Media Grid Legal Working Group Formed

BOSTON, MA - April 24, 2006 – The Grid Institute today announced the formation of the Media Grid Legal Working Group (LGW) and its immediately availability to MediaGrid.org charter members, Fellows, industry Liaisons, and invited experts. The Legal Working Group will define, develop, and maintain Media Grid legal instruments such as open source software distribution licenses, network access and usage policies, service level agreements, technology transfer licenses, patent pools, trademark and copyright portfolios, indemnification policies, and conformance requirements for 3rd party implementations.

"Through the Legal Working Group of MediaGrid.org members now have an opportunity to participate directly in the development and ongoing maintenance of the legal mechanisms that govern Media Grid open standards, and their impact on corresponding intellectual property rights," says Steven Saunders, Esq., Co-Chair of the Media Grid Legal Working Group and partner of the Boston-based intellectual property law firm Bromberg & Sunstein LLP.

"The Media Grid is cutting edge technology that in turn pushes the envelope in terms of the legal instruments necessary to make a new generation of open standards available to the general public, which is why the Legal Working Group is so important," notes Aaron E. Walsh, Director of the Grid Institute's MediaGrid.org standards organization under which the Legal Work Group operates.

The Media Grid is a public utility for digital media. Based on new and emerging distributed computational grid technologies, the Media Grid builds upon existing Internet and Web standards to create a unique network optimized for digital media delivery, storage, and processing. As an on-demand public computing utility, a range of software programs and Web sites can use the Media Grid for delivery and storage of rich media content, media processing, and computing power.

The Media Grid is an open and extensible platform that enables a wide range of applications not possible with the traditional Internet alone, including: Massive Media on Demand (MMoD); Interactive digital cinema on demand; Immersive education and distance learning; Truly immersive multiplayer games and Virtual Reality (VR); Hollywood movie and film rendering, special effects, and composition; Real-time rendering of high resolution graphics; Real-time visualization of complex weather patterns; Real-time protein modeling and drug design; Telepresence, telemedicine, and telesurgery; Vehicle and aircraft design and simulation; Visualization of scientific and medical data.

The Grid Institute leads the design and development of the global Media Grid through the MediaGrid.org open standards organization in collaboration with industry, academia, and governments from around the world.

To learn more about the Media Grid and Legal Working Group visit
http://MediaGrid.org and http://MediaGrid.org/groups/