



# Rethinking digital copyright law for a culturally diverse, accessible, creative Europe

## **Grant Agreement No. 870626**

Milestone title	D3.2 Survey Data Perspectives Authors and Performers	
Milestone Lead:	UvA	
Partner(s) involved:	UvA	
Related Work Package:	WP3-Authors and Performers	
Related Task/Subtask:	Task 3.1- Perspective of Creators and performing Artists on Digitization,	
	Copyright and the Digital Single market	
Main Author(s):	Joost Poort (UvA), Abeer Pervaiz (UvA)	
Dissemination Level:	Public (after M36)	
Due Achievement Date:	28.02.2022	
Actual Achievement Date:	28.02.2022	
Project ID	870626	
Instrument:	H2020-SC6-GOVERNANCE-2019	
Start Date of Project:	01.01.2020	
Duration:	36 months	

#### Legal Disclaimer

The information in this document is provided "as is", and no guarantee or warranty is given that the information is fit for any particular purpose. The above referenced consortium members shall have no liability for damages of any kind including without limitation direct, special, indirect, or consequential damages that may result from the use of these materials subject to any liability which is mandatory due to applicable law. © 2020 by reCreating Europe Consortium.

Version history table				
Version	Date	Modification reason	Modifier(s)	
v.01	11.03.2022	Draft completed	Joost Poort, Abeer Pervaiz	
v.03				



### 1. Role and description of the Milestone

WP3 revolves around authors and performers (artists) and their experience with disruptive factors such as, digital platforms, artificial intelligence (AI), copyright issues, piracy and the pandemic. It focuses on understanding how these factors may impact the income/earnings of authors and performers. The objective of WP3 is to learn and understand the perspective and experiences of these artists throughout the EU which will in part provide quantitative and qualitative empirical data to other work packages.

The WP3 consists of Task 3.1 that has three sub-tasks, D 3.1, D 3.2 and D 3.3 respectively. D 3.1 is a mapping document that provides an overview of the existing literature with regards to income/earnings of artists, their experience with digital platforms, AI, copyright and piracy as well as the effects of Covid. Task D 3.1 has been completed and the document has been published in Zenodo, available <a href="here.">here.</a>

This milestone report focuses on the work around deliverable D 3.2, which is a survey developed by Abeer Pervaiz and Joost Poort. The survey has been translated into 22 official EU languages and is targeted at artists belonging to a wide range of creative fields (authors, performers, designers, singers, musicians, dancers and more) within the EU. The survey has been distributed through different social media platforms such as Instagram, Facebook, Twitter and LinkedIn, various social groups, websites and also via networking. The data collection through this survey is currently in progress. The number of daily responses dropped sharply since the start of the war in Ukraine. For this reason, additional efforts for disseminating the survey have been taking in the first week of March and the survey will be kept open until early April. Meanwhile, analysis of the data is initiated. Furthermore, in-depth and focus interviews will also take place with participants during the data collection phase.

#### 1.1 Deviations to Annex 1

- ⋈ No changes needed project is on track
- ☑ Reorganisation of the project

Changes: survey will be kept open until early April for the reasons outlined above. No significant impact on subsequent deadlines is expected.

#### 2. Means of verification

- The mapping document, D3.1 Mapping Document on income development of authors and performers and copyright reversal in EU, has been published and is available on Zenodo, please see here.
- The deliverable related to the survey, D3.2 Survey Data Perspectives Authors and Performers, can be accessed <a href="here">here</a>.
- To have a look at the Survey, please see here.





# 3. Highlights and conclusions

The survey has been disseminated through various social media platforms such as Facebook, Instagram, Twitter, LinkedIn etc. For higher reach, advertisements have been placed both on Facebook and Instagram as they are widely used digital platforms by artists. Apart from that, networking has been used as another key method for the distribution of the survey. This includes sharing of materials through emails, word of mouth, sharing over WhatsApp and personal social platforms as well as meeting artists where possible. Interviews will be held with participants, both in-depth and focus, to gain deeper insights and understandings of the topics discussed in the survey.

#### 4. Annexes

None.