & Relationship Mgmt, BA & PGDL



Charles Egbejule Digital Fashion Lead

10 years in physical & virtual fashion design. Degree in Engineering & Mechatronics

ASTRA



Delz Erinle Founder, Web3 Product Lead 10 years in Product Innovation. Ex BT & Vogue (UX Design), 3 Degrees (2 MSc's)

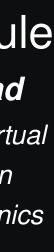


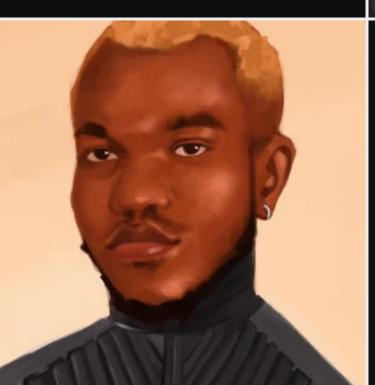
Niyi Okeowo *Co-founder, Art Direction Lead*

10 Years in Multidisciplinary Art Direction & Graphic Design



Adekunbi Ajai *Co-founder, VR Architecture Lead 3 years in 3D Design, Degrees in Architecture & Product Design*



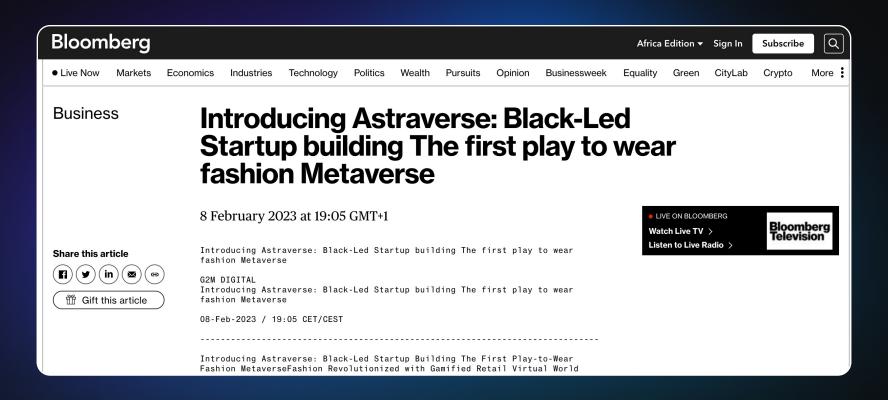


+15 Others *Building Since 2020*

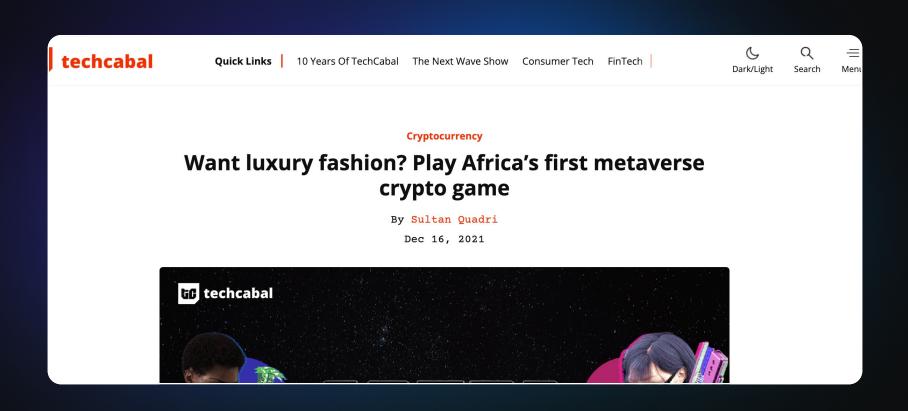




Astra in the Press

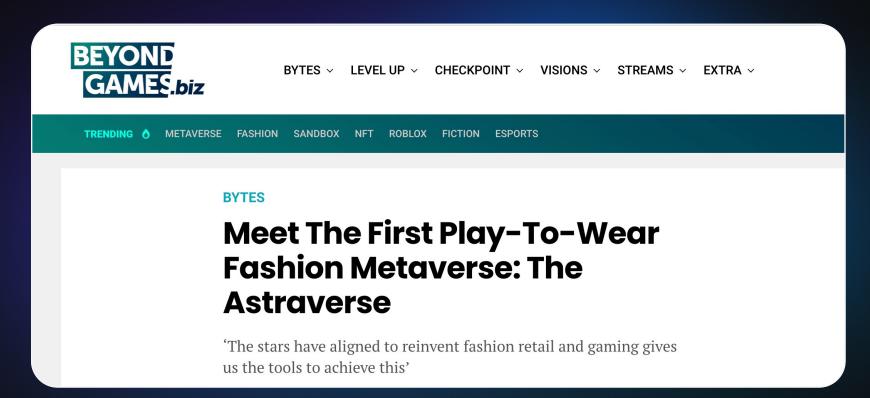


Bloomberg

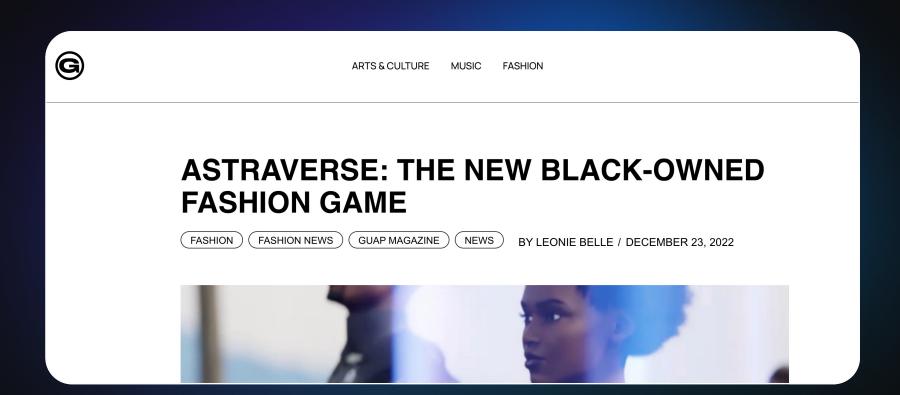


Tech Cabal





Beyond Games

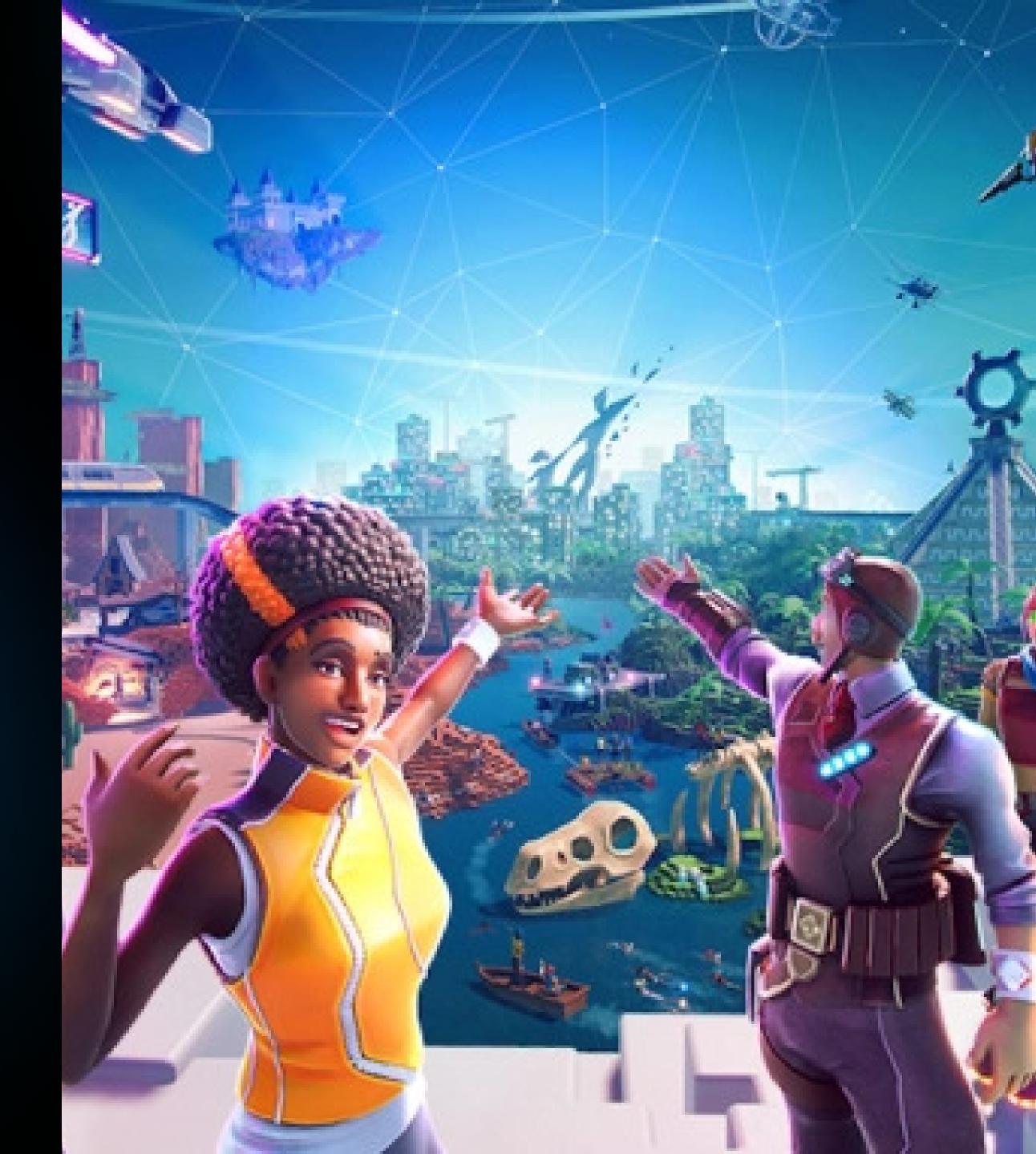


Guap Magazine

The Melauerse

The Metaverse is a network of virtual realities, where users can interact in real time to experience real life utility.

One of the most significant features of these platforms is the usercreated games, which have seen explosive growth in recent years on platforms like Roblox, Minecraft and Fortnite.



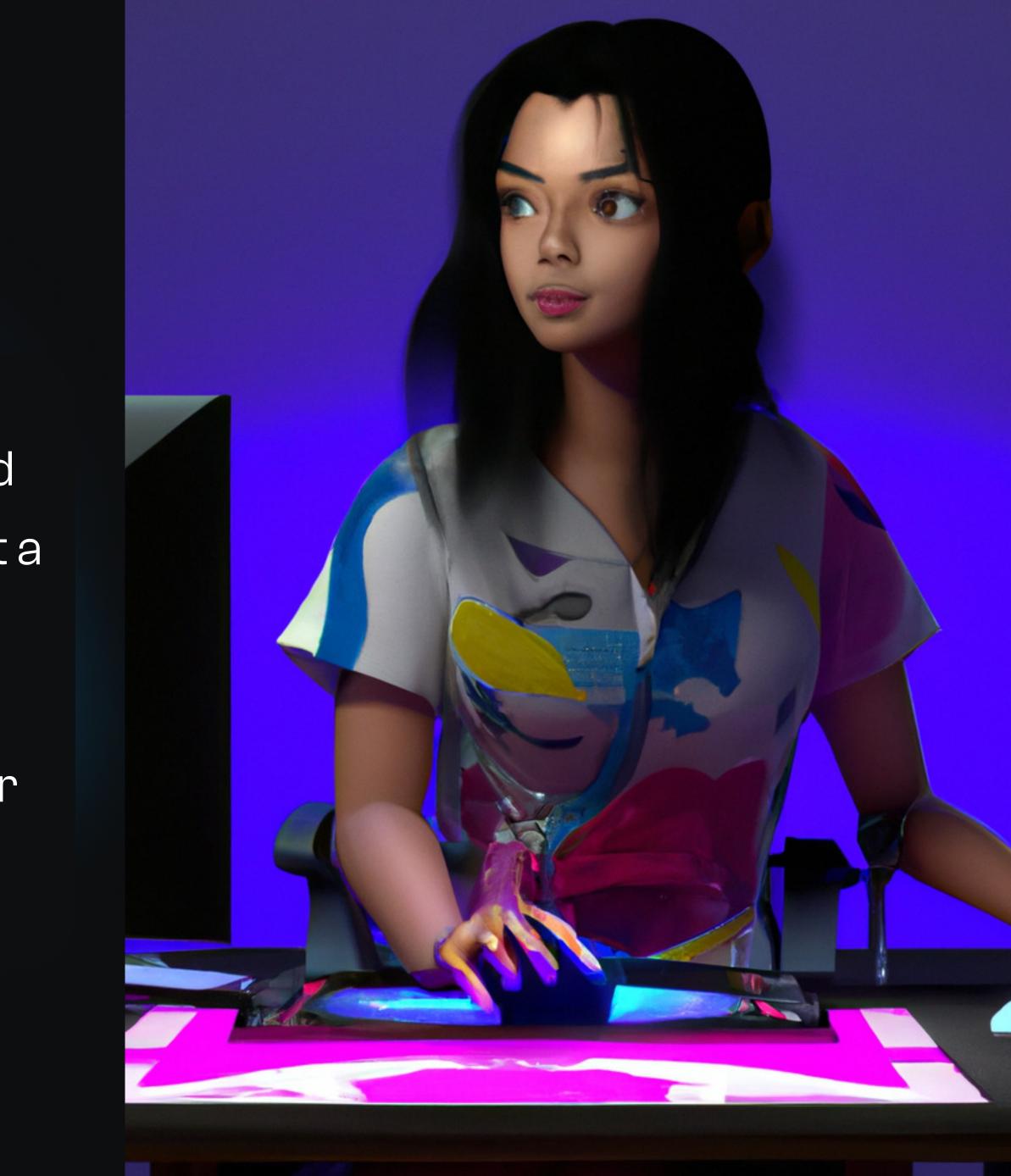
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Roblox alone has over 20 million experiences created by users, Minecraft has 130 million monthly active users, and Fortnite's Creative mode has proven to be extremely popular.



Incellectual Property

The value of IP protection for user-created experiences is paramount. Creators invest a lot of time, money, and effort in developing these experiences, and without proper IP protection, their creations can be copied or used without permission.





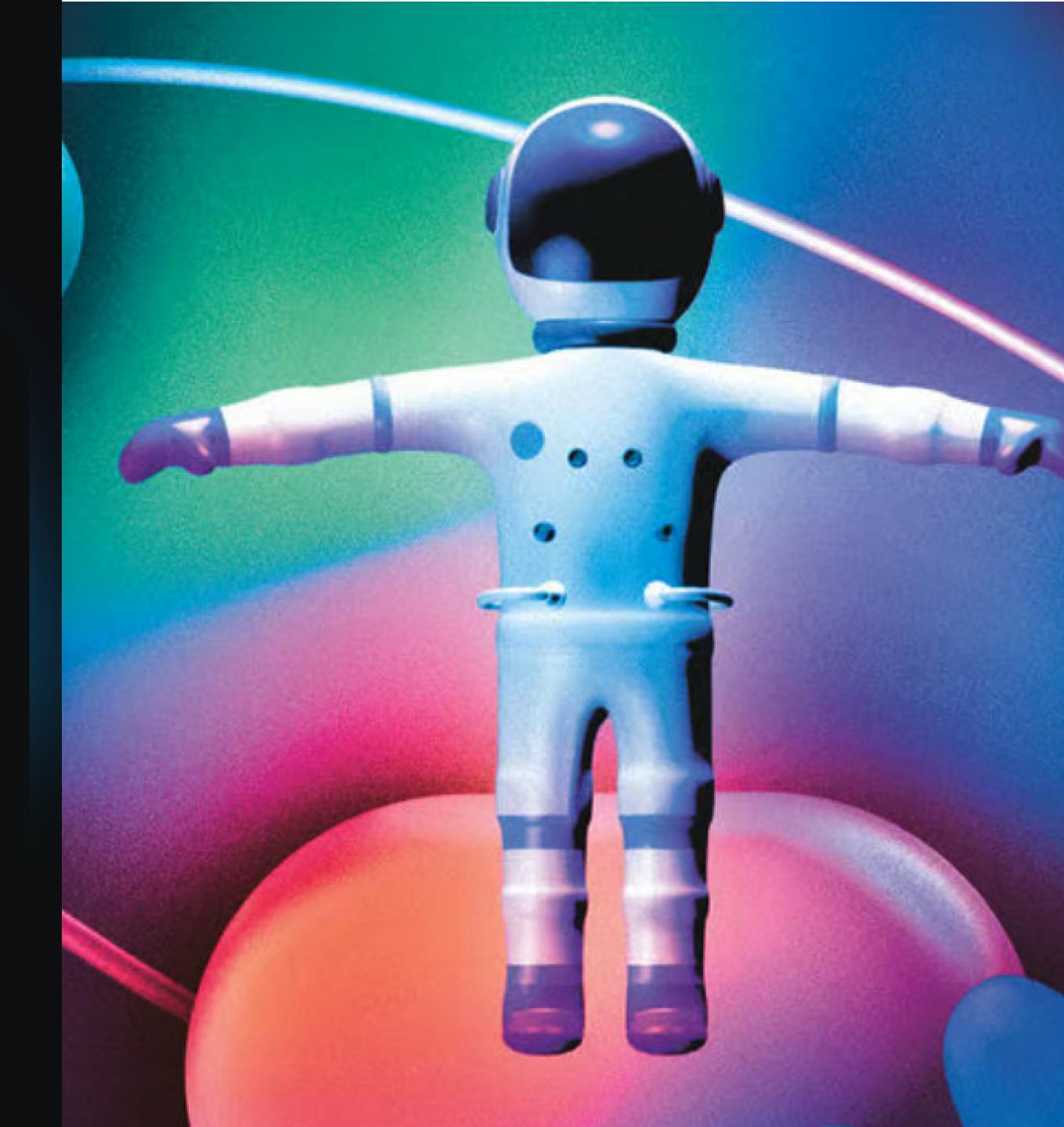


In 2020, a group of Fortnite players were sued for copyright infringement for creating a virtual island that resembled the popular game Among us.



Legal Frameworks

Existing IP laws can provide some protection for user-created experiences in the metaverse, but there are potential limitations and gaps. To address these challenges, there are recommendations for updating IP laws to better address user-created games in the metaverse.



Prokecking Creakors

To better protect IP in user-created games, ongoing collaboration between governments, platforms, and users is vital.



Technical Solutions

Blockchain and smart contracts can be used for tracking and protecting IP in user-created games, making it easier to ensure that creators are fairly compensated for their work.



Education Is Key

Raising awareness of IP rights among game creators and users is also essential. Programs and campaigns aimed at educating the metaverse community on IP protection in usercreated games can help prevent IP violations.



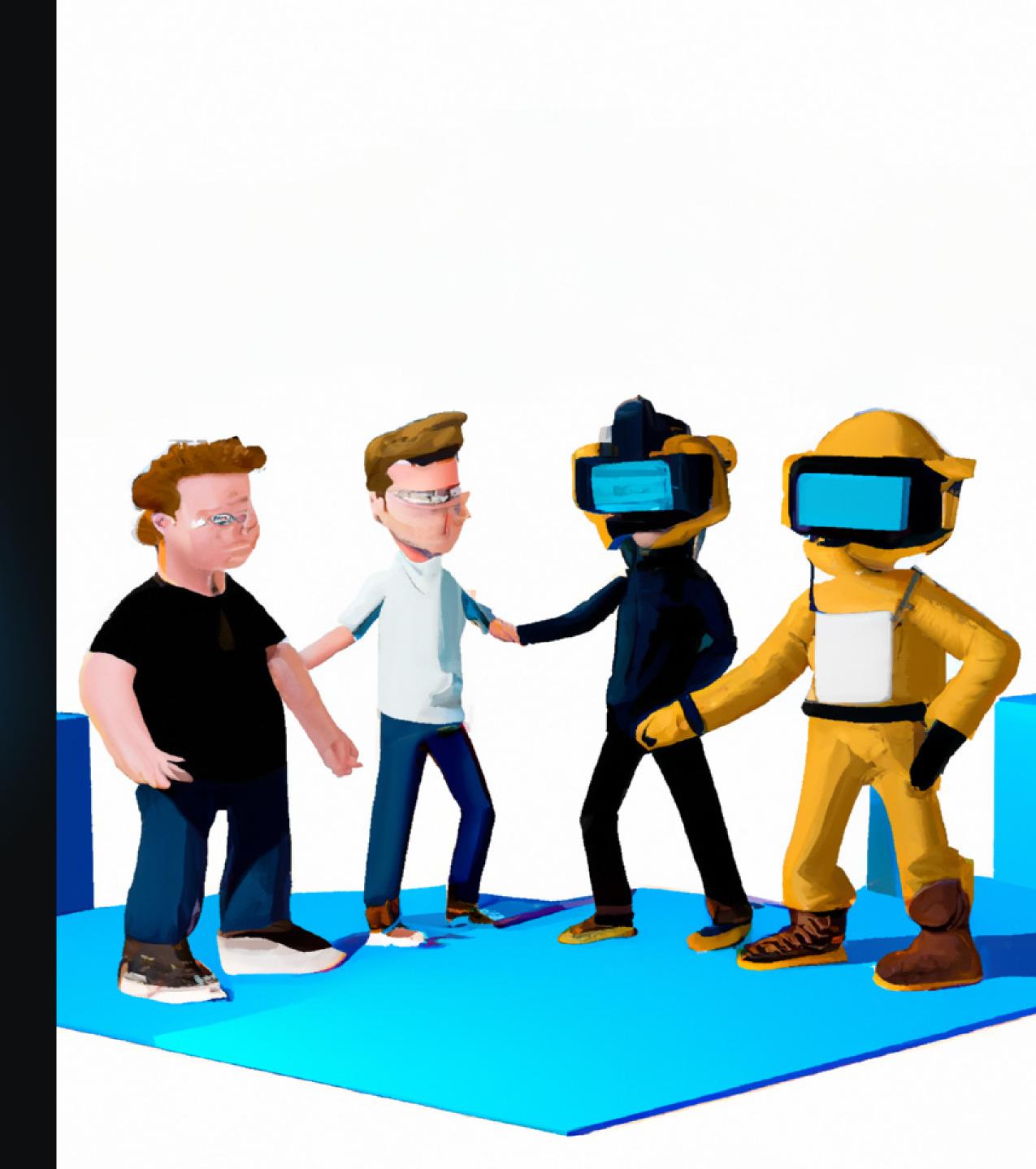
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Platform providers have a significant role to play in protecting IP for Creators. They must ensure that their guidelines and policies are in place for reporting and resolving IP disputes involving usercreated experiences.



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The growth of user-created experiences in the metaverse brings about new challenges for IP protection. It is vital for ongoing collaboration between governments, platforms, and users to protect IP rights, ensuring the long-term benefits of strong IP protection for creativity and innovation for users.







Scan to see a demo video & join our mission to the Astraverse!



