

## **Committee on Development and Intellectual Property (CDIP)**

**Thirty-Sixth Session**  
**Geneva, May 4 to 8, 2026**

### **COMPLETION REPORT OF THE PROJECT ON PROMOTING THE USE OF INTELLECTUAL PROPERTY IN DEVELOPING COUNTRIES IN CREATIVE INDUSTRIES IN THE DIGITAL ERA**

*prepared by the Secretariat*

1. The Annexes to the present document contain the Completion Report of the Development Agenda (DA) Project on Promoting the Use of Intellectual Property in Developing Countries in Creative Industries in the Digital Era. The report covers the entire period of the project implementation, from April 2022 to December 2025.

2. *The Committee is invited to take note of the information contained in the Annexes to this document.*

[Annexes follow]

## COMPLETION REPORT

PROJECT SUMMARY	
<u>Project Code</u>	DA_1_4_10_12_19_24_27_01
<u>Title</u>	<a href="#"><i>Promoting the Use of Intellectual Property in Developing Countries in Creative Industries in the Digital Era</i></a>
<u>Development Agenda Recommendations</u>	Recommendations 1; 4; 10; 12; 19; 24; and 27.
<u>Project Budget</u>	Total project budget: 795,000 Swiss francs allocated for non-personnel resources.
<u>Project Duration</u>	36 months
<u>Key WIPO Sectors/Areas Involved in the Project Implementation</u>	Implementing Sector: Copyright and Creative Industries Sector
<u>Brief Description of Project</u>	<p>The project seeks to bolster the creative industries by promoting effective utilization of the intellectual property (IP) system, facilitating the protection and commercialization of IP, and fostering cooperation and information sharing among local creative industry<sup>1</sup> stakeholders. Additionally, it aims to enhance the capabilities of IP authorities in participating countries to adapt to the evolving digital landscape.</p> <p>In particular, the project aims at: (1) empowering stakeholders in creative industries to safeguard, administer, leverage, and uphold IP rights. This support will facilitate the promotion and marketing of creative and cultural products and services; (2) establishing networks among local creative industries to foster the exchange of information, collaboration, and overall enhancement of market performance.</p>
<u>Project Manager</u>	Mr. Dimiter Gantchev, Deputy Director and Senior Manager, Office of the Deputy Director General, Copyright and Creative Industries Sector
<u>Links to Expected Results in the Program of Work and Budget for 2024/25</u>	<p>4.1 More effective use of IP to support growth and development of all Member States and their relevant regions and sub-regions, including through the mainstreaming of the Development Agenda recommendations.</p> <p>4.2 Development of balanced and effective IP, innovation and creative ecosystems in Member States.</p> <p>4.3 Increased IP knowledge and skills in all Member States.</p> <p>4.4 More innovators, creators, SMEs, universities, research</p>

<sup>1</sup> Namely animation, publishing, music, video games, mobile applications, and fashion.

	institutions and communities leverage IP successfully.
<u>Overview of the Project Implementation</u>	<p>The following is the overview of the project implementation, based on the delivery of the project outputs described in the approved project document (<a href="#">CDIP/26/5</a>). A summary overview of the project is also available in the Catalogue of DA Projects and Outputs at: <a href="https://dacatalogue.wipo.int/projects/DA_1_4_10_12_19_24_27_01">https://dacatalogue.wipo.int/projects/DA_1_4_10_12_19_24_27_01</a></p> <p>Events were held in each country with online contributions and participation from guest speakers and beneficiary country representatives. The following activities took place over the last three years:</p> <p><u>Uruguay</u></p> <ul style="list-style-type: none"><li>➤ The national workshop <i>IP in Mobile Applications: Business and Legal Issues</i> was conducted from March 9 to 10, 2023, in Montevideo.</li><li>➤ The webinar <i>The Role of IP in the Fashion Industry</i> was organized in Montevideo on April 26, 2023, and featured expert presentations on metaverse and Web 3.0 applications in fashion and on IP protection, from creation to commercialization in the fashion industry. It was followed by interactive Q&amp;A sessions with participants.</li><li>➤ Two mentorship sessions for software developers were held in Montevideo, on December 13, 2024, and February 24, 2025:  <i>Mentorship Session 1 on Intellectual Property for Software Developers – Montevideo (December 13, 2024):</i>  This mentorship session delivered practical IP training tailored to software developers. The findings of a post-session survey indicated 100 per cent satisfaction with the program, its objectives, and its clarity, as well as high ratings for speaker expertise and relevance and a strong intention to use and recommend the knowledge gained. Requests for more discussion time were also made in the survey.  <i>Mentorship Session 2 on Intellectual Property for Software Developers – Montevideo (February 24, 2025):</i>  This second mentorship session introduced advanced IP concepts for software developers and received consistently positive evaluations, with all respondents</li></ul>

rating the program and speakers as good or excellent, most finding the content relevant to their profession, and a majority indicating they would apply and recommend what they learned.

- The webinar *Protecting Creativity: IP and Business Considerations of Technology in the Fashion Industry* was held on March 25, 2025, addressing IP strategies and business models in the fashion sector. This online workshop explored legal, business, and practical perspectives on IP and artificial intelligence (AI) in fashion. It combined Uruguayan and international viewpoints with an interactive Q&A and discussion session.

The survey results indicate that the objectives of this format were largely achieved: there was 100 per cent satisfaction with the overall program and speakers, and frequent praise for the clarity, practical examples, and relevance of the topics discussed.

- The mentorship webinar *Legal and Business Considerations of the Role of Intellectual Property in Video Games in the Digital Arena* was held online for Chile and Uruguay on December 17, 2025. This webinar combined expert presentations and interactive breakout discussions on the legal status, IP challenges and business considerations of video games in Chile and Uruguay. The survey results indicate that the objectives were achieved: over 94 per cent of respondents rated the webinar as excellent or good overall, 100 per cent found the topic relevant to their professional activity, and speaker expertise received consistently high ratings. Some participants expressed a desire for more time to deepen discussion.

#### Chile

- The workshop *IP and Videogames - Legal and Business Issues* was conducted in Santiago over two days, from November 16 to 17, 2022. It brought together international and Chilean experts to examine the business, legal, and IP dimensions of the video game industry. Through expert presentations and interactive discussions, it covered market trends, licensing, development and distribution, financing, dispute resolution, and emerging issues such as AI.
- The national workshop *Making a Living from Music* was held in Valparaíso on December 5, 2023, and in Santiago from December 6 to 7, 2023. Through expert presentations and discussions, it explored how music creators can generate income in the digital age, and it addressed copyright-based revenue streams, the use of music in audiovisual media, and digital music markets.

After the closing remarks, it concluded with a live musical performance.

- The webinar *The Role of the Fashion Industry in the Digital Arena* was organized in Santiago on October 8, 2024. Through expert presentations and interactive discussion, it provided an overview of legal and business issues related to IP in the fashion industry. It covered IP protection and infringement; national industry perspectives; and emerging technologies such as AI, the metaverse and blockchains.
- The national workshop *Publishing within the Creative Economy: Driving Economic, Social and Cultural Development* was held from March 4 to 5, 2025, in Santiago. It examined the role of IP in supporting the publishing industry and promoting cultural and economic growth, with a focus on legal and business aspects of digital publishing. It also facilitated networking among creators and stakeholders, having brought together six Chilean publishing associations, which agreed to continue dialogue to strengthen cooperation. Survey results show that over 93 per cent of participants were satisfied or very satisfied with the overall program, and speaker expertise was rated very highly. However, some participants remarked on delayed starts and issues with logistical preparation.
- The mentorship webinar *Legal and Business Considerations of the Role of Intellectual Property in Video Games in the Digital Arena* was held online for Chile and Uruguay on December 17, 2025. It combined expert presentations and interactive breakout discussions on the legal status, IP challenges, and business considerations of video games in Chile and Uruguay. Survey results show that 94 per cent of respondents rated the webinar as excellent or good overall and that 100 per cent found the topic relevant to their professional activity. Speaker expertise also received consistently high ratings. Some participants wished there had been more time to deepen discussions.

#### United Arab Emirates

- The workshop *IP in Mobile Applications: Business and Legal Issues* took place from October 24 to 25, 2023. This two-day national workshop examined the business and legal aspects of IP in mobile application development. Through expert presentations and discussions tailored to the UAE context, it covered copyright, app industry trends, IP protection throughout the development lifecycle, contracts, enforcement, and the impact of AI.

The national workshop *IP in Video Games: Business and Legal Issues* was also held, from May 1 to 2, 2024. Through expert presentations and panel discussions tailored to the UAE context, this two-day workshop explored the business and legal aspects of IP in the video game industry. It covered industry trends, IP foundations for game development and distribution, financing, e-sports, copyright enforcement, regional challenges and the impact of AI.

- The national workshop *Building a Digital Publishing Economy* took place in Sharjah over two days, from November 11 to 12, 2024. Through expert presentations and interactive discussions, it examined how to build a sustainable digital publishing economy and addressed UAE publishing policies, digital consumer and educational publishing, academic challenges, piracy, rights marketplaces, and accessible publishing. The survey results show that the workshop was very well received overall, with nearly 94 per cent of participants reporting satisfaction with the program and high ratings for speaker expertise, clarity of presentations, and relevance to professional activities. Most participants indicated high likelihoods of applying the knowledge gained, benefiting from networking, and recommending the workshop. A small minority expressed neutral views on the objectives or on the depth of what was learned.
- The national workshop *How to Make a Living from Music in the Digital Age* was held from April 22 to 23, 2025, in Dubai, focusing on IP, digital distribution and monetization strategies for music creators. Through expert-led sessions and panel discussions tailored to the UAE context, it addressed music monetization, copyright income streams, collective management, digital platforms, AI, and branding. In the survey evaluation, all respondents rated the workshop positively overall. They especially appreciated the relevance of the content and the expertise of the speakers in practical music business issues.
- A second national workshop *How to Make a Living from Music in the Digital Age* took place from April 24 to 25, 2025, in Abu Dhabi, enabling broader national outreach and engagement with music industry stakeholders. This event developed similar themes and, through the use of panels and case-based discussions, emphasized artist management, collective management, technology, AI, and the role of music in economic development. The survey results indicate very high satisfaction with content and objectives, confirming that the practical orientation toward real income streams and industry structure resonated strongly among participants.

Indonesia

- The webinar *The Importance of Copyright in the Music Industry in the Digital Environment* was held on March 9, 2023. Through expert presentations and interactive Q&A sessions, it brought together international experts to discuss the importance of copyright in the digital music industry, with a focus on income streams for artists, digital copyright challenges, the role of data, and evolving business models for music distribution. The evaluation results indicate that the webinar was very positively received: over 93 per cent of respondents reported being satisfied or very satisfied with the overall program, objectives, organization and speaker expertise, and there were high ratings for relevance to professional activities. More than 80 per cent indicated high or very high likelihoods of using the knowledge gained and recommending the seminar. There was qualitative feedback praising the clarity, usefulness, and inspiration provided by the speakers, but also a few suggestions on improving pacing and outreach.
- The two-day national workshop *Mastering IP in the Video Games Industry: Business and Legal Aspects* took place from May 19 to 20, 2023. It brought together Indonesian and international experts to explore the business, legal, and IP dimensions of the video game industry. Through expert talks, interactive sessions, and industry discussions, it covered game development and distribution, monetization and licensing of IP; investment and legal frameworks; and the future challenges of the sector.
- The two-day national workshop *IP in Mobile Applications: Business and Legal Issues* took place from September 4 to 5, 2023, to examine the business and legal dimensions of IP in mobile application development. Through expert presentations, panels, and discussions focused on the Indonesian context, it covered global app industry trends, IP protection throughout the app lifecycle, contracts, dispute resolution, user experience, and the impact of AI.
- The national workshop *IP in the Animation Industry: Business and Legal Issues* was held in Bandung from May 14 to 15, 2024. The event brought together policymakers and industry professionals to address IP frameworks, global animation markets, monetization, contracts, and technology-driven distribution. Survey results strongly confirm the impact of the workshop, showing very high satisfaction across all categories, high likelihood of applying the knowledge gained, and a strong willingness to recommend the workshop.

	<ul style="list-style-type: none"> <li>➤ The webinar <i>Using IP to Commercialize Creative Products Online: Zooming in on the Fashion Industry</i> was organized on May 27, 2025, in Jakarta. It addressed IP-driven commercialization strategies for fashion products in digital markets, with a focus on the full lifecycle of IP fashion, from creation to online commercialization. Legal frameworks, case studies and national industry perspectives were covered. Survey results fully support the effectiveness of this approach, with 100 per cent of participants reporting they were satisfied or very satisfied with each aspect. The webinar content was frequently described as useful and directly applicable.</li> <li>➤ The webinar <i>How to Make a Living from Music in the Digital Age</i> was organized on June 30, 2025, in Jakarta, focusing on IP management and revenue generation in the digital music ecosystem. It examined copyright income, digital music trends and the Indonesian music ecosystem, concluding with a forward-looking discussion on policy and industry development. Survey responses show universal overall satisfaction. While there were comments requesting more in-depth or more tailored content, it should be kept in mind that this webinar had been designed with an introductory scope.</li> </ul> <p>The project has demonstrated steady progress and strong engagement across all beneficiary countries. The outcomes observed to date include the following:</p> <ul style="list-style-type: none"> <li>➤ A total of 22 national events organized since the beginning of the project, reflecting sustained implementation and outreach: <ul style="list-style-type: none"> <li>○ Uruguay: six events, of which one was a regional event with Chile,</li> <li>○ United Arab Emirates: five events,</li> <li>○ Indonesia: six events,</li> <li>○ Chile: six events, of which one was a regional event with Uruguay.</li> </ul> </li> </ul> <p>Overall, the project implementation successfully ensured balanced geographic coverage and thematic diversity, while contributing to enhanced awareness and capacity among creative industry stakeholders on the strategic use of IP in the digital economy.</p>
<p><u>Key Results and Impact of the Project</u></p>	<p>1. The project developed targeted publications and tools, aiming at deepening the understanding of the role of IP across different creative sectors in the digital environment. These outcomes support the activities of rights holders, creators, developers and users by addressing sector-specific IP</p>

challenges and opportunities. The following were developed as part of the projects:

Publication:

The Legal Nature of Video Games (2025)

- The 2025 Study on the Legal Nature of Video Games represents a significant evolution in how law conceptualizes authorship, ownership and creativity in interactive digital media. Moving beyond the descriptive and jurisdictional approach of the 2013 WIPO study, the 2025 study reframes video games as dynamic, hybrid cultural systems that combine human creativity, AI, and user participation. The study discusses the creative input of gamers in modern games in generating IP rights through gameplay, and AI-generated works in video games by addressing recent legal developments.

Tools:

The Global Digital Music Landscape (2024)

- This tool provides a comprehensive overview of the global digital music ecosystem, examining trends in music creation, distribution and consumption, as well as the central role of IP in sustaining the music industry.
- It registered 33,577 downloads and 11,536 unique visitors by January 2026, making it one of the most consulted publications under the project.

The Role of Intellectual Property Rights in the Fashion Industry: From Conception to Commercialization (2023)

- This tool examines how IP supports the fashion value chain, from design and branding to commercialization and market expansion, with practical insights for designers and fashion businesses.
- The publication registered 10,373 downloads and 4,123 unique visitors as of January 2026.

Building a Digital Publishing Economy: Opportunities and Framework for Development (2023)

- This tool reviews the evolving digital publishing ecosystem, addressing technological, market and IP-related factors shaping the development of digital publishing industries.
- As of January 2026, it achieved 4,059 downloads and 2,435 unique visitors.

Intellectual Property in Mobile Applications: Overview and Key Issues (2023)

- This tool explores the role of IP in mobile applications, addressing legal, economic and operational issues

relevant to app developers and policymakers.

- As of January 2026, it recorded 7,356 downloads and 3,703 unique visitors.

#### Understanding Intellectual Property in Video Games (2023)

- This tool focuses on IP issues in the video game industry, covering copyright, trademarks, licensing and emerging business models. It also illustrates how IP underpins innovation and monetization in the sector.
- The tool achieved 29,643 downloads and 12,993 unique visitors as of January 2026, reflecting particularly strong engagement from the video game development community.

#### Raising Awareness on Intellectual Property for Creative Industries in the Digital Environment (2022)

- This tool provides an introductory overview of IP issues relevant to creative industries operating in digital markets, highlighting the importance of IP for creativity, commercialization and sustainable growth.
- As of January 2026, the tool registered 12,057 downloads and 5,938 unique visitors, demonstrating sustained interest among a broad creative audience.

#### Drawing on Creativity – Copyright for Animation Industry Professionals: A Training Tool (2022)

- This training tool is designed specifically for animation professionals, offering practical guidance on copyright issues encountered throughout the animation production and distribution process.
- By January 2026, the tool recorded 4,719 downloads and 2,360 unique visitors, reflecting its relevance for professionals and educators in the animation sector.

Together, these tools demonstrate strong and sustained interest across multiple creative sectors. The high numbers of downloads and unique visitors indicate that the project successfully responded to concrete needs for practical, sector-specific guidance on IP in the digital environment and contributed to raising awareness and capacity among creative professionals, industry stakeholders and policymakers. By January 2026, the seven tools developed under the project had been downloaded over 100,000 times, signifying their relevance and the high levels of interest across multiple creative sectors.

2. The project also aimed at establishing national and regional networks among stakeholders in creative industries. This

	<p>was done via a system for providing relevant updated information on the selected creative industries, connecting creators from different creative industry sectors.</p> <ul style="list-style-type: none"> <li>➤ In this way, four digital directories and one <a href="#">web portal</a> were created to support the effective use of IP in the creative industries in the beneficiary countries. Using WordPress architecture, the work established standardized stakeholder taxonomies via digital directories to showcase all the creators as part of the six different creative industries<sup>2</sup> on which the project focused. One digital directory was developed for each country, translated into the country's national language.</li> <li>➤ The project also developed a <a href="#">web portal</a> to disseminate information, promote events with the possibility of online registration, host knowledge resources and publish sector-related news. All the systems were hosted, tested and quality-assured on temporary infrastructure, and they were provided with full documentation, migration guides, and administrator and user manuals.</li> </ul> <p>3. The project triggered significant interest among Member States that are not direct beneficiaries of this project: they showed interest in the concrete deliverables of the project and inquired about possible implementation of similar projects in their countries.</p>
<p><u>Experience Gained and Lessons Learned</u></p>	<p>The experiences gained and lessons learned to date:</p> <ul style="list-style-type: none"> <li>• Activities should be planned based on the priority sectors identified by each beneficiary country and on training materials developed in the respective fields. This requires an individual approach for each beneficiary.</li> <li>• Physical events should be prioritized for the selected priority areas for each beneficiary country, while online participation should continue in other areas.</li> <li>• Beneficiaries clearly prioritize the commercialization of their creative products through IP and favor practice-oriented presentations.</li> <li>• The development of country-specific material requires more attention and the involvement of local professionals.</li> </ul>
<p><u>Risks and Mitigation</u></p>	<p><u>Risk 1:</u> Absence of an established national network linking creative industries with the IP system.</p>

<sup>2</sup> See footnote 1.

	<p><u>Mitigation 1:</u> In collaboration with the focal points, project activities were aligned with the government’s current priorities for the development of creative industries. Interaction with creative industry institutions and associations was continuously sustained to identify synergies.</p> <p><u>Risk 2:</u> Challenges in attracting mentors.</p> <p><u>Mitigation 2:</u> Broader contacts were established with potential mentors. Priority was given to facilitating B2B contacts.</p> <p><u>Risk 3:</u> Changes in the IP environment.</p> <p><u>Mitigation 3:</u> The rapid deployment of AI was not envisaged at the outset of the project. Growing interest among beneficiaries in these topics requires further adaptation of the content.</p> <p><u>Risk 4:</u> Natural events.</p> <p><u>Mitigation 4:</u> Various natural phenomena such as floods impacted some of the planned activities. In such circumstances, provisions were made to deliver content in a hybrid format.</p>
<p><u>Project Implementation Rate</u></p>	<p>The budget implementation rate at the end of January 2026, proportional to the project’s total allocated budget, was 98 per cent.</p> <p>Further details are available in Annex II to this document.</p>
<p><u>Previous Reports</u></p>	<p>The first progress report is contained in document <a href="#">CDIP/29/2</a>, Annex VII; The second progress report is contained in document <a href="#">CDIP/31/3</a>, Annex IV; the third progress report is contained in document <a href="#">CDIP/33/3</a>, Annex II; and the fourth progress report is contained in document <a href="#">CDIP/35/3</a>, Annex I.</p>
<p><u>Follow-up and Dissemination</u></p>	<p><u>Follow-up:</u></p> <p>Each beneficiary country is encouraged to utilize the experience, knowledge and awareness-raising material generated through this project to help beneficiaries understand the role of IP in creative industries.</p> <p><u>Dissemination:</u></p> <p>The <a href="#">WIPO dedicated webpage</a> on this project includes all project documentation and awareness-raising material developed in the framework of the project. The webpage is available in the six official UN languages and will remain accessible on the WIPO website and updated as appropriate.</p>

	<p>The project inspired the development of a <a href="#">WIPO dedicated webpage on IP in Fashion</a>, on which the study developed as part of the project (<a href="#">Intellectual Property Rights in the Fashion Industry: from Conception to Commercialization</a>) was featured. A section of the webpage was dedicated to copyright in the fashion industry. The dissemination of content developed as part of the project across different WIPO awareness-raising mediums will enable sustainability of the project beyond its completion.</p>
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PROJECT SELF-EVALUATION

Key to Traffic Light System (TLS)

****	***	**	NP	NA
Fully achieved	Strong progress	Some progress	No progress	Not yet assessed/discontinued

<u>Project Outputs<sup>4</sup></u> (Expected result)	<u>Indicators of Successful Completion</u> (Output Indicators)	<u>Performance Data</u>	<u>TLS</u>
Adoption of a feasible, strategic approach to achieving improvements in the selected creative sectors in the beneficiary countries	Elaboration of a Scoping Study on the selected creative sectors in the participating countries on the use of the IP system by creative businesses, the national strategic priorities, the causes and scope for the underutilization of the IP system, suggesting a feasible approach to achieve strategic objectives.	Fully achieved: The Scoping Study was made available in December 2022.	****
	Scoping Study validated by the beneficiaries and the WIPO Secretariat.	Fully achieved: The Scoping Study was validated by the beneficiaries and presented at the thirtieth session of the CDIP in April 2023. It is available at: <a href="http://www.wipo.int/meetings/en/doc_details.jsp?doc_id=602191">www.wipo.int/meetings/en/doc_details.jsp?doc_id=602191</a>	****
Upgrade skills of creative industries' stakeholders on IP protection, management, exploitation and enforcement, as well as digital marketing, relevant for the selected creative sectors	Developed generic material on IP management and commercialization in the digital environment for government institutions.	Fully achieved: Created content on IP management and commercialization in the digital realm, specifically tailored for government institutions.	****
	Developed seven tools for the selected creative sectors on IP protection, management and commercialization for creators.	Fully achieved: Seven tools have been completed and published. Tools and materials are available at: <a href="https://www.wipo.int/cooperation/en/technical_assistance/developi">https://www.wipo.int/cooperation/en/technical_assistance/developi</a>	****

		<a href="#">ng-countries.html</a>	
	Delivered capacity-building events in each of the beneficiary countries in selected creative sectors.	Fully achieved: Capacity-building events were conducted in four beneficiary countries. The agendas are available at: <a href="http://www.wipo.int/cooperation/en/technical_assistance/developing-countries.html">www.wipo.int/cooperation/en/technical_assistance/developing-countries.html</a>	****
	Launched four (one in each beneficiary country) successful mentorship programs.	Strong progress: Three mentorship activities were conducted, two in Uruguay, and one in Chile and Uruguay as a two-session regional activity.  No mentorship activities were organized in Indonesia or the UAE due to the lack of availability in those countries.	***
Increase awareness by local governments and creative businesses on the importance of utilizing the IP system to make informed strategic choices relating thereto	An information channel for the dissemination of knowledge concerning collaboration opportunities, IP protection, and IP management established in each participating country.	Fully achieved: National information channels are the main source of distribution, via the preparation of four digital directories and one IP portal.	****
	Four national events (one in each participating country) for creative businesses aimed at increasing awareness of the importance of IP protection, IP management, and IP strategies for businesses, successfully held in each of the participating countries.	Fully achieved: National events were organized in all beneficiary countries.	****

	<p>One set of guidelines on awareness-raising in the selected areas, tailored for representatives of the national authorities, including but not limited to IP offices, on ways in which IP management and enforcement can be used to enhance the creative industries, policy strategies to increase accessibility of IP system usage, and improved management of IP systems, successfully developed and disseminated.</p>	<p>Fully achieved: The Guide on awareness-raising has been developed and disseminated. These guidelines are specifically tailored for the representatives of national authorities, including IP offices. They cover topics such as utilizing IP management and enforcement to boost creative industries, devising policy strategies to enhance accessibility of the IP system, and improving overall IP systems management.</p> <p>The Guide is available at: <a href="http://www-dev.wipo.int/edocs/mdocs/mdocs/en/wipo_ip_san_22/wipo_ip_san_22_wip_615992.pdf">www-dev.wipo.int/edocs/mdocs/mdocs/en/wipo_ip_san_22/wipo_ip_san_22_wip_615992.pdf</a>.</p>	****
Established national and regional networks, amongst stakeholders in the creative industries	<p>An established system for providing relevant updated information on the selected creative industries used by stakeholders.</p>	<p>Fully achieved: National information channels are being used via the development of four digital directories and one IP portal.</p>	****
	<p>Two successful events connecting members of the networks held in each participating country.</p>	<p>Strong progress: Partially achieved through workshops and webinars and one regional mentorship activity between Chile and Uruguay.</p>	***
	<p>National and, where appropriate, regional hubs established for creative businesses.</p>	<p>Fully achieved: In part through workshops and webinars and one regional mentorship activity between Chile and Uruguay.</p>	****

[Annex II follows]

## DA Project on Promoting the Use of Intellectual Property in Developing Countries in Creative Industries in the Digital Era

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### Resource Utilization at end of December 2025

*(in Swiss francs)*

Cost Category	Project Budget	Expenditure <sup>1</sup>	Budget Utilization
Personnel Resources	-	-	-
Non-personnel Resources	795,000	779,274	98%
<b>Total</b>	<b>795,000</b>	<b>779,274</b>	<b>98%</b>

<sup>1</sup> Excludes expenditure for project evaluation.

[End of Annex II and of document]