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Fact Sheet 1 - Data



A lot of data is being quoted at events and in reports to show the amazing weight of IPR-intensive or creative industries in the European Union economy. Yet very few seem to ever check the reality behind the produced data. We did.

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IPR-intensive industries contribute **26%** of employment and generate **39%** of GDP in the EU

Source: The Office for the Harmonization of the Internal market (OHIM) and the European Patent Office (EPO) Study on intellectual property rights intensive industries' contribution to the economic performance and Employment in the European Union.

REALITY

IPR-intensive is defined in an absurdly broad manner

IPR-intensive groups all 5 types of IP together, hence covering a broad set of realities.

According to the study, every employee of a company with a trademark or a geographical indication (e.g. prosciutto di Parma) has an IPR-intensive job, including the person frying fries at a fast food restaurant!

Moreover, patent intensive is measured according to the number of patent registrations, NOT the number actually being used, hence inflating numbers.

As regards copyright, publishing (of books, journals & periodicals and music) and sound recording only represent 5% of total estimated jobs, and thus less than libraries and archives (5,6%)!

There isn't always a causal effect between owning IP rights & contribution to GDP and employment

Owning a trademark is far from being the only incentive for companies to produce goods.

A recent report show the negative impact overly restrictive patents, or more broadly over restrictive IP has on creativity and innovation.

Basically, stating 99% of CEOs wear a watch cannot lead to the conclusion that wearing a watch will make you CEO.

Not every sector in the IPR-intensive industries considers the current IPR rules as positive.

Librarians and archivists make up 5,6% of all copyright-intensive jobs, and yet encounter serious problems under the current rules, as their activities are being stifled.



Industries based on innovation and creativity obviously contribute to the EU economy. **But** producing numbers based on **misleading** methodologies is not the right way to contribute to the debate on how to balance IP rights in the 21st Century.