

IPR in Media & Entertainment: Legal Essentials for Success

28 December 2026 – 1 January 2027
Manchester (UK)

UK Training

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A close-up photograph of chess pieces on a checkered board. In the foreground, a large, ornate gold king piece stands prominently. To its left, a smaller silver pawn is visible. Further back, another silver pawn is positioned. The background features a series of concentric, light gray circles that create a sense of depth and focus on the pieces.

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Ref: 3255591_345700 **Date:** 28 December 2026 – 1 January 2027 **Location:** Manchester (UK) **Fees:** 5200 GBP

Introduction

In today's digital-first entertainment landscape, intellectual property rights IPR are at the core of value creation, brand protection, and revenue generation. From streaming platforms and digital content to AI-generated media and NFTs, legal complexity continues to expand across the industry.

This intensive 5-day program provides a structured and practical understanding of intellectual property law within the media and entertainment sector. Participants will explore copyright, trademarks, licensing structures, contract drafting, and international protection frameworks, while addressing emerging legal challenges in digital distribution and new technologies.

Through case studies, real-world examples, and interactive discussions, attendees will develop the practical competence required to manage and mitigate intellectual property risks effectively.

Course Objectives

By the end of this program, participants will be able to:

- Understand core principles of copyright and trademark law in media and entertainment
- Analyze and draft essential clauses in entertainment contracts and licensing agreements
- Navigate legal challenges related to digital content creation, distribution, and monetization
- Identify and mitigate intellectual property risks in media productions
- Understand global IP protection frameworks and enforcement mechanisms
- Stay informed about emerging trends such as AI, blockchain, and digital assets

Target Audience

- Media & Entertainment Executives
- Legal Advisors and In-house Counsel
- Content Producers and Creative Directors
- Licensing & Distribution Managers
- Digital Platform Operators
- Media Entrepreneurs

A graphic of a chessboard with several chess pieces (a king, a queen, a rook, and a pawn) in gold and silver. The text 'UK Training' is in a small, black sans-serif font, and 'PARTNER' is in a large, bold, black sans-serif font below it.

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Course Structure

Day 1: Foundations of Intellectual Property in Media & Entertainment

- Introduction to Intellectual Property Rights IPR
- Copyright fundamentals for creative works
- Trademark protection in entertainment branding
- Fair use and public domain considerations
- Ownership structures in creative productions

Day 2: Entertainment Contracts & Licensing Frameworks

- Key components of entertainment contracts
- Licensing agreements for music, film, and television
- Rights acquisition and clearance procedures
- Contract negotiation strategies
- Revenue-sharing and royalty models

Day 3: Digital Media & Emerging Technologies

- Legal considerations in social media and user-generated content
- Streaming platforms and digital distribution rights
- Intellectual property issues in virtual and augmented reality
- Blockchain technology and NFTs in entertainment
- Risk management in digital ecosystems

Day 4: International IP Protection & Enforcement

- Global copyright and trademark regulations
- Cross-border licensing and distribution agreements
- Combating piracy and infringement
- Enforcement mechanisms and litigation strategies
- Alternative dispute resolution in entertainment

Day 5: Future Trends & Practical Applications

- Artificial intelligence and IP ownership challenges
- Data privacy and content protection regulations
- Adapting legal strategies to new content formats
- Case studies and scenario-based problem solving
- Practical frameworks for IP risk assessment

A graphic of a chessboard with several chess pieces. A gold king piece is prominent in the foreground, with a silver pawn and a gold pawn nearby. In the background, there are concentric circles and the text 'UK Training PARTNER'.

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Why Attend This Program?

Strategic Gains

- Stronger ability to detect and prevent IP risks
- Enhanced contract drafting and negotiation capabilities
- Clear strategies for protecting and monetizing creative assets
- Improved compliance in digital content environments
- Greater confidence in managing cross-border IP issues

Business Impact

- Reduced legal exposure and financial risk
- Improved asset valuation and revenue protection
- Stronger brand and intellectual property positioning
- Increased organizational readiness for digital transformation

Conclusion

Intellectual property is not merely a legal matter — it is a strategic business asset in the media and entertainment industry.

This program equips professionals with the legal insight, contractual competence, and strategic awareness required to protect, manage, and monetize creative assets in an increasingly digital and globalized environment.

Participants will leave with practical tools and forward-looking knowledge essential for navigating the evolving IP landscape with confidence and clarity.

A graphic of a chessboard with several chess pieces (a king, a queen, and a pawn) in the foreground. The board is white and black, and the pieces are gold and silver. In the background, there are concentric circles radiating from the center.

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