

REGULATION OF THE REGENCY OF PURBALINGGA  
NUMBER 14 OF 2024  
ON  
CREATIVE ECONOMY DEVELOPMENT

BY THE BLESSINGS OF ALMIGHTY GOD

REGENT OF PURBALINGGA,

Considering : a. that in order to improve public welfare, as mandated by the 1945 Constitution of the Republic of Indonesia, it is necessary to explore various resources, including through the creative economy;  
b. that the Local Government is responsible for creating and developing a creative economy so that it can contribute to the regional economy and increase regional competitiveness in order to achieve sustainable development goals;  
c. that in order to provide legal certainty for the Local Government in creating and developing a creative economy ecosystem, it is necessary to issue a regulation on Creative Economy Development;  
d. that based on the considerations as referred to in point a, point b, and point c, it is necessary to issue a Regional Regulation on Creative Economy Development.

Observing : 1. Article 18 section (6) of the 1945 Constitution of the Republic of Indonesia;  
2. Law Number 13 of 1950 on Establishment of Regencies within the Province of Central Java (State Bulletin of the Republic of Indonesia of 1950 Number 42);  
3. Law Number 23 of 2014 on Local Governments (State Gazette of the Republic of Indonesia of 2014 Number 244, Supplement to the State Gazette of the Republic of Indonesia Number 5587) as amended several times last

by Law Number 6 of 2023 on Enactment of Government Regulation in Lieu of Law on Job Creation (State Gazette of the Republic of Indonesia of 2023 Number 41, Supplement to the State Gazette of the Republic of Indonesia Number 6856);

4. Law number 11 of 2023 on Province of Central Java (State Gazette of the Republic of Indonesia of 2023 Number 58, Supplement to the State Gazette of the Republic of Indonesia Number 6867).

With the Joint Approval of  
THE REGIONAL HOUSE OF REPRESENTATIVES OF THE REGENCY OF  
PURBALINGGA  
and  
THE REGENT OF PURBALINGGA

HAS DECIDED:

To Issue : REGIONAL REGULATION ON CREATIVE ECONOMY DEVELOPMENT.

## CHAPTER I GENERAL PROVISIONS

### Article 1

In this Regional Regulation:

1. Regency means the Regency of Purbalingga.
2. Local Government means the head of the region as an administering element of the Local governance that leads the implementation of government affairs which are the authority of the autonomous Region.
3. Regent means the Regent of Purbalingga.
4. Regional Apparatus means the supporting element of the Regent and the Regional House of Representatives in the administration of government affairs which are under the authority of the Region.
5. Creative Economy means the embodiment of added value from intellectual property originating from human creativity based on cultural heritage, science and/or technology.
6. Creative Economy Actor means an individual or group of Indonesian citizens or incorporated or unincorporated enterprises established under Indonesian law, that carry out Creative Economy activities.
7. Creative Economy Ecosystem means a connected system that supports the Creative Economy value chain, namely creation, production, distribution, consumption, and conservation, carried out by Creative Economy Actors to provide added value to their

products which are competitive, easily accessible, and legally protected.

8. Financing or credit, hereinafter referred to as Financing, means the provision of money or bills equivalent to it under a loan agreement or agreement between a bank or non-bank financial institution and another party that requires the financed party to return the money or bills after a certain period of time with compensation in the form of interest or profit sharing.
9. Intellectual Property-Based Financing Scheme means a Financing scheme that uses Intellectual Property as a debt guarantee for bank or non-bank financial institutions to provide Financing to Creative Economy Actors.
10. Intellectual Property-Based Creative Economy Product Marketing System means a marketing system that prioritizes the utilization of Intellectual Property.
11. Intellectual Property means a property that arises or is born due to human intellectual ability through their creativity, sense and initiative that can be in the form of works in the fields of technology, science, art and literature.
12. Creative Space means a Creative Economy infrastructure in the form of a space for expression, promotion, and interaction for creative actors in the Region.
13. Business Licensing means the legality granted by the Local Government in accordance with its authority to Creative Economy Business Actors to start and run Creative Economy businesses and/or activities.

## Article 2

The implementation of Creative Economy Development is based on:

- a. faith and devotion to Almighty God;
- b. benefit;
- c. justice;
- d. sustainability; and
- e. national identity.

## Article 3

This Regional Regulation aims to:

- a. promote all aspects of the Creative Economy in accordance with developments in culture, technology, creativity, community innovation, and changes in the global economic environment;
- b. improve community welfare and increase regional income;
- c. create a globally competitive Creative Economy Ecosystem;

- d. create new job opportunities that support the nation's artistic and cultural values and local economic resources;
- e. optimize the potential of Creative Economy Actors;
- f. protect the creative output of Creative Economy Actors; and
- g. mainstream the Creative Economy in regional development plans.

#### Article 4

The scope of this Regional Regulation includes:

- a. creative economy actors;
- b. creative economy ecosystem;
- c. provision of infrastructure and development of marketing systems;
- d. regional creative economy development plans;
- e. data collection and creative economy information systems;
- f. creative spaces;
- g. cooperation;
- h. institutions;
- i. funding;
- j. community participation;
- k. awards; and
- l. guidance, supervision, and evaluation.

### CHAPTER II CREATIVE ECONOMY ACTORS

#### Part One General

#### Article 5

Creative Economy Actors consist of:

- a. creative actors; and
- b. Intellectual Property institution.

#### Part Two Rights and Obligations of Creative Economy Actors

#### Article 6

Every Creative Economy Actor has the right to:

- a. receive support from the Local Government through the Development of the Creative Economy Ecosystem;
- b. work, create, and innovate in the field of Creative Economy;
- c. have equal opportunities to grow and develop Creative Economy activities; and

d. receive support and facilities from the Local Government and other Creative Economy stakeholders in the Region.

**Article 7**

(1) Every Creative Economy Actor is obligated to:

- a. provide personal data and Creative Economy products into the Regional Creative Economy information system;
- b. uphold religious values, ethics, morals, decency, and national culture
- c. preserve the environment in Creative Economy activities;
- d. have a Business License; and
- e. comply with the provisions of legislation;

(2) Every Creative Economy Actor that fails to fulfil the obligations as referred to in section (1) may be subject to administrative sanctions in the form of:

- a. verbal warning;
- b. written warning;
- c. temporary suspension of business activities; and/or
- d. revocation of Business License;

(3) Further provisions regarding the procedures for imposing administrative sanctions as referred to in section (2) are regulated in a Regent Regulation.

**Part Three**  
**Capacity Development of Creative Economy Actors**

**Article 8**

(1) The Local Government develops the capacity of Creative Economy Actors through:

- a. training, technical guidance, and mentoring to improve the technical and managerial capabilities of Creative Economy Actors;
- b. facilitation support to address technological developments in the business world; and
- c. business standardization and professional certification in the Creative Economy sector.

(2) Capacity development of Creative Economy Actors as referred to in section (1) is carried out in accordance with the provisions of legislation.

## CHAPTER III

### CREATIVE ECONOMY ECOSYSTEM

#### Part One

##### General

###### Article 9

- (1) The Local Government is responsible for developing the Creative Economy Ecosystem.
- (2) The development of the Creative Economy Ecosystem as referred to in section (1) is carried out through:
  - a. research development;
  - b. education development;
  - c. facilitation of funding and financing;
  - d. provision of infrastructure;
  - e. marketing system development;
  - f. provision of incentives;
  - g. facilitation of Intellectual Property; and
  - h. protection of creative works.

#### Part Two

##### Creative Economy Ecosystem Sub-Sectors

###### Article 10

- (1) The development of the Creative Economy Ecosystem is carried out in the following sub-sectors:
  - a. game development;
  - b. architecture;
  - c. interior design;
  - d. music;
  - e. fine arts;
  - f. fashion;
  - g. food and beverages;
  - h. film, animation, and video;
  - i. photography;
  - j. visual communication design;
  - k. television and radio;
  - l. crafts;
  - m. product design;
  - n. publishing;
  - o. advertising;
  - p. performing arts; and
  - q. applications.
- (2) Sub-sectors other than those as referred to in section (1) can be designated as new sub-sectors in accordance with the provisions of legislation.

### Part Three Research Development

#### Article 11

- (1) The Local Government is responsible for the development of Creative Economy research.
- (2) The development of Creative Economy research as referred to in section (1) is carried out by research and development institutions, higher education institutions, and/or the community.
- (3) The results of Creative Economy research development as referred to in section (2) are used in the formulation of policies in the field of Creative Economy.
- (4) Creative Economy research development as referred to in section (2) is carried out in accordance with the provisions of legislation.

### Part Four Education Development

#### Article 12

The Creative Economy education development system is designed to create and improve the quality of Creative Economy actors who are able to compete on a global scale.

#### Article 13

Education in creativity, innovation, and entrepreneurship in the field of Creative Economy is developed based on the national education system through:

- a. intracurricular, cocurricular, or extracurricular activities in formal education; and
- b. intracurricular and cocurricular activities in non-formal education.

## CHAPTER IV PROVISION OF INFRASTRUCTURE AND DEVELOPMENT OF MARKETING SYSTEMS

### Part One Provision of Infrastructure

#### Article 14

- (1) The Local government encourages the provision of adequate Creative Economy infrastructure for the Creative Economy.
- (2) The Creative Economy infrastructure as referred to in section (1) consists of:
  - a. physical infrastructure; and

- b. information and communication technology infrastructure.

## Part Two Development of Marketing Systems

### Article 15

- (1) The Local Government facilitates the development of a Marketing System for Creative Economy Products based on Intellectual Property.
- (2) The Marketing System for Creative Economy Products based on Intellectual Property is implemented through:
  - a. license;
  - b. franchise;
  - c. technology transfer;
  - d. joint branding;
  - e. transfer of rights; and/or
  - f. other forms of partnership.
- (3) The Local Governments develops a Marketing System for Creative Economy Products Based on Intellectual Property based on local wisdom.
- (4) In the event that the Intellectual Property as referred to in section (1) is used commercially, the owner and/or rights holder receives compensation in the form of royalties or other forms in accordance with the provisions of legislation.

### Article 16

- (1) The Local Government facilitation as referred to in Article 15 section (1) may take the form of:
  - a. technical guidance;
  - b. integrated electronic Business Licensing and/or registration services;
  - c. access and/or financing assistance;
  - d. business information/consultation services;
  - e. marketing promotion assistance;
  - f. provision of a digital collective management system;
  - g. marketing access;
  - h. marketing incubation through designated institutions; and
  - i. legal assistance and support services.
- (2) The Local Government in providing the facilities as referred to in section (1) may cooperate with other parties.

### Article 17

Technical guidance as referred to in Article 16 section (1) point a consists of:

- a. business legality;
- b. Intellectual Property management;
- c. improvement of product quality in the form of tangible and intangible assets; and/or
- d. marketing of Intellectual Property-based Creative Economy products.

#### Article 18

Facilitation of integrated electronic Business Licensing and/or registration services as referred to in Article 16 section (1) point b consists of:

- a. Risk-Based Business Licensing and Business Licensing to support business activities in accordance with the provisions of legislation;
- b. applications for registration and recording of Intellectual Property; and/or
- c. licensing and registration in the field of marketing Creative Economy products based on Intellectual Property.

#### Article 19

Facilitation of access and/or Financing assistance as referred to in Article 16 section (1) point c consists of:

- a. providing incentives; and/or
- b. providing special Financing schemes.

#### Article 20

Facilitation of business information/consultation services as referred to in Article 16 section (1) point d include the provision of a data access portal and business consultations related to the marketing of Creative Economy products based on Intellectual Property.

#### Article 21

Facilitation of marketing assistance as referred to in Article 16 section (1) point e consists of:

- a. provision of marketing support through various media by the Local Government; and/or
- b. provision of programs to promote Intellectual Property-based Creative Economy products in the Local Government's program planning.

#### Article 22

Facilitation of the provision of a digital collective management system as referred to in Article 16 section (1) point f consists of:

- a. inventory of Intellectual Property-based Creative Economy products in the form of digital content;

- b. compilation of a list of criteria for Intellectual Property-based Creative Economy businesses;
- c. the provision of a platform for marketing Intellectual Property-based Creative Economy products; and/or
- d. the Local Government's electronic system integration that facilitates the marketing of Intellectual Property-based Creative Economy products.

#### Article 23

Facilitation of marketing access as referred to in Article 16 section (1) point g consists of:

- a. priority procurement of goods and services by the Local Government in accordance with the provisions of legislation; and/or
- b. establishing a communication forum between creative actors, Intellectual Property managers, and business actors.

#### Article 24

- (1) Facilitation of marketing incubation through designated institutions as referred to in Article 16 section (1) point h includes the provision of resources and services to accelerate the service process.
- (2) The provision of resources and services as referred to in section (1) is intended to create a marketing ecosystem for Creative Economy products based on Intellectual Property.

#### Article 25

The facilitation of legal assistance and support services as referred to in Article 16 section (1) point i includes:

- a. legal counselling; and
- b. legal consultation;

### Part Three Provision of Incentives

#### Article 26

- (1) The Local Government can provide incentives to Creative Economy Actors.
- (2) The incentives as referred to in section (1) can be in the form of:
  - a. fiscal; and/or
  - b. non-fiscal incentives.

#### Article 27

- (1) Fiscal incentives for Creative Economy Actors as referred to in Article 26 section (2) point a can take the form of:

- a. regional tax incentives; and
- b. retribution incentives.

(2) Non-fiscal incentives as referred to in Article 27 section (2) point b for Creative Economy Actors may take the form of:

- a. ease of access to Creative Economy business premises; and
- b. ease of Business Licensing services in the Creative Economy sector.

#### Article 28

The provision of incentives as referred to in Article 26 and Article 27 is carried out in accordance with the provisions of legislation.

### Part Four Facilitation of Intellectual Property

#### Article 29

- (1) The Local Government facilitates the registration of copyright and related rights, as well as the registration of industrial property rights, for Creative Economy Actors.
- (2) The Local Government facilitates the utilization of Intellectual Property for Creative Economy Actors.
- (3) The facilitation as referred to in section (1) and section (2) is carried out in accordance with the provisions of legislation.

### Part Five Protection of Creative Works

#### Article 30

- (1) The Local Government protects the creative works of Creative Economy Actors in the form of Intellectual Property.
- (2) The protection as referred to in section (1) is carried out in accordance with the provisions of legislation.

## CHAPTER V REGIONAL CREATIVE ECONOMY DEVELOPMENT PLAN

#### Article 31

- (1) The Local Government prepares a Regional Creative Economy Development Plan based on the National Creative Economy Development Master Plan.
- (2) The Regional Creative Economy Development Plan as referred to in section (1) is integrated into the regional development planning document.

**CHAPTER VI**  
**CREATIVE ECONOMY DATA COLLECTION AND**  
**INFORMATION SYSTEM**

**Article 32**

- (1) The Regional Apparatus that manages Creative Economy affairs collects data on Creative Economy potential and Creative Economy Actors.
- (2) The data collection as referred to in section (1) may be integrated into the Regional Creative Economy Information System.

**Article 33**

- (1) The Regional Creative Economy Information System as referred to in Article 32 section (2) is implemented as a form of public accountability and serves as the basis for planning for Regional Creative Economy Development.
- (2) The scope of Regional Creative Economy Information System as referred to in section (1) includes:
  - a. information on the competency and distribution of Creative Economy Actors;
  - b. information on Creative Economy Actors' products;
  - c. information on the feasibility assessment of Creative Economy Actors' businesses;
  - d. information on access to financing;
  - e. information on business networks;
  - f. information on Creative Economy Development; and
  - g. guidance and assistance related to document completion for Creative Economy Actors.

**CHAPTER VII**  
**CREATIVE SPACES**

**Article 34**

- (1) The Local Government may develop an integrated Creative Economy infrastructure through the construction of Creative Spaces.
- (2) Creative Spaces as referred to in section (1) include:
  - a. physical infrastructure;
  - b. technology and communications infrastructure; and
  - c. integration of physical infrastructure and technology and communications infrastructure.
- (3) Creative Spaces as referred to in section (1) must be equipped with at least the following facilities and infrastructure:
  - a. exhibition space;

- b. training space; and
- c. creativity space.

(4) The facilities and infrastructure as referred to in section (3) may be physical or virtual.

Article 35

- (1) Creative Space management is carried out by regional technical implementation units or may be carried out in collaboration with other parties in accordance with the provisions of legislation.
- (2) Creative Space management as referred to in section (1) is intended to ensure a professional and sustainable governance/management system for the utilization of Creative Economy infrastructure.

Article 36

- (1) Creative Space management is conducted professionally and may be commercialized.
- (2) Commercialization as referred to in section (1) is carried out for the activities of other parties that generate profits.
- (3) The results from commercialization of Creative Space as referred to in section (1) may be used as development funds for the Creative Space. The implementation is carried out in accordance with the provisions of legislation.
- (4) The utilization of Creative Space by Creative Economy Actors that does not generate profits is not subject to fees.

CHAPTER VIII  
COOPERATION

Article 37

- (1) In developing the Creative Economy, The Local Government may collaborate with:
  - a. educational institutions;
  - b. the business world;
  - c. the industrial world;
  - d. community networks; and/or
  - e. the media.
- (2) In developing the Creative Economy as referred to in section (1), the Local Government may carry out international cooperation.
- (3) International cooperation as referred to in section (2) is carried out based on the principle of mutual benefit and for the common good, prioritizing regional and national interests.
- (4) The international cooperation as referred to in section (2) aims to:
  - a. increase regional and national capacity;
  - b. support market penetration efforts;

- c. help attract foreign investment; and
- d. demonstrate Indonesia's role and leadership at the global level.

(5) The international cooperation as referred to in section (2) is implemented in accordance with the provisions of legislation.

## CHAPTER IX INSTITUTION

### Article 38

- (1) The Local Government establishes a Creative Economy Committee for the Development of the Creative Economy in the Region.
- (2) The Creative Economy Committee as referred to in section (1) is a non-structural institution that assists the Local Government in the Development of the Creative Economy.
- (3) The membership of the Creative Economy Committee as referred to in section (1) represents:
  - a. Local Government elements;
  - b. academics;
  - c. Creative Economy Actors;
  - d. the business world;
  - e. media elements; and/or
  - f. other elements as needed.
- (4) Further provisions regarding the establishment of the Creative Economy Committee as referred to in section (1) are regulated in a Regent Regulation.

## CHAPTER X FUNDING

### Article 39

- (1) Funding for the Creative Economy comes from:
  - a. Local Budget; and/or
  - b. other legal and non-binding funding sources in accordance with the provisions of legislation.
- (2) Funding sourced from the Local Revenue and Expenditure Budget as referred to in section (1) is implemented in accordance with the financial capabilities of the Region.

## CHAPTER XI COMMUNITY PARTICIPATION

### Article 40

- (1) The community can participate in the development of the Creative Economy.

(2) Community participation as referred to in section (1) may take the form of:

- a. giving awards for Intellectual Property produced by Creative Economy Actors; and
- b. maintaining and protecting Intellectual Property produced by Creative Economy Actors.

## CHAPTER XII AWARDS

### Article 41

- (1) The Local Government may give awards to Creative Economy Actors.
- (2) The awards as referred to in section (1) may be given to Creative Economy Actors that play an active role in the Development of the Creative Economy and have achieved excellence in the Creative Economy sector.
- (3) Further provisions regarding awards to Creative Economy Actors as referred to in section (1) are regulated in a Regent Regulation.

## CHAPTER XIII GUIDANCE, SUPERVISION, AND EVALUATION

### Article 42

- (1) The Local Government provides guidance, supervision, and evaluation of the implementation of Creative Economy Development.
- (2) The guidance, supervision, and evaluation as referred to in section (1) are carried out by the Regional Apparatus in accordance with their main duties and functions.

## CHAPTER XIV CLOSING PROVISIONS

### Article 43

The implementing Regulation on this Regional Regulation is issued not later than 1 (one) year since the promulgation of this Regional Regulation.

### Article 43

This Regional Regulation comes into force on the date of its promulgation.

In order that every person may know hereof, it is ordered to promulgate this Regional Regulation by its placement in the Regional Gazette of the Regency of Purbalingga.

Issued in Purbalingga  
on 23 September 2024  
REGENT OF PURBALINGGA

signed

DYAH HAYUNING PRATIWI

Promulgated in Purbalingga  
on 24 September 2024  
REGIONAL SECRETARY OF THE REGENCY OF PURBALINGGA,

signed

HERNI SULASTI

REGIONAL GAZETTE OF THE REGENCY OF PURBALINGGA OF 2024  
NUMBER 14

Jakarta, 12 December 2025  
Has been translated as an Official Translation  
on behalf of the Minister of Law  
of the Republic of Indonesia

DIRECTOR GENERAL OF LEGISLATION,



**ELUCIDATION  
OF  
REGULATION OF THE REGENCY OF PURBALINGGA  
NUMBER 14 OF 2024  
ON  
CREATIVE ECONOMY DEVELOPMENT**

**I. GENERAL**

The Preamble of the 1945 Constitution of the Republic of Indonesia clearly and firmly describes Indonesia's vision for a dignified and just future. To achieve this, the Indonesian people must be independent in all aspects, particularly in economic independence.

In line with this, Article 33 section (4) of the 1945 Constitution of the Republic of Indonesia mandates that the national economy is organized based on economic democracy with the principles of togetherness, fair efficiency, sustainability, environmental insight, independence, and maintaining a balance between progress and national economic unity.

To achieve a just and prosperous society that promotes public welfare, the Regency of Purbalingga, as part of Indonesia, must optimize all economic resources, particularly the creativity of human resources based on cultural heritage, science, and/or technology. It is necessary to manage the potential of the Creative Economy systematically, orderly and sustainably.

Therefore, it is necessary to mainstream the Creative Economy into regional development plans through the development of a Creative Economy Ecosystem that is highly competitive, easily accessible, and legally protected. In addition, in optimizing human resources, it is also necessary to develop the Creative Economy as a pillar of regional economic growth.

In general, the Regional Regulation on Creative Economy Development regulates key issues regarding creative economy actors, creative economy ecosystem, infrastructure provision and marketing system development, regional creative economy development plans, creative economy data collection and information systems, creative spaces, collaboration,

institutions, funding, community participation, awards, guidance, supervision, and evaluation.

## II. ARTICLE BY ARTICLE

### Article 1

Sufficiently clear.

### Article 2

#### Point a

The term "principle of faith and devotion to Almighty God" means that the implementation of Creative Economy Development is based on faith and devotion to Almighty God.

#### Point b

The term "principle of benefit" means that the implementation of Creative Economy Development must provide the greatest possible benefits for the welfare of the people.

#### Point c

The term "principle of justice" means that the implementation of Creative Economy Development must guarantee equal opportunities for Creative Economy Actors.

#### Point d

The term "principle of sustainable" means that the implementation of Creative Economy Development is carried out systematically, planned and continuously.

#### Point e

The term "principle of national identity" means that the implementation of Creative Economy Development must reflect and develop the local wisdom of the community, considering religion, ethnicity, social groups, specific regional conditions, and culture in the life of society, nation and state.

### Article 3

Sufficiently clear.

### Article 4

Sufficiently clear.

### Article 5

#### Point a

The term creative actor means an individual or a group of people who work to demonstrate their creativity, carry out a creative process, or produce a creative work, design, or invention.

#### Point b

The term Intellectual Property Institution as referred to in section (1) point b means a party that commercializes its own Intellectual Property or another party based on a specific agreement.

Examples of intellectual property managers include:

- a. music/film/game publishers;
- b. music/film/game distributors;

- c. cinemas;
- d. video streaming services;
- e. restaurants/cafes;
- f. advertising companies;
- g. theatre organizers;
- h. online portal administrators; and
- i. online programme producers.

Article 6

Sufficiently clear.

Article 7

Sufficiently clear.

Article 8

Sufficiently clear.

Article 9

Sufficiently clear.

Article 10

Sufficiently clear.

Article 11

Section (1)

Research development in the Creative Economy sector includes research on products, Creative Economy Actors, local potential, and markets.

Section (2)

Sufficiently clear.

Section (3)

Sufficiently clear.

Section (4)

Sufficiently clear.

Article 12

Sufficiently clear.

Article 13

Sufficiently clear.

Article 14

Section (1)

Sufficiently clear.

Section (2)

Point a

The term “physical infrastructure” means the physical space and/or physical facilities that support the implementation of part and/or all of the Creative Economy

Ecosystem, including exhibition spaces, performance venues, recording studios and cinemas.

Point b

The term “Information and communication technology infrastructure” means the technological facilities used to prepare, collect, process, analyze, announce, disseminate, and/or store information. Information and communications technology include software, hardware, networks, and the services that support them, including internet networks, cloud computing, digital marketplaces, and data centers.

Article 15

Section (1)

Sufficiently clear.

Section (2)

Point a

The term “license” means a permission granted by the holder of intellectual property rights to another party based on an agreement granting the right to enjoy the economic benefits of a right that is protected for a certain period of time and under certain conditions.

Point b

The term “franchise” means the exclusive rights held by an individual or business entity to a business system with distinctive characteristics for marketing goods and/or services that have been proven successful and can be utilized and/or used by other parties based on a written agreement.

Point c

The term “technology transfer” means the transfer of the ability to utilize and master science and technology between institutions, agencies or individuals, both within the domestic environment and those from abroad to within the country and vice versa.

Point d

The term “joint branding” means that the use of two or more brands in a single product offering increases the economic value of a good and/or service.

Point e

The term “transfer of rights” means that the transfer of Intellectual Property rights from the rights owner to the rights recipient in accordance with the provisions of legislation.

Point f

The term “other forms of partnership” includes marketing Intellectual Property using strategic alliances, such as joint venture systems or using existing marketing systems but applying local wisdom in the form of modified partnership mechanisms.

Article 16

Section (1)

Sufficiently clear.

Section (2)

The term “other parties” includes educational institutions, the business world, the industrial world, community networks, and/or the media.

Article 17

Point a

Sufficiently clear.

Point b

The term “Intellectual Property management” includes improving the technical and managerial capabilities of Intellectual Property.

Point c

Sufficiently clear.

Point d

Sufficiently clear.

Article 18

Sufficiently clear.

Article 19

Point a

Sufficiently clear.

Point b

The term “special Financing scheme” means Financing by the Local Government through special programs in collaboration with financial institutions in the distribution of financing, or other financing schemes in accordance with the provisions of legislation.

Article 20

Sufficiently clear.

Article 21

Sufficiently clear.

Article 22

Point a

Sufficiently clear.

Point b

Sufficiently clear.

Point c

Sufficiently clear.

Point d

The term “electronic system integration” means that the data management of Local Government is used to produce accurate, up-to-date, integrated, and accountable data that is easily accessible and can be shared between regional agencies through fulfilling data standards, metadata, data interoperability, and using reference codes and master data.

Article 23

Sufficiently clear.

Article 24

Sufficiently clear.

Article 25

Sufficiently clear.

Article 26

Sufficiently clear.

Article 27

Point a

Sufficiently clear.

Point b

Sufficiently clear.

Point c

Sufficiently clear.

Article 28

Sufficiently clear.

Article 29

Section (1)

The term “facilitates” includes assistance in the form of convenience and consultation in the process of registering copyright and related rights, as well as registering industrial property rights for Creative Economy Actors.

Section (2)

Sufficiently clear.

Section (3)

Sufficiently clear.

Article 30

Sufficiently clear.

Article 31

Sufficiently clear.

Article 32

Sufficiently clear.

Article 33

Section (1)

Sufficiently clear.

Section (2)

The term the scope of the Regional Creative Economy Information System means comprehensive information on various aspects of the creative economy in the region, as information for the public, especially business actors. The current demand for information related to the creative economy in the region is increasing, necessitating the creation of information that is neat, structured, and easily accessible.

Article 34

Sufficiently clear.

Article 35

Sufficiently clear.

Article 36

Sufficiently clear.

Article 37

Sufficiently clear.

Article 38

Sufficiently clear.

Article 39

Sufficiently clear.

Article 40

Sufficiently clear.

Article 41

Sufficiently clear.

Article 42

Sufficiently clear.

Article 43

Sufficiently clear.

Article 44

Sufficiently clear.