

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Establishment of iCentre</b>	2008	Set up by the Brunei Economic Development Board, it is the the first information and communications technology (ICT) incubation hub in Brunei Darussalam. It has 4 objectives: 1. Nurturing the entrepreneurship spirit; 2. Provide skill-building workshops and mentoring sessions; 3. Encourage collaborations and building up networks; 4. and Support Internship Programme.	N/A	N/A	N/A
<b>Knowledge Hub (K-Hub) Centre</b>	2010	The K-Hub was established to be a cluster for the development of technology as well as the creative and multimedia industries.			
<b>Creative Arts Facilities (CRAFT) Centre</b>	2010	CRAFT provides the infrastructure, hardware and software to conduct courses in 3D Architectural Computer Graphics, 2D and 3D Animation, 2D and 3D Game Development, Digital illustration, and Storyboard.	N/A	N/A	N/A
<b>Wawasan Brunei 2035</b>	2012-2017	Set out the groundwork for economic diversity. Oriented towards three developmental strategies: (1) to develop an environment conducive to business and increase small-and-medium-sized enterprises (SMEs); (2) to develop human capital with an educated and a highly-skilled population; and (3) to develop a productive economy based on knowledge and innovation.	National Development Plan	N/A	
<b>Emergency Copyright Order</b>	1999, Amendment 2013	Copyright protects such rights as literary, dramatic, musical and artistic works. It also protects sound recordings, films, broadcasts receivable by members of the public, cable programmes and the typed arrangements of published editions of any literary, dramatic or musical works. Copyright is an automatic protection and there is no registry or department that accepts the registration of copyright.	Regulation		Government

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Integration of Culture in Sustainable Development Policies</b>	2008	Set up by the Brunei Economic Development Board, it is the the first information and communications technology (ICT) incubation hub in Brunei Darussalam. It has 4 objectives: 1. Nurturing the entrepreneurship spirit; 2. Provide skill-building workshops and mentoring sessions; 3. Encourage collaborations and building up networks; 4. and Support Internship Programme.	Legislative	N/A	MCFA
<b>The National Policy on Culture</b>	2014	The main objectives of the NPC are to promote cultural values and to strengthen the role of the cultural sectors in the country's development objectives and the contribution of creative industries to its economy		O	N/A
<b>Strengthening the quality and the efficiency in law enforcement on the Management of Factory and Handicraft Workshops</b>		Mechanisms to support and foster transparency in SMEs especially for handicraft owners in capital-provinces, formulated Prakas on procedures for the registration of factories and handicrafts	Regulation	N/A	Ministry of Industry, Mines and Energy
<b>Prakas on Procedures and Formalities for Establishment of Factories and Handicrafts (Prakas 607)</b>	2009	In Cambodia, there is no specific law to mandate SMEs. However, the RGC announced the Commercial legal framework for the period of 2005-2010 under the Ministry of Industry, Mines and Energy (MIME) and set up a Sub-Committee to Small and Medium enterprises. The procedures and formalities for establishment of factory and handicraft are enforced by Prakas No.607/Date: July 22, 2009.	Regulation		Ministry of Industry, Mines and Energy
<b>Law on Copyright and Related Rights</b>	2003	The law provides for the rights of author, and the right related thereon with respect to works and the protection of cultural products, performance, phonogram, and the transmission of broadcasting organization in order to secure a just and legitimate exploitation on those cultural products, and thereby contribute to the development of culture.	Legislative	N/A	Ministry of Industry, Mines and Energy
<b>2005 UNESCO's Convention on the Protection and Promotion of the Diversity of Cultural Expressions</b>	2007	To promote diversity, creativity and and cultural rights in artworks production	Legislative	O	Government
<b>Berne Convention for the Protection of Literary and Artistic Works in 1886 and the amendment in 1979</b>	2020	To protect works and the rights of authors, creators, musicians, poets, painters etc.	Legislative	O	Government

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Beijing Treaty on Audiovisual Performances</b>	2019	To protect intellectual property rights of performers in audiovisual performances.	Legislative	O	Government
<b>Rectangular Strategy-Phase IV and National Strategic Development Plan of the Royal Government of Cambodia 2019-2023</b>	2018	This strategy aim to set main development plans and strategies in all priority areas for Cambodia	Regulation	O	Government
<b>Prakas (Ministerial Decree) on Code of Ethics for Artists</b>	2016	To promote dignity, morals, and social accepted values in artworks of Cambodian artists	Legislative	O	Ministry of Culture and Fine Arts
<b>Prakas on Collective Management Organization</b>	2016	Cambodia recently enacted regulation laying the framework for collective management organizations. CMOs are formed by copyright owners to manage their rights in common, by administering licenses, collecting royalties, and enforcing rights on their behalf.	Legislative	O	N/A
<b>Prakas on the Management of Export and Import of Antiquities</b>	N/A	To prevent illicit trafficking of antiquities and to promote creative cultural industry.	Legislative	O	Ministry of Culture and Fine Arts
<b>Sub Decree on the Management of Film Industry</b>	2016	To manage and develop film industry to take part in socio-economic growth	Legislative	O	Government
<b>Prakas on the Form and Procedure for Permission of Film Production, Commercialization, Servicing, Censorship, Classification and Certification</b>	2017	To guide about the form and procedure for permission of film production, commercialization, servicing, censorship, classification and certification to ensure effective and transparent business processes.	Legislative	O	Ministry of Culture and Fine Arts
<b>Sub-Decree on the Organization and Functioning of the National Committee for Intellectual Property Management</b>	2008	To coordinate IP related works, develop IP policy and strengthen cooperation between ministries and related institutions in preparing, disseminating and implementing IP laws and regulations effectively, as well as to utilize technical supports from international organizations and other countries.	Legislative	O	Government
<b>TRIPS Agreements-1995</b>	2004	To promote trade in knowledge and innovation, resolving intellectual property trade disputes, and ensuring World Trade Organization (WTO) members' freedom to pursue their domestic goals	Legislative	O	WTO

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>IP Activities: DIP-MoC-WIPO on IP Cooperation</b>	2022	Draft laws, regulations and legal documents related to intellectual property in accordance with international standards and strengthen the implementation of intellectual property laws to meet the economic and social needs and actual development of the Kingdom of Cambodia.	Legislative	0	Ministry of Commerce
		Strengthen the capacity and strengthen the ministries and institutions of the Royal Government of the Kingdom of Cambodia to effectively implement intellectual property.			
		Disseminate and promote public knowledge on the use of intellectual property in the development of small and medium enterprises.			
<b>THE CONSTITUTION OF THE KINGDOM OF CAMBODIA</b>	1993	MEDIA AND FREEDOM OF EXPRESSION	Legislative	0	Government
<b>Law on Geographical Indications</b>	2014	The purpose of this law is to protect consumers and the intellectual property rights of producers and operators, in addition to preserving and strengthening the traditional know-how, national identity and to reduce poverty	Legislative	0	Government
<b>Law on the Patents, Utility Model Certificates and Industrial Designs</b>	2003	to encourage innovation and scientific and technological research and development;	Legislative	0	Government
		to stimulate and promote increased internal and external commerce and investment;			
		to promote the transfer of technology to the Kingdom of Cambodia in order to facilitate industrial activity and the development of the economy; and			
		to provide protection for industrial property rights and to combat the infringement thereof, as well as illegal business practices.			
<b>WTO Agreement</b>	2004	international organization whose primary purpose is to open trade for the benefit of all, which in then helps creative sector growth in the global economy, and digital creative trade	Legislative	0	WTO
<b>Pentagonal Strategy - Phase I</b>	2023	Pentagonal Strategy - Phase I for Growth, Employment, Equity, Efficiency, and Sustainability: Building the Foundation Towards Realizing the Cambodia Vision 2050	Strategic Policy	0	Government

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Law No. 5/2017 on advancement of Culture</b>	2017	The first legal-formal basis for managing Indonesia's vast culture. It positions culture as the guidelines for the national development. Culture should be regarded as the end goal of all areas of development instead of one of the areas of development.	Legislation	O	President of the Republic of Indonesia
<b>Law No. 24/2022 on Creative Economy</b>	2022	Intended to increase the value of intellectual property sourced from human creativity based on cultural heritage, science, and/or technology, which stimulates incentive for the actors of the creative economy, allowing the intellectual property to be guaranteed as collateral	Regulation	O	The Government of Indonesia (the House of Representatives and the President of the Republic of Indonesia)
<b>Law No. 24/2019 on Creative Economy</b>	2019	The followings are seven main benefits of the Creative Economy Law: (1) Regulating the Creative Economy from upstream to downstream; (2) Provision of incentives to Creative Economy Practitioners; (3) Capacity building of creative economy practitioners; (4) Establishment of a Public Service Agency in the Field of Creative Economy; (5) Protection of Intellectual Property; (6) Provision of Creative Economy Infrastructure; and (7) Creative Economy Masterplan.	Regulation	O	The Government of Indonesia (the House of Representatives and the President of the Republic of Indonesia)
<b>Law No. 13/2018 on Legal Deposit of Printed and Recorded Materials</b>	2018	Regulates publishers and record producers to submit their works, both printed and recorded works, including in digital form to National Library of Indonesia	Legislation	O	President of the Republic of Indonesia
<b>Law No. 33/2009 on Film</b>	2009	Rights and Obligations of the Community, Rights and Obligations of Civilians, Rights and Obligations of Film and Film Performers.	Regulation	O	The President of the Republic of Indonesia
<b>Instructions of the President of the Republic of Indonesia No. 6 Year 2009</b>	2009	Supporting the Creative Economy Development policy in 2009 - 2015, namely the development of economic activities based on individual creativity, skill and talent to create power individual creations and creativity that are economically valuable and influential on the welfare of the Indonesian people	Law	O	President of the Republic of Indonesia

#### References

<b>Indonesia Creative Economy Vision 2025</b> <b>Indonesia Creative Economy Vision 2025</b>	2008	This study is the blueprint for Indonesia's creative industries development that focuses on the 14 sub-sector of the country's creative industries, which are: (1) Architecture; (2) Design; (3) Fashion; (4) Film, Video, and Photography; (5) Handicraft; (6) Computer Service and Software; (7) Music; (8) Art Goods Market; (9) Publishing & Printing; (10) Advertising; (11) Interactive Games; (12) Research and Development; (13) Performance Art; (14) Television and Radio. This study consists of the vision, mission, target, and the road map for the development of the 14 disciplines for the 2009-2015 period.	Blueprint	O	Dr Mari Elka Pangestu
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 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Promotion of Culture and Creative Industries in the Ministry of Information, Culture and Tourism Plan (2011-2016) and the five-year action plan (2016-2020) of the Departments under Cultural Section</b>	2018	Specifically to promote the cultural and creative industries, the following objects were identified: a) To build-up professional associations, research institutes, awards for the cultural sectors; b) To encourage the productions of the cultural and creative products of all sectors so they can be of high quality standards, rich and diverse; c) To develop a cultural and creative industries database as a way to monitor its growth; and d) To encourage exhibitions and showcases for disseminating cultural products, targeting 10 events within the country and 3 events abroad.	Legislative	O	Ministry of Information, Culture and Tourism
<b>Ensuring the protection of the Intellectual Property rights through the strengthening of Intellectual Property Law (amended 2017)</b>	2018	To ensure the protection of Intellectual Property rights which will be beneficial to cultural and creative products. The Intellectual Property Law aims to promote, recognize and protect intellectual property right of individuals, entities and/or organizations on their inventive, innovative, creative works and products by providing policies and measures in support thereto. This includes all domains of the cultural sector or those that will be relevant to the production and dissemination of cultural products, such as audio-visual, fine arts, performing arts, literature, science fictions, programs/software, designs, etc	Legislative	O	Ministry of Science and Technology
<b>Encouraging the enterprises and promoting investment for cultural industries</b>	2018	The overall objective of the measure is to create an enabling environment for the business sector in the country.	Legislative	O	Ministry of Commerce
<b>Telecommunications, TVs, and mass media as a means to disseminate the cultural and creative products. Digital Broadcasting cooperation between Lao PDR and China and Law on Mass Media</b>	2018	To upgrade the analogue broadcasting to a digital broadcasting throughout the country	Institutional	O	Ministry of Telecommunications Ministry of Information, Culture and Tourism
<b>Supporting the status and conditions of artists through professional associations</b>	2018	The government promotes various professional associations, which serve as platforms for culture and art practitioners to exchange information, for the older generations to nurture the younger generations, and for ensuring that the rights of the art and culture practitioners are protected. Further, each association has its own direction and mandate.	Institutional	O	Ministry of Home Affairs; Department of Intellectual Property, Ministry of Science and Technology; Ministry of Information, Culture and Tourism.
<b>Supporting the development of the publishing sector in Lao PDR</b>	2018	to promote, develop quality of products and the love of reading among the citizens.	Institutional	O	Ministry of Information, Culture and Tourism, Department of Publishing; National Library

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<b>Supporting the development of the handicrafts sector in Lao PDR</b>	2018	<p>In order to improve the quality of craft products and increase their marketability, several curriculum and training programmes have been set-up.</p> <p>There is also annual handicraft festival organized by the Ministry of Information, Culture and Tourism (MoICT) with the collaboration with the Lao Handicraft Association.</p> <p>New curriculum on weaving and silver work School of Design has a course endorsed by the Ministry of Education Any TVET programme? The government has also launched a number of initiatives to improve the visibility of the products.</p> <p>At the national level</p> <p>Lao Handicraft day Organization of trade fairs Handicraft festival on retro traditional activities inspiring Old Days Atmosphere Registration of Handicraft Brand name (labels) One District One Product - ODOP</p>	Institutional	O	Ministry of Commerce and industry Ministry of Science and Technology, Department of Innovation
<b>Supporting the development of the film sector in Lao PDR</b>	2018	<p>There are a number of initiatives taking place to promote the development of the film sector in Lao PDR and leading to positive outcomes. The Government of Lao PDR has allocated fund on an annual basis to the Department of Cinema to finance film making and purchasing of equipment (e.g. this figure in 2004-2005 is 125,000 US\$). Support has also been given by international donors such as from JICA for purchasing of audio-visual equipment. Every year, the Faculty of Mass communication at the National University offers five scholarships for mass communication students.</p> <p>For the distribution, the Luang Prabang Film Festival has been organized since 2008 with private funds and become a good venue for showing newly made films. The Department of Cinema also organizes since the 1990s mobile cinema around the country. There are over a dozens of cinema theatres currently operate in the country, 12 of them are in Vientiane Capital and Pakse.</p>	Institutional	O	Ministry of Information, Culture and Tourism, Department of Cinema

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<b>Dasar Industri Kreatif Negara</b>	2009	<p>DIKN seeks to align the Ministry of Tourism and Heritage (now known as Ministry of Tourism and Culture Malaysia), The National Department for Culture and Arts (Jabatan Kebudayaan &amp; Kesenian Negara), National Film Development Corporation Malaysia (Perbadanan Kemajuan Filem Nasional Malaysia, FINAS), and Multimedia Development Corporation (MDEC), establishing a national creative industries platform. Each of these agencies had hitherto managed a smaller sub-sector of the newly-defined "creative industries". Aligning the work of these various agencies and ministries, the DIKN is designed to contribute to the ambitions of the government's Wawasan 2020 (Vision 2020), which aims to make Malaysia a developed nation by the year 2020</p>	Legislative	O	Minister Rais Yatim
<b>Creative Industry Fund</b>	2010	<p>USD 50 million fund was designated for individuals and companies, especially those engaged in marketing their products in both local and global markets. The local animation industry was given priority for the funding due to its digital content and its potential to reach worldwide</p>	N/A	O	The Performance Management & Delivery Unit (PEMANDU)
<b>Creative Industry Development Fund</b>	2011	<p>USD 25 million Fund was allocated for television, mobile and web content development. A total of 44 projects had been funded with 39 launched from 2011-2014. According to the closure notice of the CIDF found on the MCMC website, some of its funded projects included: TV documentary Lost over France: Malaysia's Unsung Hero, produced by 3Line Media and broadcast on the History Channel in 2013; and Knowsy Nina wants to Know, a cartoon series for four to six year old children produced by Avant Garde Studios. Both productions were also broadcast locally, with Knowsy Nina also televised on DAAI TV in Indonesia. The fund also provided capital for mobile apps and online websites.</p>	N/A	O	Malaysian Communications and Multimedia Commission (MCMC)
<b>MyCreative Ventures</b>	2012	<p>A government investment arm, amounting to USD 50 million, to administer loans to creative industry businesses following the DIKN schema. Whereas banks are typically reluctant to provide loans to non-traditional businesses, MyCreative Ventures is designed to support creative industries businesses, which typically have a different cash flow and financial plan compared to more standard, bricks-and-mortar businesses. In February 2014, MyCreative Ventures announced investments totalling RM21 million (USD5 million) for 29 businesses, including fashion houses/designers, music, film, and crafts.</p>	N/A	O	Prime Minister Najib Razak

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Creative Industry Lifelong Learning Programme (CILLP) / The Creative Content Industry Guild (CCIG)</b>	2012	Inspired by the "lifelong learning" principle goals of improving knowledge, skills and competence, CCIG aims to increase relevant skills for creative content practitioners. There are four schemes in the program: the up-skilling and re-skilling scheme; internship scheme; attachment scheme; and creative skills certifications.	N/A	O	PEMANDU & Kemajuan Filem Nasional Malaysia (FINAS)
<b>The Creative Content Association Malaysia (CCAM)</b>	The Creative Content Association Malaysia (CCAM) 2012	Local content producers pay to become members of CCAM, which then acts as a forum for creative industry players to network, and as a promoter of "local content and creative services to overseas markets and international broadcasters"	N/A	O	PEMANDU and Economic Transformation Programme (ETP)
<b>Pinewood-Iskandar Studios</b>	2011	The studios marked Malaysia's serious intention to become a regionally if not globally significant production location. Pinewood-Iskandar also houses a number of production related services and Astro TV, also partly owned by Khazanah Nasional, utilises the studios. In addition, the Iskandar Malaysia Creative Industry Talent Development Program runs short courses in filmmaking for Malaysians aiming to develop their filmmaking skills	N/A	N/A	The Pinewood-Shepperton company (UK) and Khazanah Nasional Berhad, the investment-holding arm of the Government of Malaysia
<b>National Culture Policy 2021</b>	2021	<p>The National Culture Policy (DAKEN) sets the way forward for Malaysia to become a Developed Nation, Cultured Citizens based on high value culture approach anchored by three (3) main elements namely courtesy, customs and intellectualism as well as noble values. This policy is formulated as the source of authority and reference for arts, culture and heritage matters. This policy also emphasises the efforts towards the enhancement of self-identity and nation state building.</p> <p>THRUST 3 Preservation and Conservation of Cultural Heritage The sustainability of cultural heritage through preservation and conservation is to ensure its aesthetical values and inherit to the future generations.</p> <p>THRUST 6 Cultural Economic Generation The cultural sector can contribute to economic growth towards a high-income nation. Cultural products and services need to be strengthened through the transformation and adaptation of latest technology to increase production quality and capacity as well as strengthening branding, promotion and marketing.</p>	Policy	O	Ministry Of Tourism, Arts dan Culture Malaysia

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Republic Act 11904</b>	2021	An Act Providing for the Development and Promotion of the Philippine Creative Industries, and Appropriating Funds Therefor	Law	O	The Senate and House of Representatives of the Philippines
<b>Senate Bill No. 1064</b>	2011	An Act to Promote the Creative Industries in the Philippines by Establishing the Creative Industries Development Council, defining its Powers and Functions, Appropriating Funds Therefor and for Other Purposes	Law	O	The Senate and House of Representatives of the Philippines
<b>House Bill No. 8101</b>	2020	Providing for the Promotion and Development of the Philippine Creative Industries and Providing Funds Therefor	N/A	N/A	The Senate and House of Representatives of the Philippines
<b>The 2017-2022 Philippine Development Plan</b>	2017	The 2017-2022 Philippine Development Plan highlights the need to develop programs that can maximize the potential of Filipino creativity, or "pagka-malikhain" and its potential in contributing to the economy as a whole. This also includes building awareness and recognition for the arts and promoting creative excellence both domestically and internationally.	Development Plan	O	National Economic and Development Authority
<b>Republic Act No. 10557</b>	2013	An Act Promoting and Strengthening Filipino Design, Providing for the Purpose a National Design Policy and Renaming the Product Development and Design Center of the Philippines into the Design Center of the Philippines and for other purposes	Law	N/A	The Senate and House of Representatives of the Philippines
<b>The 2010 Arangkada Philippines advocacy book</b>	2010	1) Improve planning with a Philippine Creative Industries Master Plan, pass legislation to create the Creative Industries Development Council, and organize the private sector into a Creative Industries Initiative; 2) Stimulate the overall creative industries environment with human resources development, rebrand the Philippine creative image, protect intellectual property, organize awards, exhibits and lectures, study foreign markets, reduce local costs, develop uniquely Filipino products, encourage tie-ups with large foreign firms, and encourage Filipino talent to stay home, as well as return home; 3) Encourage foreigners to practice creative industry professions in Philippines, as a key to attracting creative investments and R&D activities, resulting in technology transfer, investment, and job creation. Remove restrictions on foreign equity in advertising.	Recommendation	U	The American Chamber of Commerce of the Philippines

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Republic Act No. 11915</b>	2022	An Act Designating the National Music Competitions for Young Artists Program (NAMCYA) as the National Youth Development Program for Music, and Appropriating Funds Therefor	Law	0	The Senate and House of Representatives of the Philippines
<b>Republic Act No. 11726</b>	2022	An Act Establishing the Edades and Bernal Cultural Center and Museum in Dagupan City, Province of Pangasinan, Defining Its Purposes and Objectives, and Appropriating Funds Therefor	Law	0	The Senate and House of Representatives of the Philippines
<b>Republic Act No. 11770</b>	2022	An Act Establishing the Kalinga Cultural Center and Museum in the Province of Kalinga, Defining Its Purposes and Objectives, and Appropriating Funds Therefor	Law	0	The Senate and House of Representatives of the Philippines
<b>Republic Act No. 11771</b>	2022	An Act Establishing the Cagayan De Oro City Cultural Center and Museum in Cagayan De Oro City, Province of Misamis Oriental, Defining Its Purposes, and Objectives and Appropriating Funds Therefor	Law	0	The Senate and House of Representatives of the Philippines
<b>Republic Act No. 11772</b>	2022	An Act Establishing the Biliran Cultural Center and Museum in the Province of Biliran, Defining Its Purposes and Objectives, and Appropriating Funds Therefor	Law	0	The Senate and House of Representatives of the Philippines
<b>Republic Act No. 7356</b>	1992	An act creating the National Commission for Culture and The Arts, establishing a National Endowment Fund for Culture and the Arts, and for other purposes.	Law	0	The Senate and House of Representatives of the Philippines
<b>Article 14 Sec.14-18 of the 1987 Philippine Constitution</b>	1987	Law on Arts and Culture of the Philippines	Law	0	Philippine Government
<b>Manlilikha ng Bayan Act (Republic Act No. 7355)</b>	1992	An act providing for the recognition of National Living Treasures, otherwise known as the Manlilikha ng Bayan, and the promotion and development of traditional folk arts, providing funds therefor, and for purposes	Law	0	The Senate and House of Representatives of the Philippines
<b>Creation of Award and Decoration of National Artist (Proclamation No. 1001, s. 1972)</b>	1972	Gives appropriate recognition and prestige to Filipinos who have distinguished themselves and made outstanding contributions to Philippine arts and letters,	Proclamation	0	Office of the President of the Republic of the Philippines
<b>Art Forgery Act of 2001 (Republic Act No. 9105)</b>	1992	An act defining the crime of art forgery, providing penalties, and institutionalizing the mechanism for Art Authentication, appropriating funds, therefor and for other purposes	Law	0	Senate and House of Representatives of the Philippines in Congress

**The Copyright Law  
(The Pyidaungsu  
Hluttaw Law No.15,  
2019)**

2019

The Copyright Law (2019) establishes the rights of authors and creators in the protection of literary and artist works and related rights. The objectives of this Law are as follows:

- (a) to improve the literary and artistic production standard through the development of the literary or artistic works, performances, phonograms production and broadcastings;
- (b) to protect the copyright of the author and owner of copyright in accordance with this Law;
- (c) to protect the related rights of performer, producer of phonogram and broadcasting organization;
- (d) to contribute to the protection and promotion of traditional cultural expressions.

The protection of the economic rights of the creator subsists during their lifetime and extend to 50 years after their death; collective works for 50 years from date of creation or first made available to the public; and works of applied art for 25 years from creation.

In addition to the exclusive economic rights of reproduction, translation, adaptation, arrangement, rental, performance, and broadcasting, the Copyright Law recognizes the moral rights of a creator to have public attribution or to prevent public attribution on any public use of copies of their works. The Copyright Law sets out the exceptions and limitations.

The protection of related rights of performers, producers of phonograms and broadcasting organizations are set out in Copyright Law.

The Copyright law provides for the criminal and civil procedures regarding the infringement of Copyright.

Law

O

Ministry of Commerce

**The Trademark Law  
(The Pyidaungsu  
Hluttaw Law No. 3,  
2019)**

2019

The Trademark Law establishes the legal basis for the application, examination and registration of trademarks. The legislation also provides for the registration of geographical indications. The objectives of this Law are as follows:

- (a) to develop investment, trade and commerce by protecting the marks;
- (b) to protect the interests of the owner of a mark and the right holder;
- (c) to create a fair competitive market system and a safety environment for the public by prohibiting the import of counterfeit marks and goods to the market place;
- (d) to improve the qualities of the products of Myanmar by the protection of geographical indications, and to develop the economy of the public in locality by exporting to the international market.

The term of registration is set at 10 years with provision for renewal for ten year periods. The exclusive rights of a mark owner include preventing all third parties without consent from using in the course of trade identical or similar signs for goods and services which are

Law

O

Ministry of Commerce

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
		<p>identical or similar to those in respect of which the trademark is registered where such use would result in a likelihood of confusion. The trademark owner may file litigation against alleged infringers and to transfer or license the rights of the registered mark to any other person.</p> <p>The Trademark law provides for the criminal and civil procedures regarding the infringement of Marks.</p>			
<b>The Industrial Design Law (The Pyidaungsu Hluttaw Law No. 2, 2019)</b>	2019	<p>The Industrial Design Law establishes the legal basis for the application, examination and registration of design. The objectives of this Law are as follows:</p> <ul style="list-style-type: none"> <li>(a) to protect the rights and interests of the owner of industrial design and creator in accordance with this Law;</li> <li>(b) to contribute the development of industry by promoting the protection of creation of industrial designs;</li> <li>(c) to contribute to the development and dissemination of industrial design technology;</li> <li>(d) to contribute to the mutual advantage of creators and industrial design-users of technological knowledge and in a manner conducive to social and economic welfare;</li> <li>(e) to contribute to a balance of rights and obligations of creators and industrial design-users.</li> </ul> <p>The Law protects industrial designs if they are "new or original and independently created".</p> <p>Registration of an industrial design is initially for a period of 5 years, renewable for additional periods of 5 years to a total of 15 years. The owner of a registered industrial design has the exclusive right to prevent a third party from making, selling or importing an identical or similar industrial design and to transfer, assign or license his rights.</p>	Law	O	Ministry of Commerce
<b>Creation of Award and Decoration of National Artist (Proclamation No. 1001, s. 1972)</b>	1972	<p>The Patent Law establishes the basis for the receipt, examination and grant of standard patents and utility model patents. The objectives of this Law are as follows:</p> <ul style="list-style-type: none"> <li>(a) to protect the rights and interests of the patentee and inventor in accordance with this Law;</li> <li>(b) to develop the production of the State by promoting technological innovations and the dissemination and transfer of technology;</li> <li>(c) to be mutual advantage of technological knowledge and socio-economic welfare between inventors and users of invention;</li> <li>(d) to support a balance of the rights and obligations of the inventors and users of invention;</li> <li>(e) to discourage being abusively exercised on the patent and controlling on unreasonably restrain trade by the patentee or right holder;</li> <li>(f) to encourage an environment of innovation.</li> </ul>	Proclamation	O	Office of the President of the Republic of the Philippines



Title of Document

Year

Summary

Type of Document

Official (O) or Unofficial (U)

Issuing Party

(f) to encourage an environment of innovation.  
The Patent Law sets out a version of the standard test for a patentable invention: new, inventive and industrially applicable.  
The 20-year exclusive rights granted under the Patent Law to prevent a third party from making, using, offering for sale, selling or importing a patented product or process are not enforceable in certain circumstances.  
The Patent Law also provides for the granting of utility model patents. A utility model patent is granted for 10 years.

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Arts and Culture Strategic Review</b>	2012	<p>The Arts and Culture Strategic Review was initiated to plot Singapore's arts and culture blueprint all the way through to 2025.</p> <p>After extensive consultations with artists, the private sector, and members of the public, a report was published outlining the broad strategic directions for the growth of arts and culture in Singapore.</p>	Policy	O	Ministry of Culture, Community and Youth
<b>Plan for the Performing Arts</b>	2014-2019	<p>As Singapore's society matures and as audiences become more sophisticated, the arts lover has never been more spoilt for choice. Whether it is a play asking hard questions about self-identity, stirring music and dance moving the soul, or traditional art forms making us reflect on our roots, there is diversity in our arts landscape.</p> <p>Audience numbers have been steadily growing from a decade ago, and still, challenges remain. Are we winning new audiences? Have we remembered to document and study our precious cultural legacies? More importantly, where do we go from here?</p> <p>Drawing from our assessment of the sector and in consultation with the industry, our Master Plan for the Arts casts a collective vision for the scene and sets out our work for the next 5 years. It is a reflection of the performing arts sector's aspirations for their individual practice, the arts at large and at a higher level, the Singapore society.</p>	Policy	O	National Arts Council
<b>Infocomm Media 2025</b>	2015-2025	<p>The initiative aims to build a nation in which people's lives are enriched and embraced by technology and opportunities, focusing on sustainable qualitative growth and livelihood, tapping on the power of data and data insights, advanced communications and computational technologies to catalyse transformation across key sectors of our economy. Key strategic thrusts include pushing boundaries of salient technology and business trends by capitalising on data, advanced computational technologies for a quantum leap, create Singapore made content, products and services with experimentation takes and connect the community at large through Infocomm Media, fostering the Singaporean identity.</p>	Policy	O	Ministry of Communications and Information (MCI)
<b>Design 2025 Masterplan</b>	2014-2019	<p>Launched in 2016, the Design 2025 Masterplan aims to deepen the support to the Design Sector and promote a heightened level of appreciation and adoption of design among our workforce, businesses, government, and the community. The vision of the Masterplan is to develop Singapore into an innovation-driven economy and a loveable city by design, through five strategic thrusts. Design 2025 was the third phase of the DesignSingapore Initiative (i.e. Dsg-III) since the establishment of the DesignSingapore Council in 2003.</p>	N/A	O	Design Singapore Council

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<b>Full Screen Ahead - 20 years of supporting Singapore Cinema</b>	2018 - present	The initiative aims to develop Singapore's film industry and nurture filmmaking talent by capitalising on trends and harnessing opportunities. Key strategic thrusts include talent development through nurturing the next generation of content creators and storytellers, promoting Singapore made content and Singapore as a hub for Southeast Asian content and audience cultivation through growing film literacy and public engagement.	Policy	O	Singapore Film Commission (SFC)
<b>Our SG Heritage Plan</b>	2018	Our SG Heritage Plan is the first master plan for Singapore's heritage and museum sector which outlines the broad strategies and initiatives for the sector.	Policy	O	National Heritage Board
<b>Our SG Arts Plan (2018-2022)</b>	2018	<p>Our SG Arts Plan was developed in close consultation with the arts community and other stakeholders through more than 40 engagement sessions. From February to September 2018, NAC reached out to over 700 people from diverse backgrounds, including arts practitioners, intermediaries and institutions, educators, volunteers, and representatives from the public and private sectors. Their insights contributed towards the formulation of the draft Plan. Views from the wider public were also sought over a three-week period in September 2018.</p> <p>As a result of the collective efforts and valuable inputs from the engagements, Our SG Arts Plan (2018 – 2022) was launched by then Minister for Culture, Community and Youth Grace Fu on 19 October 2018.</p>	Policy	O	National Arts Council
<b>Copyright Act 2021</b>	2021	The new Copyright Act came into force on 21 November 2021. It enhanced and updated Singapore's copyright regime to take into account technological developments which have impacted how copyright works are created, distributed, accessed, and used, and seeks to future-proof our copyright regime against future technological changes. For example, under the old Copyright Act, if someone commissioned a photograph or film, the commissioning party would be the default copyright owner. Under the new Copyright Act 2021, the content creator would be the default copyright owner.	Regulation	O	Intellectual Property Office of Singapore (IPOS)
<b>Our SG Heritage Plan 2.0</b>	2023	<p>Our SG Heritage Plan 2.0 builds on the success of the original plan to steer the next phase of development for Singapore's heritage sector from 2023 to 2027.</p> <p>This plan focuses on the gradual transformation of NHB's role from being primarily a museum operator to being a sector leader, focusing on empowering and building capability in communities and partners to help them celebrate Singapore's heritage.</p>	Policy	O	National Heritage Board

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<b>Thailand Creative and Design Center (TCDC)</b>	2017	A government agency with a mission to inspire creative thinking in the society and to propel the country's creative economy. It provides a broad range of resources and services. The main components are a design library, a material library, and a co-working space. Other components include a makerspace, exhibition spaces, and workshops.	N/A	O	N/A
<b>The Creative Economy Agency</b>	2018	The Creative Economy Agency (Public Organization) is established to support and develop creative economy, enhance the entrepreneurs, create ecosystem for the creative personnel, and create connections with wisdom, culture, and production sectors which are factors in driving the economy.	N/A	O	N/A
<b>National 4.0 Policy</b>	2016	In Thailand, the Government's 4.0 policy has highlighted the creative economy as a key driver for advancing Thailand's growth, by promoting innovation and creativity in all sectors. At the same time, the Creative Economy Agency was established in 2018 to lead Thailand's creative economy agenda.	N/A	O	N/A
<b>The Safe and Creative Media Development Fund Act B.E. 2558</b>	2015	An act to establish the Safe and Creative Media Development Fund, outlining its objectives, funding sources, and management structure. The Act also aims to promote and support the development of safe and creative media in Thailand.	Legislation	O	Cabinet (approved by the Parliament.)
<b>The Broadcasting and Televisions Business Act B.E. 2551</b>	2008	The Act regulates the operation of broadcasting and television businesses in Thailand, covering various aspects including the licensing and regulation of broadcasters, the programming of broadcasting and television services, the promotion and regulation of professional ethics, and other related matters.	Legislation	O	Cabinet (approved by the Parliament.)
<b>The Contemporary Art Promotion Act B.E. 2551</b>	2015	This Act aims to promote and support contemporary art in Thailand, with key objectives including fostering artistic creation; promoting the dissemination and exchange of contemporary art both domestically and internationally; developing human resources in contemporary art; facilitating and creating spaces to promote a creative environment; and encouraging public participation and engagement in contemporary art	Legislation	O	Cabinet (approved by the Parliament.)

 Title of Document	Year	Summary	Type of Document	Official (O) or Unofficial (U)	Issuing Party
<b>Royal Decree Establishing the Creative Economy Agency (Public Organization) B.E. 2561</b>	2018	This Royal Decree established the Creative Economy Agency (CEA) as a public organization to promote and develop Thailand's creative economy, leveraging creativity for economic growth and global competitiveness while preserving culture as a foundation. The Decree also tasks the CEA with collaborating with various stakeholders, including government agencies, the private sector, and individuals, to achieve these objectives	Legislation	O	Cabinet
<b>The Digital Development for Economy and Society Act, B.E. 2560</b>	2017	This Act promotes comprehensive digital development for the economy and society in Thailand. A key component of this Act was the transformation of the Software Industry Promotion Agency (SIPA) into the Digital Economy Promotion Agency (DEPA), along with the creation of new mechanisms such as committees and funds to address key relevant areas	Legislation	O	Cabinet (approved by the Parliament.)

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<b>Decision No. 1755/QĐ-TTg Approving the Development Strategy of Vietnamese Cultural Industry by 2020 and with a Vision to 2030</b>	2016	Approval to the Development Strategy of Vietnamese Cultural Industry by 2020 and with a Vision to 2030. The Strategy put forward specific measures on state management mechanism, human resources training, resources mobilization, social awareness raising, market development and enhancing international integration in the following fields related to cultural industries: Advertising, Architecture, Software and entertaining games, Handicrafts, Design, Film, Publishing, Fashion, Performing Arts, Fine Arts, Photography and Exhibition; Television and Radio; Cultural Tourism.	Regulatory, financial, institutional	O	Prime Minister
<b>Directive No. 30/CT-TTg on developing Vietnamese cultural industries</b>	2024	Outlines Vietnam’s strategy to develop cultural industries as a key economic sector. It focuses on policy reforms, human resource training, digital transformation, and intellectual property protection. The directive promotes investment incentives, strengthens copyright enforcement, and enhances public-private cooperation. By leveraging technology and Vietnam’s cultural heritage, it aims to boost creativity, competitiveness, and sustainable growth in the cultural sector.	Directive	O	Prime Minister
<b>Intellectual Property Law</b>	2023	The amended IP Law promises a new era for intellectual property in Vietnam, and will take effect on January 1, 2023, except for the provisions on sound marks, which will take effect on January 14, 2023, and the provisions on test data protection for agrochemicals, which will be delayed until January 14, 2024.	Law	The amended Intellectual Property Law take effect from 1 January 2023	The National Assembly
<b>Cinema Law</b>	2022	On June 15 2022, the National Assembly approved the revised Law on Cinematography, which will go into effect on January 1, 2023. The Law stipulates that the State has policy to mobilize resources, take measures to ensure a healthy business and investment environment, develop the film market, and create favorable conditions for organizations and individuals. participate in film activities to build the film industry associated with socio-economic development and international integration.	Law	The revised law will be effective from January 2023	The National Assembly
<b>Library Law</b>	2019	Establishes regulations for library operations, classifies libraries into various types, defining their roles, rights, and responsibilities. The law promotes library development, ensuring access to information, encouraging digital transformation, and fostering cooperation at both national and international levels. It prohibits misuse of library activities for illegal purposes. Additionally, the law mandates state support for libraries, focusing on modernization, preservation of valuable documents, and staff development.	Law	O	The National Assembly

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<b>Tourism Law</b>	2017	<p>The Tourism Law of Vietnam (2017), effective from January 1, 2018, regulates tourism activities to promote sustainable development and international integration. It defines tourism resources, supports the development of diverse tourism products, and ensures the rights and responsibilities of tourists and tourism businesses.</p> <p>The law sets standards for tourism services, requiring businesses to obtain licenses and comply with quality regulations. It also emphasizes state management, encouraging investment, infrastructure development, and environmental protection.</p> <p>Additionally, it prohibits activities harmful to national security, culture, and the environment, ensuring that tourism contributes positively to Vietnam's economy and global reputation.</p>	Law	O	The National Assembly
<b>Advertising Law</b>	2018	<p>Regulates advertising in Vietnam, ensuring transparency, fair competition, and consumer protection. It defines advertising activities, prohibits misleading content, and bans ads for restricted products (e.g., tobacco, strong alcohol).</p> <p>Key rules include truthful advertising, content verification, and Vietnamese language requirements, except for registered trademarks. Advertisers, agencies, and publishers must comply with legal standards. The Ministry of Culture, Sports, and Tourism oversees enforcement, with penalties for violations.</p> <p>The 2018 revision strengthened oversight, particularly for cross-border advertising, adapting to digital trends while maintaining ethical and cultural standards.</p>	Law	O	The National Assembly
<b>Architecture Law</b>	2019	<p>Establishes the framework for architectural activities, defining the rights and responsibilities of individuals and organizations involved in the field. The law emphasizes the preservation of national cultural identities, sustainable development, and the application of advanced technologies in architectural practices. Additionally, the law outlines prohibited actions, such as obstructing architectural activities or violating intellectual property rights, to ensure ethical and responsible practice within the industry.</p>	Law	O	The National Assembly

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<b>Publishing Law</b>	2018	Regulates publishing activities, including the publishing, printing, and distribution of publications. It defines the rights and obligations of agencies, organizations, and individuals involved. The law emphasizes the dissemination of knowledge, cultural values, and information to meet the spiritual needs of the people and support socio-economic development. It also outlines prohibited content. Additionally, the law specifies conditions for establishing publishers, including requirements for personnel, infrastructure, and financial resources.	Law	O	The National Assembly
<b>Circular 12/2015/TT-BVHTTDL dated 11 December 2015 on amending some articles in Regulations on film censorship and distribution permit</b>	2016	Facilitating the management of film production and distribution in Vietnam via a system of film classification according to specific criteria of ages.	Regulatory	O	Ministry of Culture, Sports and Tourism Viet Nam Cinema Department Provincial Departments of Culture, Sports and Tourism nationwide
<b>Decree No. 144/2020/ND-CP on Performing Arts</b>		Governs art performances, fashion shows, beauty contests, and audio/video recordings. It encourages cultural development, supports traditional arts, and ensures compliance with ethical and legal standards. Key provisions include licensing requirements, state management responsibilities, and prohibited acts such as unauthorized content alterations, inappropriate costumes, and copyright violations. The law also mandates compliance from performers, organizers, and venue owners to uphold cultural values and performance quality.	Decree	O	Prime Minister