

ABSTRACTS

Web 2.0 led new trend in social and economic area as well as information telecommunication. It made our traditional communication transformed from one-way to open, participative and interactive. Especially, users of information and contents changed his role which was only a consumer in the past. Now they are generating content, participating in creating and entertaining the content together, and providing it in the internet. This paper is trying to look into possible problems related to copyright in Web 2.0 environment. However, Web 2.0 is not considered to make completely new problem, but it looks like accelerating the ongoing copyright-related problems from the law perspective. On the other hand, we must attempt to accept changing paradigm that copyright now is for all participating user, not only specific professionals. A conventional copyright law has somewhat inclined toward a protection of professional creator, so new paradigm needs to reverse a leverage. It means new copyright issue is highly likely to relate with use, re-use and participative use of copyrighted content. For this, we can consider establishment of copyright transaction system, construction of copyright information database linked to copyright registration which can be actually coerced as connected with enforcement of copyright like registration as requirement of statutory damages, reform of copyright management system, COI, CCL, etc.

Keywords : Web 2.0, User Created Content, User Generated Content, Copyright, Infringement, UGC Rule, Click-wrap, Mashup, Online Service Provider, Liability Limitation