Digital Data Exchange (DDEX)

Recording Data and Rights Standards (RDR)
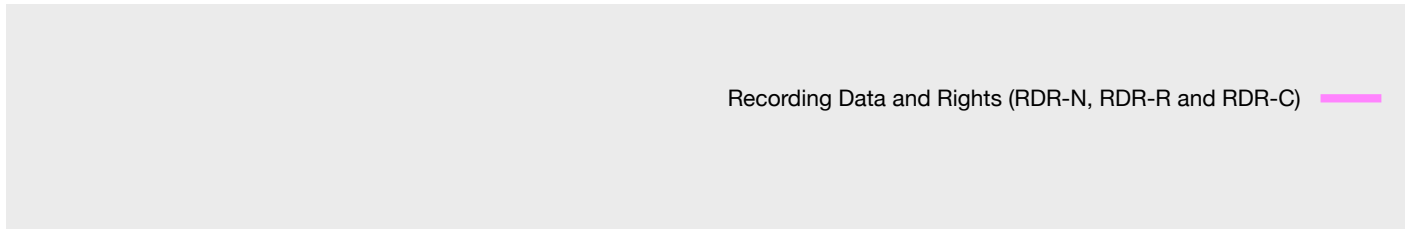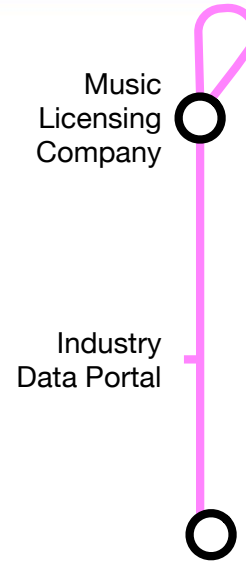
May 2024

DDEX standards

Electronic Release Notification Message Suite (ERN)
Media Enrichment and Description (MEAD)
Party Identification and Enrichment (PIE)
Catalogue Transfers
Digital Sales Reporting Message Suite (DSR)
Claim Detail Message Suite (CDM)

Musical Work Notification and Licensing (MWN/MWL/LoD)
Bulk Communication of Work and Recording Data (BWARM)
Recording Data and Rights (RDR-N, RDR-R and RDR-C)
Recording Information Notification (RIN)

Delivery of binaries (as part of another message)

© DDEX

Recording Data and Rights Standards

Music Licensing Company

Industry Data Portal

Recording Data and Rights (RDR-N, RDR-R and RDR-C) ▬

Four RDR standards

RDR standards

RDR Notification	RDR Revenue Reporting	RDR Rights Claim Conflict
Making claims for rights in a sound recording and/or music video to a music licensing company	Reporting revenue generated by a music licensing company to "sister" music licensing company or a record company	Notifying a rights controller of a rights claim in conflict and receiving a response to recalculate and resolve the conflict
RDR-N covers producers and performers		

RDR Communication Protocol
How to exchange RDR Messages

RDR now comes in four "parts"

RDR Part 1: Communication Protocol
How to exchange RDR Messages

RDR now comes in four "parts"

RDR Part 2: Notification

Making claims for rights in a sound recording and/or music video to a music licensing company

RDR-N covers producers and performers

RDR Part 1: Communication Protocol
How to exchange RDR Messages

RDR now comes in four "parts"

RDR Part 2: Notification

Making claims for rights in a sound recording and/or music video to a music licensing company

RDR-N covers producers and performers

RDR Part 3: Revenue Reporting

Reporting revenue generated by a music licensing company to "sister" music licensing company or a record company

RDR Part 1: Communication Protocol

How to exchange RDR Messages

RDR now comes in four "parts"

RDR Part 2: Notification

Making claims for rights in a sound recording and/or music video to a music licensing company

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RDR Part 3: Revenue Reporting

Reporting revenue generated by a music licensing company to "sister" music licensing company or a record company

RDR Part 3: Rights Claim Conflict

Notifying a rights controller of a rights claim in conflict and receiving a response to recalculate and resolve the conflict

RDR Part 1: Communication Protocol
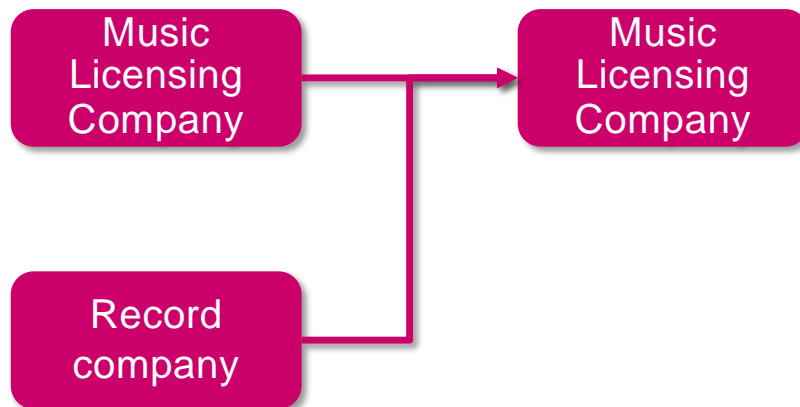How to exchange RDR Messages

RDR Choreography

RDR-N messages for record company claims

Music Licensing Company

Record company

RDR-N messages for record company claims

Music
Licensing
Company

Music
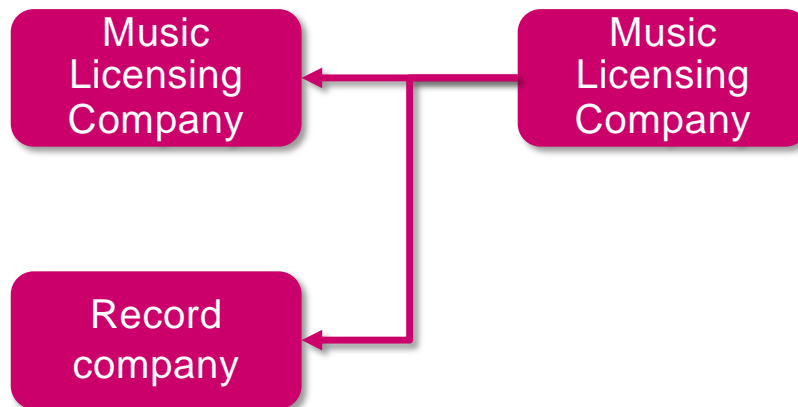Licensing
Company

Record
company

`DeclarationOfSoundRecordingRights` `ClaimMessage` for declaring claims and/or mandates

`RevokeSoundRecordingRightsClaim` `Message` for revoking such claims or mandates

RDR-N messages for record company claims
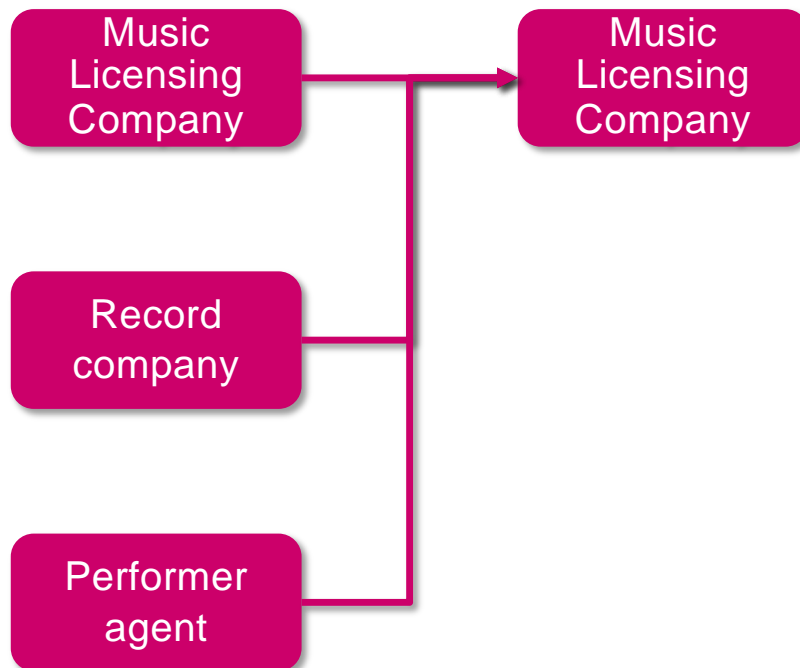
Music
Licensing
Company

RDR-N messages for record company claims


```
RequestSoundRecordingRightsClaim
Message
```
for requesting such claims or mandates

```
RightsClaimStatusUpdateMessage
```
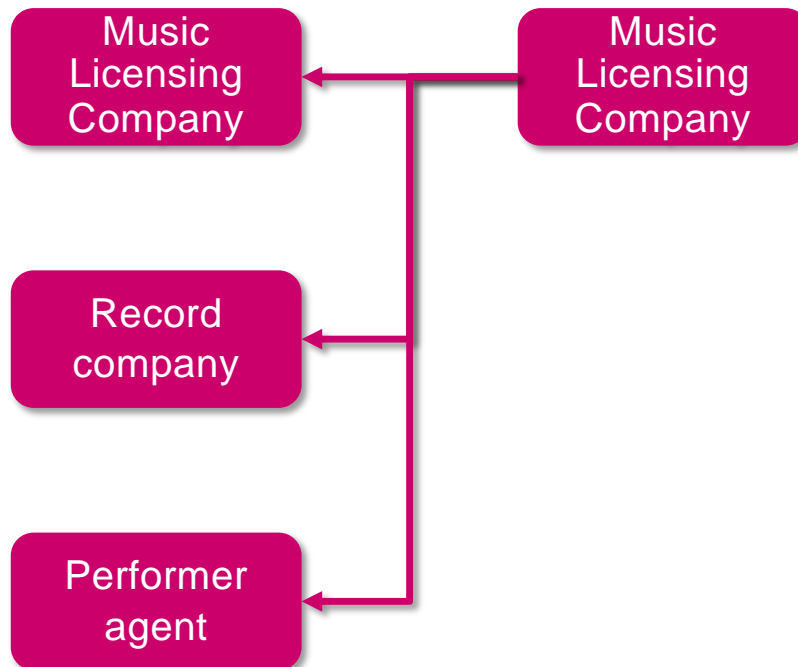to confirm status of a received claim

RDR-N messages for performer mandates

```
Music
Licensing
Company
```
→
```
Music
Licensing
Company
```

```
Record
company
```

```
Performer
agent
```

`AssertionOfCollectionMandate Message` for declaring performer claims or mandates
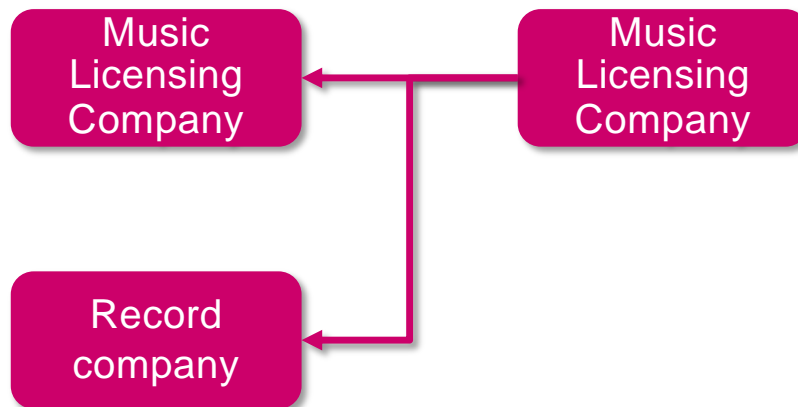
There is no request message

RDR-N messages for performer mandates

RevokeCollectionMandateMessage
for revoking performer claims or mandates

AssertionOfCollectionMandate
StatusUpdateMessage to confirm
status of a performer claim or mandate

RDR-R for revenue reporting

```
┌─────────────┐                    ┌─────────────┐
│    Music    │ ◄──────────────── │    Music     │
│  Licensing  │                    │  Licensing   │
│   Company   │                    │   Company    │
└─────────────┘                    └─────────────┘

┌─────────────┐
│   Record    │ ◄────────────────────
│   company   │
└─────────────┘
```
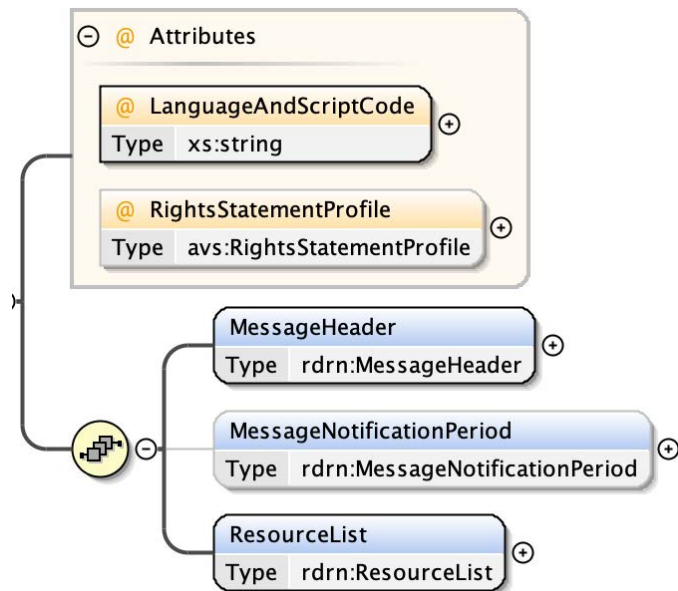
`RevenueDeclarationMessage` for providing revenue figures

RDR-N also contains two revenue reporting messages for compatibility reasons

RDR Notification

RDR-N structure

Sound recording/music video rights
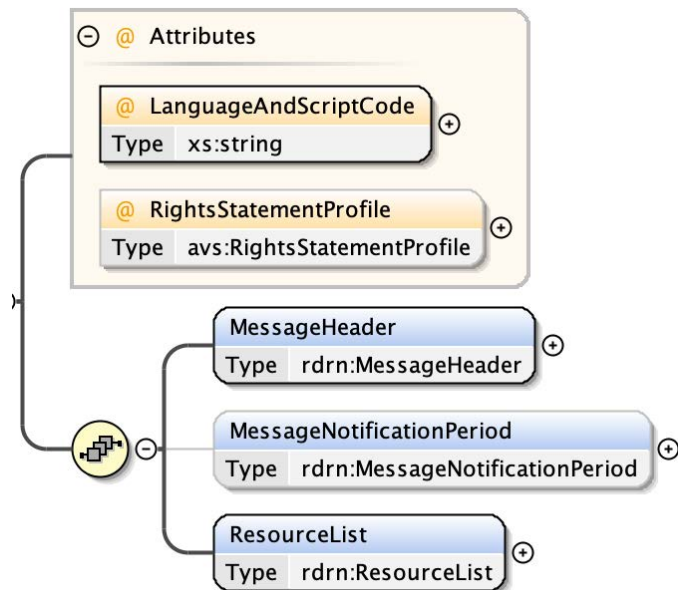claim message

RDR-N structure

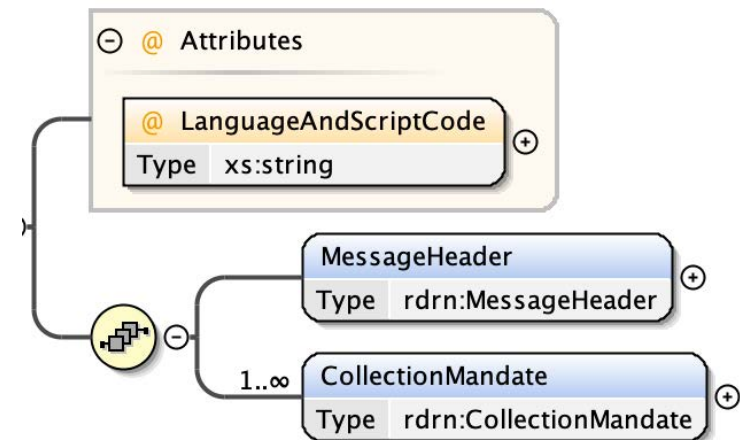Sound recording/music video rights claim message

RDR-N structure

Sound recording/music video rights claim message

Assertion collection mandate

RDR-N structure
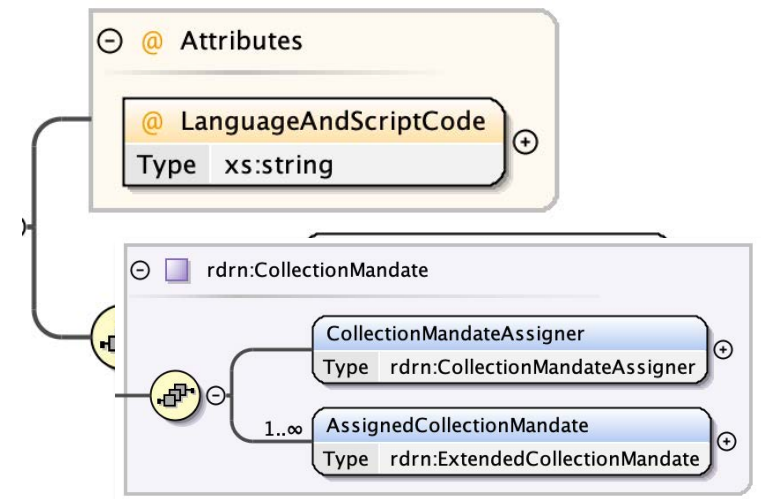
Sound recording/music video rights claim message
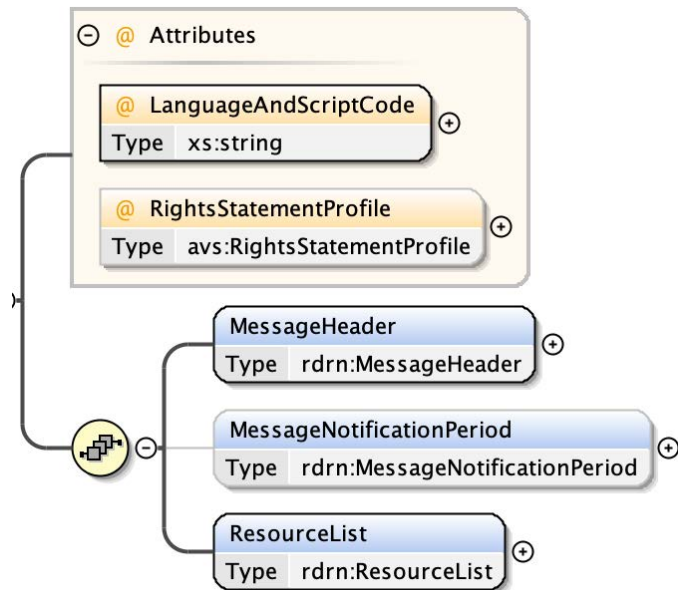
Assertion collection mandate

Two "profiles" developed

- Core data profile
  - "….sufficient data for many music licensing companies to register a recording…."

- Recommended profile
  - "....generally sufficient for many music licensing companies to allocate revenue when the recording is used and to pay out within the next distribution…."

New functionality in RDR-N version 1.5

- Enhances communication of
  - Rights claims in sound recordings and music videos
  - Collection mandates granted to the music licensing companies by the record companies
- Support for local agreements where a session musicians' union asserts right claims
- Support for library music and "specially commissioned music"
  - Update to `OriginalPurpose` allowed value set
  - Introduction of `CommercialAvailability` flag
- Changes to the `HostSoundCarrierComposite`
  - To accommodate the reporting of compilations for private copying levy

RDR Revenue Reporting

Technical basics

- Standard contains two reporting messages

- XML is not best-suited for "tabular data"

- Uses TSV in the same way as DDEX's DSR and CDM standards
  - 1st delimiter: tabulator
  - 2nd delimiter: pipe `Lennon|McCartney`
  - Delimiters can be "escaped"
  - UTF-8 to handle all scripts and languages

RDR-R Structure

- Standard defines different record types
  - Header and footer
  - Summary records
  - Producer revenue record

- New records can be created for performer requirements

- Records contain IDs for referencing within report

RHEA – Header Record

RS01 – Statement Summary Record

RS02 – Allocated Party Summary

⋮

RS02 – Allocated Party Summary

RD01 – Details for Sound Recordings

RD02 – Details for Music Videos

RD03 – Other Details

⋮

RDxx

RFOO – Footer Record

Industry projects using RDR-N

Repertoire Data Exchange (RDx)

- Project by WIN and IFPI, operated by PPL
- Goals
  - Increase music licensing companies' access to "authoritative registrations of repertoire"
  - To enable "accurate, efficient and timely distribution"
- Communication mechanisms use RDR-N

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Data Sources (e.g. record companies)

Recipients (i.e. MLCs)

1. Submit repertoire data

2. RDX by IFPI & WIN — Centralised rights conflict detection

3. Subscribe to receive repertoire data

4. Send back status updates for every recording based on local system status

5. Receive status updates and act on any identified rights conflicts or quality issues

Repertoire Data Exchange (RDx)

Steps 1 & 3

- DeclarationOfSoundRecording
  RightsClaimMessage

- RevokeSoundRecordingRights
  ClaimMessage

Steps 4 & 5

- RequestSoundRecordingRights
  ClaimMessage

- RightsClaimStatusUpdate
  Message

Data Sources (e.g. record companies)

Submit repertoire data ①

Receive status updates and act on any identified rights conflicts or quality issues ⑤

RDX by IFPI & WIN

② Centralised rights conflict detection

Recipients (i.e. MLCs)

③ Subscribe to receive repertoire data

④ Send back status updates for every recording based on local system status

VRDB

- The VRDB system provides
  - Centralised system to identify recordings and works
  - Exchange performers' information to run distributions locally

- Benefits
  - Reduced workload by increasing automation
  - Standardised processes
  - Common communication format
  - Increased transparency
  - Increased exchange of revenue cross border
  - Reduce costs for rights holders
  - Support the development of performance rights management

VRDB concepts

- Common means of clustering recordings which appear to be duplicates
- Global repertoire stored and maintained in one place
- Allows data to be submitted, queried, processed, and extracted for the benefit of all members
- Single version of a recording or a work
- Scalable technical solution
- Commonality of matching algorithms and validation
- Central repository for usage information/play lists
- Support standardised timing and synchronisation of processes