

4 Terms and Definitions

Contractually Mandatory

An entity in a DDEX Message that has the technical cardinality of 0-1 or 0-n but that is mandatory when a DDEX message is sent in a specific commercial context.

Contractually Mandatory fields may, however, be mandatory when a DDEX message is sent in a specific commercial context. In such circumstances, a message is deemed conformant only if and when it contains all the “contractually mandatory” fields as agreed by Message Sender and Message Recipient.

Message Choreography

A series of message calls and their responses which together communicate a more comprehensive level of meaning between the two business partners.

Non-repudiation

The concept of ensuring that a party cannot repudiate, or refute, the sending or receiving of a message.

Release

A Release is an abstract entity representing a bundle of one or more Resources compiled by an Issuer. The Resources in Releases are normally primarily sound recordings or music audio-visual recordings, but this is not invariably the case. The Release is not itself the item of trade (or “Product”). Products have more extensive attributes than Releases; one Release may be disseminated in many different Products.

Release Creator

Release Creator is an organisation which is the owner of copyrights in sound and/or music audiovisual recordings and/or exclusive licensees of copyrights in sound and/or music audiovisual recordings.

Release Family

A set of Releases that are closely related. A typical example of a Release Family is an album communicated as a Main Release plus all the Track Releases whose Resources together form the Album.

Release Distributor

Release Distributor is an organisation, which is duly authorised by a Release Creator to offer Releases manifested in the form of Products to consumers. Release Distributors include Digital Service Providers (DSPs) and Mobile Service Providers (MSPs) as well as other organisations.

Resource

A digital fixation of an expression of an abstract Work (such as a sound recording, a video, an image, software or a passage of text). Resources are individual assets that make up a Release. Typical Resources are sound recordings, video clips and cover art images.