



University
of Glasgow



CREATE



ReCreating Europe

Platforming Creativity

Spring School, 25 - 30 April 2024

University of Glasgow

Day 1 (25 April): Creativity and copyright

Venue: School of Law, 8 Professors Square, Halliday Room

9:30-9:45	Martin Kretschmer Magali Eben Ula Furgał	Welcome
9:45 - 11:00	Martin Kretschmer	Copyright as a mode of digital regulation: what is changing in the platform world?
11:00 - 11:30	Coffee break	
11:30 - 13:00	Péter Mezei	Copyright in an Immersive Virtual World
13:00 - 14:00	Lunch break	
14:00 - 15:30	Ula Furgał Amy Thomas	Contracting Creativity
15:45 - 16:30	Ula Furgał Amy Thomas	Reflections exercise
16:30-17:30	Welcome reception	

Day 2 (26 April): Technology and regulation

Venue: Advanced Research Centre, Studio 2

9:30 – 11:00	Thomas Margoni	Between platformization and datafication: Text and Data Mining, Generative AI and EU copyright law
11:00 – 11:30	Coffee break	
11:30 – 13:00	Kris Erickson	The MAME video game emulation project, copyright and open source
13:00 – 14:00	Lunch break	
14:00 – 15:30	Speaker TBC	
15:45 – 16:30	Kris Erickson	Reflections exercise

Day 3 (29 April): Markets and competition

Venue: Advanced Research Centre, Studio 2

9:30 – 11:00	Magali Eben Stavros Markis	Introduction – key concepts of platforms and competition
11:00 – 11:30	Coffee break	
11:30 – 13:00	Joost Poort	Five sources of competition in creative industries
13:00 – 14:00	Lunch break	
14:00 – 15:30	Konstantina Bania	Regulating platforms' market practices: How can creators leverage the law to tame big tech?
15:45 – 16:30	Magali Eben Stavros Markis	Reflections exercise

Day 4 (30 April): Keynote and summary

Venue: Advanced Research Centre, Studio 2

9:30 - 11:00	Caterina Sganga	Challenges from the new platform liability regulation
11:00 - 11:30	Coffee break	
11:30 - 13:30	Ruth Towse	Keynote: Insights from Economics
13:30 - 14:30	Lunch break	