

Platform for AI and Copyright Stakeholders' Dialogue

Agency for Cultural Affairs (ACA) and Ministry of Economy, Trade and Industry (METI)

June 2025

※ The opinions and impressions of the participants included in this document are merely examples and do not represent the consensus of views of all the participants in the platform.

1. Rationale for establishment of the platform

*Excerpt from “Platform for AI and Copyright Stakeholders’ Dialogue (provisional title)” by Copyright Division, Agency for Cultural Affairs, March 19, 2024.

Background

As a result of discussions held by the Legal Subcommittee under the Copyright Subdivision of the Cultural Council regarding the relationship between AI and copyrights, a report titled “General Understanding on AI and Copyright in Japan” was compiled. From now, the Agency for Cultural Affairs (ACA) will disseminate information in a clear and concise manner to society so that sufficient understanding of, and agreement with, the concepts presented in the report can be obtained.

At the same time, it is difficult to clarify the relationship between AI and copyright through only the discussion of legal statutes and provisions, and it is thus important for the parties involved to engage in appropriate communication in order to enhance the predictability of how matters will be handled in more specific situations. Moreover, it is desirable that through such dialogue, a co-creative relationship will be established between parties involved in the development of generative AI, related businesses, and creators that will lead to the creation of new content and cultural development.

Purpose of Network

- (1) To share information with the aim of promoting more accurate understanding between businesses and creators.
 - Promotion of mutual understanding regarding AI technology (mechanisms for AI training, generation, etc.)
 - Sharing the status of implementation of licensing of copyrighted works for AI training (e.g., copyrighted databases for information analysis)
 - Sharing information about piracy sites (in order to exclude them from AI training)
 - Others: Raising awareness about AI and copyright issues (e.g., organizing seminar to promote understanding of the “General Understanding”)
- (2) Sharing cases of suspected copyright infringement regarding generative AI and discussions on countermeasures against them.

2. Participating organizations and companies (as of May 29, 2025)

- Adobe K.K.
- General Incorporated Association ABJ
- Japan Academic Association for Copyright Clearance (JAC)
- Creator Economy Association
- Content Overseas Distribution Association (CODA)
- Association of Copyright for Computer Software (ACCS)
- Digital Publishers Federation of Japan
- Nippon Anime & Film Culture Association (NAFCA)
- Motion Picture Producers Association of Japan, Inc. (MPPAJ)
- Japan Video Software Association (JVA)
- Japan Magazine Publishers Association (JMPA)
- Japan Photographic Copyright Association (JPCA)
- Japan Book Publishers Association (JBPA)
- Nihon Shinbun Kyokai (NSK, The Japan Newspaper Publishers & Editors Association)
- The Association of Japanese Animations (AJA)
- Japan Net Creators Association (JNCA)
- Japan Art Copyright Association
- The Japan Commercial Broadcasters Association (JBA)
- AI-related Music Organization Council
- SB Intuitions Corp.
- ABEJA, Inc.
- ELYZA, Inc.
- Kotoba Technologies Japan, K.K.
- CyberAgent, Inc.
- DeNA Co., Ltd.
- DWANGO Co., Ltd.
- Preferred Networks, Inc.
- Benesse Corporation
- Works Applications Co., Ltd.
- Writers Guild of Japan (WGJ)
- Japan Writers Guild (JWG)
- Japan Actors Union (JAU)
- Google Japan G.K.
- The Japan Writers' Association
- The Japan Cartoonists Association (JCA)
- Sakana AI K.K.
- Stockmark inc.
- NEC Corporation
- Nippon Telegraph and Telephone Corporation (NTT)
- Japan Broadcasting Corporation (NHK)
- Microsoft Japan Co., Ltd.
- note Inc.
- HEROZ, Inc.
- Fujitsu Limited
- RightsDirect Japan

3. Schedule and themes of the dialogue

	Date	Agenda themes
1st	April 22, 2024	<ul style="list-style-type: none"> • Network's management, operations • Explanation of AI technology • Introductions by participating organizations and companies
2nd	June 18, 2024	<ul style="list-style-type: none"> • Measures against piracy, information sharing on spread of authorized copy of works #1 • Desirable forms of datasets for AI training • Current status of deliberations regarding AI by relevant ministries
3rd	July 18, 2024	<ul style="list-style-type: none"> • Measures against piracy, information sharing on spread of authorized copy of works #2 • Utilization of AI in production of anime • Initiatives toward licensing for AI utilization
4th	October 31, 2024	<ul style="list-style-type: none"> • Utilization of AI in production of manga • Recent trends in AI
5th	February 5, 2025	<ul style="list-style-type: none"> • Utilization of AI in production of music • Examples of contractual agreements between rights holders and AI businesses, etc.
6th	March 25, 2025	<ul style="list-style-type: none"> • Examples of content-based compensation • Results of questionnaire and overview of the Network to date

4. Overview of each session (1st)

- Network management
 - In order to encourage active information sharing and an open exchange of views among the participants, the contents of each session are held privately.
 - The purpose of the meeting is not to be a forum for discussion of institutional issues, but to facilitate appropriate communication among the parties involved.
- Explanation of AI technology
 - Mechanisms of development and training of foundation models of language
 - Mechanisms of development and training of foundation models of image
 - Introduction to data licensing and guardrails for AI
- Introductions by participating organizations and companies
- ☆ Participants' impressions of the session
 - Useful for gaining a basic understanding of AI technology.
 - Direct exchanges took place between rights holders and AI businesses.

4. Overview of each session (2nd)

- Measures against piracy, information sharing on spread of authorized copy of works #1
 - Current situation of damage caused by piracy and initiatives to combat piracy
 - Discovery of infringed content, scrutiny of information, etc.
 - Desirable forms of datasets for AI
 - Large-scale language model (LLM) training procedure and datasets used
 - Desirable data format for data machine learning
 - Initiatives regarding AI ethics and governance, efforts toward ensuring the trustworthiness of AI
 - Current status of deliberations by relevant ministries regarding AI.
- ✂ After discussion, a hands-on session for experiencing AI tools was held.
- ☆ Participants' impressions of the session
- Meaningful because able to learn about countermeasures against piracy up to now, their limitations, and the concerns of rights holders.
 - Gained specific knowledge regarding the provision of datasets.
 - Through demonstration of AI tools, was able to understand the progress and limitations of the current technology. The practical, concrete discussions were useful.

4. Overview of each session (3rd)

- Measures against piracy, information sharing on spread of authorized copy of works #2
 - Examples of initiatives taken up to now to combat piracy
 - Methods for discovery of copyright infringing sites/content
 - Suggestions for preventing information gathering and training from piracy sites and illegal sources
- Utilization of AI in anime production
 - Opinions on AI and the general state of the anime industry
 - Perspectives required when using AI (necessity of complying with global standards, necessity of obtaining consent and understanding of relevant parties, etc.)
- Initiatives toward licensing for AI utilization
 - Introduction of initiatives to provide licensing for the use of copyrighted material in conjunction with the use of AI at companies
- ☆ Participants' impressions of the session
 - If there is a system for testing licensing on a small scale, it would lead to communication between the data providers and users.
 - For example, even regarding the same phenomenon, such as hallucination, situations may occur where there can be either benefit or risk depending on the attributes of the user. Prioritization seems necessary when setting development guidelines.

4. Overview of each session (4th)

- Utilization of IT in production of manga
 - Introduction to the manga industry and the process of drawing manga
 - What can generative AI do? (text generation, image generation AI)
 - New trends in creativity through generative AI
 - Avoiding rights infringement using generative AI
- Recent trends in AI
 - Introduction of reporting on use of generative AI
 - Introduction of initiatives regarding the use of generative AI in organizations
- ☆ Participants' impressions of the session
 - Feel it is necessary to find problems from both those using AI and those being used by AI.
 - Learned a great deal from hearing specifics about how AI is being used in content production.

4. Overview of each session (5th)

- Utilization of AI in production of music
 - What kind of AI is being used in creation of music?
 - What kind of issues arise in the use of AI
 - Requests to AI businesses
- Examples of contractual agreements between rights holders and AI businesses
 - Examples of licensing contracts and partnership agreements concluded in Japan and overseas

and so forth

☆ Participants' impressions of the session

- Learned a great deal by hearing specific details as to how AI is being used.
- Further discussion and consideration are needed between rights holders and AI businesses on the nature of contracts and ways to create cooperative systems.

4. Overview of each session (6th)

- Examples of compensation for copyrighted content
 - Examples of provision of compensation for AI training to participating creators
- Results and summary of questionnaire on the Network
 - Results of Network meetings up to now and future initiatives

and so forth

☆ Participants' impressions of the session

- Wanted to continue discussion on provision of compensation.
- Important to communicate efforts not only within Japan but also overseas.
- When considering responses to AI training, it was felt necessary to distinguish to some extent what has been created up to now and what will be created in the future.
- The fact that rights holders and businesses had an opportunity to meet together and exchange views was itself an achievement.

5. Outcomes of dialogues to date

- **Providing an opportunity for rights holders and businesses to meet together was itself an achievement**
 - Very meaningful for participants to be able to meet face-to-face and share views.
 - Very useful for both rights holders and businesses to be able to understand each side's thinking.
 - Participants would like to continue exchanging information and views to contribute to the harmonious development of AI and copyrights.
 - Overall, there was meaningful communication and information sharing.
- **Deepens understanding of positions of rights holders and businesses**
 - By exchanging views with those from a different position, participants were able to gain diverse perspectives.
 - It became clear that the stance of rights holders groups varies depending on the organization and industry.
 - It is believed careful consideration is needed in terms of training through Internet data.
 - It was recognized that even many rights holders and groups are exploring the possibility of utilizing generative AI.
 - Participants felt they got a clearer picture of what kind of issues and anxieties different industry groups are facing.
 - Differences in awareness and perspective between rights holders and businesses became apparent.
- **Understanding of how AI technology is being used in different fields, including creative activities**
 - Participants benefited from being able to learn about the current state of AI usage in different fields.
 - In the use of AI for creative activities, it became apparent what kind of data is necessary for the desired AI.

5. Outcomes of dialogues to date

● Promotion of mutual exchanges between rights holders and businesses

- Organizations and companies are incorporating training on AI and copyrights in their programs.
- Organizations and companies are inviting AI company representatives as outside lecturers to hold internal study meetings on generative AI.
- Opportunities have increased for considering from a more multifaceted perspective how we can coexist with technological advances while protecting the rights of creators.

● Initiatives shared on licensing agreements, including the use of AI

- Participants understood the necessity of licensing, including for the use of AI, and the current situation of the making of such agreements in certain areas.
- Participants recognized the necessity of the development of licensing agreements regarding AI, and concrete discussions and initiatives have emerged regarding compensation, such as the starting of licensing business for AI users.
- Participants introduced and shared their efforts regarding licensing and compensation.

● Lists of pirated works shared

- Rights holders provided lists to AI businesses of pirated material that should be excluded from training data.

● Greater understanding of AI technology itself

- Sessions were useful for gaining basic understanding of AI technology.
- Participants were able to increase their knowledge about AI.

6. Key issues identified in the dialogue

- Organization and clarification of matters that should be noted regarding contracts related to training datasets
- Ways to build and manage training datasets considering appropriate compensation to rights holders
- How to develop generative AI that creators can use safely and practically (Transparency in AI services and training datasets, Utility and usability of generative AI services)