



Co-funded by
the European Union

DC4EU project is Co-funded by the European Union's Digital Europe Programme
under Grant Agreement no. 101102611



D7.2 IPR Policy

Work package	WP 7
Submission date	28/12/2023
Deliverable lead	Sunet
Version	1.0
Authors	Kushal Das (Sunet), Stefan Liström (Sunet)
Reviewers	Strategic Committee, COO PMO (SGAD)



Document Revision History

Version	Date	Description of change	List of contributor(s)
V1.0	01/09/2023	1st version of the deliverable for comments	SUNET
V1.1	28/12/2023	Internal review and approval	COO PMO (SGAD)

1.1 DISCLAIMER

The information, documentation and figures available in this deliverable are written by the "Digital Credentials For Europe" (DC4EU) project's consortium under the EU's Digital Europe Programme under Grant Agreement no. 101102611 and do not necessarily reflect the views of the European Commission.

The European Commission is not liable for any use that may be made of the information contained herein.

COPYRIGHT NOTICE

© 2023-2025 DC4EU

Project co-funded by the European Commission in the Digital Europe Programme		
Nature of the deliverable:		R, document
Dissemination Level		
PU	Public, fully open, e.g. web	X
CL	Classified, information as referred to in Commission Decision 2001/844/EC	
CO	Confidential to DC4EU project and Commission Services	

* *R: Document, report (excluding the periodic and final reports)*

DEM: Demonstrator, pilot, prototype, plan designs

DEC: Websites, patents filing, press & media actions, videos, etc.

OTHER: Software, technical diagram, etc.



EXECUTIVE SUMMARY

This deliverable is outlining recommendations for how to approach licensing of software produced in the DC4EU large scale pilot.



TABLE OF CONTENT

1.	INTRODUCTION	6
2.	DISCLAIMER	7
3.	DEFINITIONS	8
4.	CONTRIBUTIONS	9
5.	LICENSE	10



1. INTRODUCTION

The Large Scale Pilot (LSP) DC4EU aims to apply the European Union's eIDAS trust framework focusing on the education and social security fields. DC4EU will investigate the issuance of educational credentials and professional qualifications in the education sector and the issuance of the Portable Document A1, and the European Health Insurance Card in the social security sector.

The success of DC4EU and the EU digital identity wallet will depend on freely available and easy to use issuer and verifier implementations that both providers and relying parties can adopt. For the components that are developed within DC4EU to be freely available and easy to use it is of great importance that the licensing of the software is taking the following factors into account. This deliverable will give an overview of licensing and recommendation towards the preferred license to use when developing software components within DC4EU.



2. DISCLAIMER

If there are any conflicts or interpretation issues between the text in this policy and the DC4EU Grant agreement (GA) or Consortium agreement (CA) the GA and CA will always take precedence as the correct interpretation.

The goal of this policy is not to enforce that DC4EU members use one license or the other, it is however making recommendations that are believed to be in line with the objectives of the DC4EU consortium.



3. DEFINITIONS

Contribution - any material submitted to the DC4EU, be it electronic or in writing, in in-person or over the Internet.

DC4EU members - All organisations that have signed the DC4EU grant agreement or been added as participants in the LSP according to later amendments.

Open Source Software- As defined by Open Source Initiative at <https://opensource.org/osd/>



4. CONTRIBUTIONS

4.1 GENERAL

At the time of submission of a Contribution for consideration to any part of the DC4EU project, each named co-Contributor (and its respective Affiliates) is deemed to agree to the following terms and conditions and to make the following representations (based on the actual knowledge of the members making the Contribution, with respect to items 3 – 5 below, inclusive):

1. DC4EU has no duty to publish or otherwise use or disseminate any Contribution.
2. DC4EU may reference the name(s) of the Contributor(s) for the purpose of acknowledging and publishing the Contribution.
3. The Contribution properly identifies any holders of copyright interests in the Contribution.
4. No information in the Contribution is confidential, and DC4EU may freely disclose any information in the Contribution.
5. There are no limits to the Contributor's ability to make the grants, acknowledgments, and agreements required by this Policy with respect to such Contribution.

4.1 COPYRIGHT

The original contributor (or the member organization) can/will hold the copyright of the contributions to the project(s) following the licensing guidelines. There is no need to assign copyright to any particular group or organization.

4.1 TRADEMARKS

All DC4EU members will all trademarks related to projects and usage, except in compliance with such license and usage guidelines as project members may from time to time require.



5. LICENSE

5.1 SOFTWARE

- While contributing to any existing project, DC4EU will accept any existing License that complies with the OSI definition of Open Source as described in <https://opensource.org/osd/>. A list of approved licenses can be seen at <https://opensource.org/licenses/>
- Any new project starting out of DC4EU, BSD-2-Clause (<https://opensource.org/license/bsd-2-clause/>) is the preferable license. Using any other OSI approved license is also okay for a given project.

5.1 DOCUMENTATION

- DC4EU members will grant perpetual, irrevocable, non-exclusive, worldwide, no-charge, royalty-free, unrestricted rights to any IPR owned by DC4EU members contained in specifications contributed by DC4EU members to standardization organizations (SDOs), provided that those specifications are then made available under similar terms. In the absence of an IPR policy governing the standardization activity individual DC4EU member(s) will retain ownership of all IPR contained in the specification but will publish any specifications under the <https://creativecommons.org/licenses/by-sa/4.0/> license.
- Project documentation will have the same license as the project itself. Any external contribution to the projects will have to follow the standard procedure of providing patches like in a software.

