

## REPLIES TO WIPO QUESTIONNAIRE

	Question	Reply
1	Is it possible for GUIs to be protected as virtual products as opposed to physical products?	Graphical interfaces are subject to the same requirements and the same legal protection as physical products.
	<p>A) Does the view of a GUI have to be submitted with a product as its carrier?</p> <p>B) Does a GUI have to be protected as part of a product? How to distinguish the purely functional part in a GUI?</p> <p>C) Are the same infringement criteria that apply to other products applicable to GUIs (especially animated interfaces)?</p>	<p>A) Representation of a GUI as an industrial design can be protected independently of the product as its carrier, and there is no need to submit the product.</p> <p>B) In our view, a GUI as part of a product shall not be subject to protection since a GUI has different functional parts than a product as a whole. A GUI can be protected as a separate element of an article independently of the product.</p> <p>Should GUI (and animated interfaces) obtain a title of protection the same infringement criteria that apply to other products are applicable.</p>
3	Can a GUI and/or icon be patented/registered independently of the product that incorporates it or in relation to which it is to be used? (Question 7)	Under the Law on Patents of the Republic of Kazakhstan, a GUI and/or an icon may be patented independently of the product that incorporates it or in relation to which it is to be used.
	Is the scope of protection of GUI and icons limited by the classification of the industrial design? (Question 16)	The scope of GUI and icon designs is limited by the classification of the industrial design (Classes 14-02 (icons, tags), 14-04 (interfaces), 32-00 (graphic symbols, logos, ornamentation etc.)).
	Is a GUI and/or icon protected in relation to one product (e.g., a smartphone) also protected against its use in relation to another product (e.g., the display of a car)?	If a GUI and/or an icon is protected in the Republic of Kazakhstan as an industrial design, its patent owner can use his/her protected industrial property at his/her discretion, i.e. the protection will extend to the article of manufacture of the patent owner regardless of the product in relation to which it is to be used.
4	Scope of Application – It is important to define the scope of application of aspects of GUI, icon and typeface/type font designs, <i>i.e.</i> , through which field of intellectual property these aspects are	Industrial property

	covered.	
5	Means of Protection – One or several of the following systems could concern the protection of GUI designs.	Industrial Designs
6	Extent of Protection	Term of Protection
7	Relations with Other Treaties/Harmonization	
8	Dispute Resolution	National laws
9	Requirements for a connection between graphical user interfaces and physical products for protection of GUIs by design rights, and for their depiction in applications	Filing and protection-related requirements for GUIs in the Republic of Kazakhstan are the same as for physical products. Scope of protection is delineated through graphical representations.
10	Methods allowed for representation of animated GUIs.	The legislation of the Republic of Kazakhstan provides for the same level of protection for animated interfaces as for physical products.
11	The delineation of scope through graphical representations or description.	through graphical representations