

Legal Protection of Ethnic Avatars & Cultural Markers

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#### **Context & Stakes**

- Metaverse platforms increasingly feature Indigenous cultures
- Virtual worlds transcend territorial IP protections
- Cultural heritage at risk of unconsented use & monetisation





Indigenous
Presence
Without
Borders

- Digital cultural markers circulate globally
- National laws struggle to safeguard collective rights (informed consent).
- Need for trans-border recognition of community interests for digital worlds.



#### Jurisdictional Challenge Indigenous presence without borders

- Whose law governs when servers span continents?
- Platform's Terms and conditions.
- Do platforms involve Indigenous/ community consent?

### Avatars ≡ "Characters" on IP Law

Ethnic avatars exhibit fixed, recognisable traits like fictional characters

Mexico, EU & US jurisprudence support copyright-style protection

Distinction between individual, non-commercial use and use for commercial purposes.



# Character Doctrine Snapshot

Criterion	Typical Fictional Character	Ethnic Avatar
Distinct appearance	✓	✓
Backstory / lore	✓	Collective heritage
Recognisable persona	✓	✓
Psychological characteristics (Mexico)	✓	✓

# Legitimate use of ethnic avatars

- Right holders allowing use of ethnical avatars.
- Involves tangible and intangible elements on characters for educational purposes.
- It aims to revitalise and promote the Asnishinaabemowin language (Canada and partly in the USA)



#### DOWNLOAD THE BISKAABIIYAANG DEMO TODAY







#### "AT IS THE INDIGENOUS METAVERSE?

ii. e a world where Anishinaabe culture thrives, where
'& 'an go on adventures or sit by the fire and listen to
'e 'teachings. A world where even the trees, plants,

#### WHAT DOES BISKAABIIYAANG MEAN?

Biskaabiiyaang (sometimes spelled biskaabiiyang) describes experience of having been on a long journey, then reaching to point of returning home. It is an Anishinaabe word for **cultur**.

### Weenhakey Bolivia

- Selling digital cultural markers through NFTs to promote their identityt and heritage.
- Community consent for it
- Anyone in the metaverse can purchase and use them.































Legitimacy of user – Who claims the right to depict?

## Three Legal Considerations



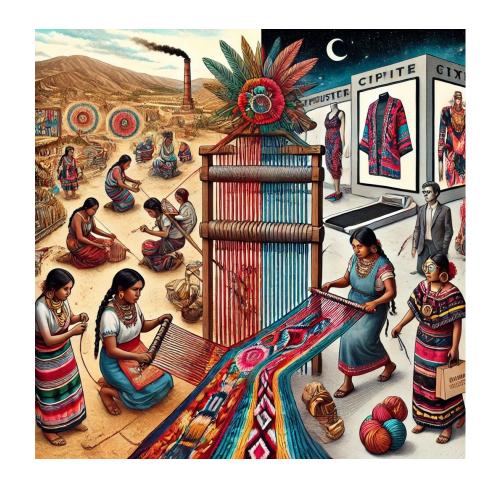
How was the DCM obtained?



What is the intended use – Commercial, educational, artistic

## Informed Consent Is Essential

- Prior, free & informed consent is non-negotiable
- Historical misappropriation amplifies the obligation
- Consent clauses should anchor platform Terms & Conditions



### **Key Take-Aways**

- Ethnic avatars should be protected as "characters" under CR, as a collective work.
- Exceptions to use them must take into account the cultural logic of the community and the intended use.
- Platforms should ensure informed consent (of indigenous communities).









