

**Author-written sequel:** means a literary property (story, novel, drama or otherwise), whether written before or after the Property and whether written by owner or by successor in interest of owner, using one or more of the characters appearing in the property, participating in different events from those found in the property, and whose plot is substantially different from that Property.

**Advertising and Promotion.** The rights to advertise, promote and publicize the programme; to include in advertising, promotion and publicity the name and likeness of any Third Party who has rendered or provided services on or materials in connection with of the programme.

**Ancillary Rights:** the right to advertise, promote and publicize the audio-visual content and all version of the story and the right to exercise merchandising and commercial tie-in rights using elements and/or material of, from or relating to the story, the production and all version of the story solely in connection with products and/or services based upon or relating to the production and/or the story.

**Airline** means exploitation by direct exhibition of the audio-visual content in airplanes, wherever located which are operated by companies flying the flag of any country within the Territory, but excluding airplanes which are customarily licensed from a location outside of the Territory, or which are only serviced in but do not fly the flag of any country in the Territory.

**Broadcast Distribution Systems** means DTH Delivery, Cable TV Delivery, DTT Delivery, IPTV Delivery, Analogue Terrestrial Broadcast and Mobile Technologies;

**Browser based casual games:** casual games that are served and played within, through or downloaded from a PC internet browser. Browser based casual games include content delivered under a number of business models including digital download (download-to-own), subscription and pay per play.

**Cable Television** means any transmission and delivery of analogue and/or digital television signal by means of co-axial and/or fibre optic cable television networks in the Territory for direct reception by a standard television set and where viewers subscribe to the network service provider for the right to receive such programming through such network. Without limitation, Cable Television shall not include any transmission and/or delivery by means of the use of DSL (including ADSL) or other Internet or IP-based networks or any consumer's cable modem or operator's cable modem termination system or IPTV;

**Collecting societies** Collecting societies provide operators, portals and aggregators access to the rights to use content without having to deal with hundreds of individual companies. The societies also collect and distribute the authors' or performers' share of revenues.

**Commercial Video** means exploitation of the audio-visual content embodied in a Videogram by direct linear exhibition before an audience at facilities or organizations not primarily engaged in the business of exhibition motion pictures including, but not limited to, educational organizations, churches, restaurants, bars, clubs, trains, buses, libraries, prisons, industrial installations, Red Cross facilities, oil rigs, embassies, military bases and military vessels.

**Copyright:** the copyright gives the author, artist or musician exclusive rights for the use of their works. An infringement of copyright will be caused by the unauthorised copying, distribution or performance of the work in public, the broadcasting or including of the work in a cable programme and making of an adaptation of the work or the use of such adaptation for any of infringing activities.

**Cutting and Editing.** The rights to cut, translate, edit, and otherwise alter the audio-visual content for the purpose of customary exploitation, complying with all applicable governmental laws, regulations, and orders, meeting exhibition scheduling requirements, and for exhibition standards and practices purposes.

**Demand View** includes Video on Demand (VOD) and Subscription Video on Demand (SVOD) and means the transmission of the audio-visual content by means of an encoded signal (including but not limited to cable, satellite, hertzian waves, mobile, broadband) for reception on television receivers, computer or Wireless Device or any other viewing device, where a charge is made to the viewer for the right to view the audio-visual contents at a time selected by the viewer for each viewing. Demand View is not a form of Pay TV or PayPerView or VOD/Internet.

**Distribution Rights:** Exclusive right of a Copyright owner to distribute copies of the original work (book, illustration, photograph, record, software ,etc.) to the public by sale, lease or rental.

**Download** means getting information from another computer or server

**Download to own** means the transmission of a audio-visual file digitally by means of computer download from the Internet for retention and viewing for an indefinite period of time on a purchaser's hard drive or local player, enabling the purchaser to view the content indefinitely.

**Download to rent (Lend)** means the transmission of a temporary digital file copy of a audio-visual content to a purchaser's computer hard drive, set top box or other form of electronic memory or storage device, now known and hereafter devised, such that the program is recorded and available for viewing on the storage device only until the end of the specified rental period.

**DTH Delivery:** (or DTH) means the transmission of audio-visual content in an intelligible form by means of a signal which is transmitted direct from a satellite to a satellite dish (or any other form of satellite reception equipment now available or developed in the future) at the place of reception for the purpose of viewing that audio-visual content at that place of reception and not for the purpose of re-transmission to any place other than that place of reception including, without limitation, satellite master antennae systems operated on an *Intermediate Frequency* basis (commonly referred to as "SMATV I.F."). For the avoidance of doubt, re-transmission within Commercial Premises, and re-transmission via encrypted multi-point microwave or equivalent transmission for viewing by residents of multiple dwelling units within the immediate vicinity of that place of reception, shall, for the purposes of this definition, be deemed to be DTH Delivery.

**DTT Delivery** means the transmission of audio-visual content in an intelligible form by means of frequencies which may from time to time be allocated by the relevant governmental or regulatory authority/ies for the broadcast of television programming by digital terrestrial means for reception and viewing in the Territory, but excluding the use of any Mobile Technology;

**Duplication** The right to duplicate the physical materials (including preprint materials, internegatives, interpositives, prints, soundtrack and still photos) in any medium now or hereafter known for the purpose of fully exploiting the Distribution rights.

**DVB-H** means Digital Video Broadcasting–Handheld which is a technical specification for bringing broadcasts of content to hand held and Wireless Devices.

**Electronic Sell Thru** means the transmission of the audio-visual content by means of the Internet (Internet Transmission) to a consumer pursuant to a transaction whereby such consumer is authorized and permitted to record or retain, for personal non commercial use only, an exact digital copy of the audio-visual content on a personal computer for more than a transient period of time, whether or not the consumer can also view the audio-visual content simultaneously with the transmissions thereof. The exploitation of the Electronic Sell Thru Rights shall be limited and confined to the Territory.

**Fixed-wireless system** refers to wireless devices or systems that are situated in fixed locations, such as an office or home, as opposed to devices that are mobile, such as cell phones and PDAs. The point-to-point signal transmissions occur to through the air between stationary devices.

**Format:** format deals involve licensing to a producer or broadcaster the right to develop and produce a locally produced, local language version of a program concept that has already proven itself elsewhere

**Free TV** Analogue and digital terrestrial broadcast or digital terrestrial broadcast by means of hertzian waves both the video and audio portion of which are intelligibly receivable by use of a standard antenna and without any charge other than fees levied by government agencies, and assessed on those who operate television sets. Distribution by means of cable television and by satellite transmission shall be deemed Free Television only to the extent that such distribution constitutes a simultaneous technical extension of the hertzian broadcast signal .

**Games on Demand or GoD:** is a broadband-only service where games application data is downloaded to a user's PC on a continual basis as and when needed. Often, the game interface is installed on the user's PC, giving the semblance of a full game installation and the actual game application is run on the local PC rather than on the server. The server therefore simply acts as a remote hard drive from which, for example, level information (layout, art, animation, artificial intelligence data, etc.), is drawn at the appropriate time just as the application would have done with a local hard-drive. Games on Demand services are run under a subscription business model.

**Hotel/Motel** means the exploitation by direct exhibition of the audio-visual content in temporary or permanent living accommodations such as hotels, motels, apartment, complexes, co-operatives or condominium projects where the exhibition is by means of closed-circuit television systems which originate within or in the immediate vicinity of such living accommodations. Hotel/Motel does not include Pay Per View or Video on Demand.

**Interactive** means any electronic communication or transmission system that provides end-users with that ability to engage in two-way or return path transmissions or any other functionality enabling end-user control of content

**Interactive Media** means any electronic communication or transmission system that provides end-users with that ability to engage in two-way or return path transmissions or any other functionality enabling end-user control of content is presented and where the content in question is distributed, broadcast or transmitted for private or public viewing by any and all forms of television or telecommunications media

**Internet** means the system making use of TCP/IP software protocols (or any equivalent or replacement protocols) known as the "Internet" or the "World Wide Web" regardless of the communications link utilised to connect the user

**Internet simulcasting** means the transmission of the audio-only and/or the audio-visual version of the program via the Internet (by means of streaming) simultaneously and unmodified with the television broadcast of the program.

**Internet streaming** means digital transmission of an audio-visual content or a promotional clip in so-called "streaming" formats (i.e., real-time file formats, network video transmission and playback systems such as RealPlayer or Windows Media), which are designed such that the user is not intended to receive a permanent file copy of the sound or video recordings.

**Interactive television games:** games that are played through the interactive TV channels of digital TV networks

**Internet Transmission** means exploitation of the audio-visual content by exhibition, broadcast, or transmission of the audio-visual content over what is commonly known as the Internet or Worldwide Web, an intranet, or a multi-node computer network by any means, including satellite or over coaxial or fiber-optic cable, in such manner as to permit viewing the complete audio-visual content on video displays (including television monitors) without alteration of the original continuity of, or sequence of images comprising, the audio-visual content.

**IPTV** means any linear simultaneous transmission and delivery of a television signal using Internet protocol via a dedicated private (or virtual private) network infrastructure and where viewers subscribe to the network service provider for the right to receive such programming through such network for viewing on a standard television set;

**Languages:** the License could be for all languages or could be to the language(s) used in a particular country

**License or License period:** contract or agreement for a limited period of time

**Massively multiplayer online game (MMOG):** online games that involve gameplay within a persistent, always on and often shared game world, and that are designed to be played by hundreds, thousands and even hundreds of thousands of users.

**Merchandising** means the manufacture and distribution for profit of items of merchandise, other than books and records, featuring or embodying the title of the audio-visual content, or any logos identifiable with the audio-visual content, or the name or likeness of any characters, animals or objects identifiable with a audio-visual content.

**Mobile Broadcast Technology** means each wireless standard or technology for the point to multi-point broadcast of audio-visual contents to portable devices (including, without limitation, Mobile Devices) including: Digital Video Broadcasting-Handheld (DVB-H); Digital Audio Broadcasting (DAB); Digital Multimedia Broadcasting Terrestrial (DMB-T); Digital Multimedia Broadcasting-Satellite (DMB-S); Integrated

Services Digital Broadcasting-Terrestrial (ISDB-T); Qualcomm's MediaFLO technology, but excluding any Mobile Telecommunications Technology;

**Mobile device** means mobile telephones and any other hand-held mobile devices performing substantially the same functions as mobile telephones which are capable of sending and receiving voice, data other communications by means of Mobile Wireless Technology and being used whilst the user is in motion, including personal digital assistants (PDA's), but excluding without limitation radios (digital and analogue), television sets (digital and analogue), hand-held consoles primarily for gaming and laptop/desktop computers.

**Mobile games:** games that are played on mobile phones and devices

**Mobile Telecommunications Technology** means each of the following technologies with radio frequency spectrum in any band which may be used to enable or facilitate transmission of audio-visual content to Mobile Devices, namely the Global System for Mobile Communications (GSM) (also including but not limited to GPRS, EDGE and HSCSD); Code Division Multiple Access (CDMA); Universal Mobile Telecommunications System (UMTS); Wideband Code Division Multiple Access (W-CDMA); DCS-1800; HSDPA; HSUPA; and their derivative systems and services or any combination of them; but excluding any Mobile Broadcast Technology and fixed-wireless system (including, but not limited to, Wi-Fi, WiMAX, Bluetooth, MMDS, LMDS and IrDA);

**Mobile Technology or Mobile Wireless Technology** means any **Mobile Broadcast Technology or Mobile Telecommunications Technology**;

**Mobile rights** means the right to transmit, or authorise any third party to transmit, by means of **Mobile Wireless Technology** for reception and/or viewing on **Mobile Devices**

**Music Publishing** means the administration of the copyright(s) in musical compositions appearing in the audio-visual's soundtrack, to the extent the same are owned/or controlled by Licensor.

**Multimedia** means the exploitation of the audio-visual content by means of a computing device that allows the audio-visual content to be directly perceived by the user of the computing device by storing the audio-visual content on the user's computing device (whether through the use of a CD-ROM, DVD or any other optical and/or electronic storage device now known or hereafter devised) or accesses the audio-visual content by electronic means (such as by cable, modem, telephone, the internet or by any other on-line service or device now known or hereafter devised) from another computing device interconnected with the user's computing device or over the facilities of a communications system that allows the user of a computing device to engage in two-way transmissions over the system to access the audio-visual content and shall include, without limitation, interactive exploitation of the audio-visual content, which in any case will not alter the original continuity of, or sequence of images comprising, the audio-visual content.

**Near-Demand View/Near Video on Demand** means multiple regularly scheduled transmissions of the audio-visual content in a short time period of a by means of an encoded signal for reception on a decoding device where a charge is made to the viewer for the right to use a decoding device to view the audio-visual content at one of the scheduled transmission times selected by the viewer for each viewing. Near-Demand View/Near Video on Demand is part of Pay Per View.

**Non-Theatrical Rights** means the sole and exclusive right to exploit the audio-visual content by direct exhibition before an audience at facilities or organizations not primarily engaged in the business of exhibiting audio-visual content including, but not limited to, educational organizations, churches, restaurants, bars, clubs, trains, buses, libraries, prisons, industrial installations, Red Cross facilities, oil rigs, embassies, military bases, military vessels or any other governmental facilities flying the flag of countries within the Territory.

**NVOD** means that mode of programming distribution by which individual programs are delivered by means of Television where a charge on a per-exhibition basis is made to a subscriber for the privilege of viewing any such program at a time scheduled by the service provider, by continuous exhibition (without functionality to stop and start, pause, rewind or fast-forward the program), which program is transmitted on a number of channels sufficient to offer the subscriber starting times commencing at intervals more frequently than the length of the program, but typically no more frequently than fifteen (15) minutes. Near-Demand View/Near Video on Demand is part of Pay Per View.

**On-Demand Basis** means the delivery (whether by means of transmission, streaming or downloading) to an end user of audio-visual content which is selected by that end user and delivered in response to an individual request to receive such content for viewing at a time specified or selected by that end user

**Owner:** means who has the Property originally

**Pay Basic Subscription** means in relation to an audio-visual content transmitting service (not being Premium Pay, Pay Per View or Video On Demand), where a channel is accessible to the subscriber (either automatically or by selection) through payment of the lowest available subscription to such service;

**Pay Download to own** The making available of an audio-visual content on a pay on demand basis whereby the program may be downloaded by a consumer via the Internet for retention but excluding streaming from the Internet, and provided always that the program is made available in its entirety and such audio-visual content cannot be copied, transferred or otherwise stored other than on the device upon which it was first downloaded.

**Pay Per View** means that mode of programming distribution by which individual audio-visual contents are delivered by means of Television where a charge on a per-exhibition basis is made to a subscriber in relation to the subscriber's election to view any such program, at a time scheduled by the service provider, by continuous exhibition (without functionality to stop and start, pause, rewind or fast-forward the program). PPV includes NVOD, but excludes VOD and SVOD.

**Pay TV** means the broadcast of the audio-visual content by any means or methods now known or hereafter invented for reception by means of a decoding device where a charge is made for the right to use the decoding device for viewing any special channel which transmits a audio-visual content along with other programming on an ongoing basis.

**PC games with free online play:** multiplayer pc games that offer some form of online gameplay for free.

**Premium Pay** means in relation to reception by the viewer of a programme service, where such programme service (not being Pay Per View or Video On Demand) is marketed and sold as a premium channel (or bonus channel to a premium channel) solely on an *à la carte* basis and for which a separate payment (over and above the basic subscription payment) is required from the viewer specifically for access to each channel (or group of channels) comprising such service;

**Prequel** Means a programme in which appears one or more elements appearing in the programme and which programme is intended to tell an antecedent fact of or counterpart of the programme.

**Presentation and Distribution Credit.** The right to include the audio-visual content as part of a group of motion pictures or television programme for convenience of exhibition or distribution.

**Property:** means the exclusive, unconditional, perpetual and irrevocable right, throughout the universe

**Public Domain Material:** means the right to utilize freely, at any time limit, in any work or production, any story, idea, plot, theme, sequence, scene, episode, incident, name, characterization or dialogue or other material. Broadcaste or Company may exercise any such rights, licenses, privileges or property at any time and any manner, whether or not competitive with the activities of the Owner

**Publication Rights:** the right to publish and distribute printed versions of the property owned or controlled by owner in book form, whether hardcover or softcover, and in magazines or other periodicals.

**Public Video** means exploitation of the audio-visual content by direct exhibition before an audience in a mini-theater, an MTV theater or like establishment which charges an admission to use the viewing facility or to view the Videogram and which is not licensed as a theater for the purposes of exhibiting audio-visual content in a Theatrical manner.

**Publication Rights:** the right to publish non-fiction publications based on the Rights in any and all language, in any and all territories in the univers, in hardcover or softcover book or magazine form, including without limitation, the right to publish a novelization of the screenplay of the pictures.

**PVR** A Personal Video Recorder (commonly known as a DVR or Digital Video Recorder) is a type of set-top box that contains a hard disc onto which audio-visual content can be recorded and stored.

**Radio Rights:** the right to broadcast the property by sound (as distinguished from visually) by radio.

**Remake:** Means a programme which is based on the programme or on the same theme or concept on which the programme was based. The term Remake does not include any Sequels or foreign, shortened, or expanded versions of the programme.

**Ringtone Rights** means the right to exploit any visual or auditory element of an audio-visual content (including any materials relating to the audio-visual content) as games, ringtones, ringbacks and alerts, video clips, wallpapers, screensavers, short codes, interactive standard and premium messaging applications (e.g. SMS and MMS), mobile greeting cards and bundled products consisting of some or all of the aforementioned categories on any wireless device.

**Run or Runs:** the licensee would want to have the right to use, reuse, rerun and exploit the audio-visual content during the License Period in the Territory. The licensor would want to limit the licensee's right to exploit the series to the License Period.

**Satellite Television** means any transmission and delivery of analogue and/or digital television signal by means of geostationary satellite system, encrypted and encoded, for direct reception in the Territory through a home's dish by a television set (DBS or DTH) and/or through satellite master antennae television systems (SMATV);

**Sequel** Means a programme in which appears one or more elements appearing in the programme and which programme is intended to be an extension of or counterpart of the programme.

**Ship** means exploitation by direct exhibition of the audio-visual content in ocean going vessels, wherever located which fly the flag of any country in the Territory and are serviced from a country in the Territory, but excluding ships serviced from a location outside of the Territory.

**Simulcasting** means the transmission of the audio-only and/or the audio-visual version of the program via the Internet or a Mobile Telecommunications Network or a similar platform simultaneously and unmodified with the television broadcast of the program.

**Soundtrack** means the manufacture and exploitation of recordings in any form embodying all or any part of the soundtrack of the audio-visual content or any re-recording of all or any part of the soundtrack of the audio-visual content (packaged and labeled in such a way as to be identifiable with the audio-visual content) in lieu of the actual soundtrack thereof.

**Spin off** Means a programme in which appears one or more elements appearing in the programme and which programme is intended to be a development of a different story with the same elements.

**Streaming** means the transmission of a digital audio-visual content via the Internet to a consumer for simultaneous reception and viewing by such consumer by means of the consumer equipment or other electronic or mobile device with effective technological measures sufficient to prevent the audio-visual content from being stored by the consumer (other than temporarily in a cache for the purposes of rendering the same visible and/or audible during such simultaneous transmission).

**SVOD** means that mode of programming distribution by which a package of audio-visual content (defined by quantity or time period or type/category of product) is delivered by a programming service by means of Television and/or by means of any other electronic communications network on a streamed or downloaded basis that permits the subscriber of such service, upon payment of a subscription (and not a per program or per exhibition) fee, to view such audio-visual contents at a time chosen by the subscriber entirely at his/her discretion without reference to a schedule of viewing times pre-established by the service provider and to stop and start, pause, fast-forward and rewind (or any of these functionalities) the exhibition of such audio-visual contents using computer information storage, retrieval and management techniques.

**Television Rights** means collectively any and all forms of Pay TV, Pay Per View, Demand View, Near Demand View and Free TV.

**Terrestrial Television** means any transmission and delivery (whether analogue or digital) by wireless telegraphy of television signal by means of terrestrial television transmitters located in the Territory for direct reception through a roof-top aerial by a television set utilising for digital transmission any one of DVB-T, ISDB-T or ATSC terrestrial broadcast standards and for analogue transmission any one of PAL, SECAM or NTSC standards. For the avoidance of doubt, Terrestrial Television does not mean any use of transmission, protocols or standards designed specifically for mobile wireless devices including DVB-H, T-DMB or any similar protocol or standard or any other Excluded Technology;

**Territory:** means the territory for which rights are granted. The License could be limited to a particular country or could be worldwide excluding certain countries where the series has already been produced.

**Theatrical Rights** means the sole and exclusive right to rent, license, lease, exhibit, distribute or otherwise deal in and with the audio-visual content for viewing by the public in theatres and other places of public viewing. Theatrical Rights include Non Theatrical and Public Video Rights.

**Third Party** Means any corporation partnership, or other business entity or natural person other than the parties to an agreement.

**Trailers and Excerpts** the rights to make and use trailers and promos of the excerpts from the audio-visual content for the sole purpose of advertising or promoting the exhibition of the programme.

**Video Rights** means the sole and exclusive right to manufacture, advertise, promote, exploit, distribute the audio-visual content on a sale, lease or rental basis on its own or through licensees in the authorized Languages in all versions and sizes, on all formats of video now known or hereafter devised including without limitation videocassettes, cartridges, tape, video discs, laser discs, any form of DVD, DVD ROM, internet access ready DVDs, CD-1, CD-ROM, UMD, VCD. Video rights includes Video Rental, Video Sell Through and Commercial Video.

**Videogram** means any form of videocassettes, cartridges, tape, video discs, laser discs, any form of DVD, DVD ROM, internet access ready DVDs, CD-1, CD-ROM, UMD, VCD or any other format invented during the Term.

**Video Rental** means exploitation of a Videogram embodying the audio-visual content that is rented to the viewer only for non-public viewing of the embodied motion picture in a linear form within a private living place where no admission fee is charged for such viewing.

**Video Sell Through** means the manufacture and distribution of Videograms for purposes of sale to the public for private non-commercial use where ownership of such Videograms transfers to such ultimate purchasing members of the public who use the Videograms for private non-commercial use.

**Video-on-Demand** means the same as Demand View.

**VOD** means that mode of programming distribution by which an individual audio-visual content is delivered by a programming service by means of Television and/or by means of any other electronic communications network on a streamed or downloaded basis that permits the subscriber of such service, upon payment of a separate per exhibition fee, to view such program at a time chosen by the subscriber entirely at his/her discretion without reference to a schedule of viewing times pre-established by the service provider and to stop and start, pause, fast-forward and rewind (or any of these functionalities) the exhibition of such program using computer information storage

**VOD/Internet** means the exploitation of an audio-visual content over the interconnected facilities of a publicly available packet-switching communications system that allows the user of a computing device to engage in two-way transmissions over the system through which the user obtains access to an audio-visual content copy stored in digital form at a place distant from the place where the user's computing device is located and where a charge is made to the viewer on a fee-per-exhibition basis at a time selected by the viewer for each viewing as to permit viewing the complete audio-visual contents on video displays (including television monitors) without alteration of the original continuity of, or sequence of images comprising, the audio-visual content.

**Video streaming** means the broadcast and exhibition of an audio-visual content via computer network exhibition that is intended to be viewed in simulcast as it is received by the recipient and that is not capable of retention by the recipient by means of hard drive or other storage technology for subsequent viewing.

**Virtual Private Network (VPN)** means a private data network that utilizes the Internet or other public telecommunication infrastructure to transmit data while concurrently utilizing encryption, authentication and/or tunnelling protocol or other technologies to prevent the intelligible reception of such data without full authorized decoding equipment or software.

**Webcasting** means the delivery or the making available for delivery on demand of moving video images with or without accompanying sound and/or sound radio system of the audio-visual content wholly or in part and an unlimited number of times, via the Internet or a Mobile Telecommunications Network (so-called streaming and on-demand delivery) or a similar platform but excluding Simulcasting.

**Wireless** means delivery, transmission and exhibition of encrypted audio-visual content to subscribers with compatible portable cellular devices (i.e., cellular telephones and personal digital assistants that include a voice communication capability as a primary or major function) via wireless networks (i.e., a cellular communication system provided through wireless technology which is or may be used with radio frequency spectrum in any band to enable or facilitate transmission of voice and may include transmission of any of textual material, data, audio, video, audio-visual and/or multimedia services to wireless devices), but expressly excluding all forms of broadcast, cable and satellite television and Internet (broadband and narrow band), video on demand, hand-held gaming devices, fixed line telephony, DSL, WiFi and audio radio services(excluding any ability for storage or retention of programs).

**Wireless Device** means a mobile/cellular telephone, a combination personal digital assistant-wireless telephone device and any mobile game device that is/are principally used for personal voice, text or image communication, or any other similar device now known or hereafter devised

**Wireless Transmission** means the broadcast, distribution and communication through any wireless technology, now known or hereinafter devised exploiting a range of radio frequencies, which permit or facilitate the transmission of text, data, voice, video, multimedia and/or other services to mobile devices - now known or hereinafter devised - including, without limitation, personal digital assistant (PDA), pagers or phone devices which permits the broadcasting and/or reception of voice and/or data and/or video communications and/or the collection of information including, without limitation, the technologies used for the standards General Packet Radio Services (GPRS), Global System for Mobile Communications (GSM), Personal Communications Networks (PCN), Code Division Multiple Access (CDMA and CDMA 2000), Time Division Multiple Access (TDMA), Tetra, Wireless Application Protocol (WAP), Enhanced Data rates for GSM Evolution (EDGE), Universal Mobile Telecommunications System (UMTS), Digital Video Broadcasting-Handheld (DVB-H), Bluetooth, Hyperlan, i-mode, 3G, and W-LAN (standards of the IEEE 802.11 family), as well as the services and/or any other combination or integration with other systems.