

SUMMARIES

THE ROLE OF COMPULSION. THE HISTORY OF PUBLIC HEALTH COMPULSORY LICENCE AS A LEGAL INSTITUTION, ITS REGULATION AND TIMELINESS IN PATENT LEGISLATION – PART I.

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The primary goal of this study is to put the revision of the Hungarian public health compulsory license regulation in context by presenting the functions and types of compulsory licenses in Patent Law, as well as examining international and EU regulations and showing practical examples. Of course, this cannot be addressed without addressing the legal and practical changes caused by the COVID-19 epidemic.

PRESERVATION OF VIDEO GAME AS CULTURAL HERITAGE IN THE LIGHT OF CDSM DIRECTIVE.

István Harkai

Video games are complex, intricate works of art that include computer program creations, i.e., software, graphical elements, musical compositions, sound recordings, and other copyright-protected subject matters, and sometimes performances by artists. As we are talking about one of the most important entertainment products of our time, it is perhaps not surprising that our first thought is not to preserve games and the elements linked to their development and the gaming experience. It is perhaps not too much of an exaggeration to say that we might not think of video games primarily as cultural heritage. Yet, if we consider the complex inner world of games and the social groups that play them, it is quite appropriate to examine whether these entertainment software can be subject to the limitations and exceptions laid down in the CDSM Directive, whether they are worthy of preservation, and whether there are institutions whose activities are aimed at collecting, organising, archiving, and making them available for cultural purposes. Not only are video games worthy of preservation, but there are also institutions that systematically collect them. In fact, video games themselves can play an important role in the preservation and conservation of cultural heritage.

ABOUT „DECOMPILATION” PROGRAM CODE IN CONNECTION WITH THE
JUDGMENT OF THE EUROPEAN COURT OF JUSTICE IN THE CASE OF TOP
SYSTEM SA AND ÉTAT BELGE

Zsigmond Ferge

Article 5(1) of Council Directive 91/250/EEC of 14 May 1991 on the legal protection of computer programs is to be interpreted as permitting a lawful acquirer of a computer program to decompile that program where that is necessary in order to correct errors affecting its functioning. This Article of Directive is to be interpreted as meaning that the decompilation of a computer program, pursuant to that provision, by a lawful acquirer, in order to correct errors in that program, is not subject to the requirements of Article 6 of that directive. However, such decompilation may be carried out only to the extent necessary for that correction and within the limits of the acquirer’s contractual obligations.