

VIDEO AND COMPUTER GAME LAW SEMINAR
Summer Term 2008
Syllabus

Instructor: Professor Lipson

Days & Times: Wednesday Evening, 6:30 p.m. - 8:20 p.m.

Required Text: Video and Computer Game Law, Lipson (To be available for download).

- I. Course Content:** The video game industry has been growing exponentially. So too have the legal issues that have managed to intertwine themselves with this relatively recent phenomenon. The course will briefly touch upon all legal aspects of the video game industry. Topics include but are not limited to: Intellectual Property, Contracts, Media Regulation and Media Liability. Students cannot obtain credit for both this course and the non-seminar course "Video Game Law."
- II. Classroom Expectations:** Substantial written work and substantial classroom participation will be expected. While the subject matter of the course is intended to be enjoyable and entertaining; those who believe that it will be an easy "lay-back" course are seriously misinformed.
- III. Grading:** A substantial portion of the student's grade (approximately 80%) will be derived from a combination of his or her research paper and class presentation of that paper. The remaining 20% will be based upon the student's attendance, class participation and critiquing of peers. There shall be no final examination.
- IV. Student Research Papers:** The student papers (between 20 and 30 pages in length) shall adhere to a strict schedule with substantial deductions for missed deadlines. The deadlines are (To be set during first class):
- (1) Title and brief description: Due by Noon, June 11, 2008.
 - (2) Detailed outline and introductory paragraph: Due by Noon, June 18, 2008.
 - (3) Rough draft: Due by Noon, June 25, 2008.
 - (4) Final paper: Due by Noon, July 2, 2008.
- V. Conduct:** As a matter of courtesy to your classmates and professors, you are expected to be on time. Cell phone ringing is a form of disturbance and will not be tolerated. Surfing the Internet is even more rude, more distracting and always obvious to the professor and surrounding students.

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VI. Class Schedule: Because the class meets on a limited basis, it is presumed that the student will devote the extra time to his or her paper. Extra class time may be scheduled to accommodate paper presentations (Subject to the total number of students enrolled).

1. **Week 1** [06/04/08] - Introductory Lecture (History/Product Development).
2. **Week 2** [06/11/08] - Lecture (Intellectual Property/Exploitation). Title of Paper Due
3. **Week 3** [06/18/08] - Video Presentation. Outline/Introductory Paragraph Due
4. **Week 4** [06/25/08] - Lecture (Regulation & Liability). First Draft of Paper Due
5. **Week 5** [07/02/08] - Final Paper Due

Student Presentation 1:
Student Presentation 2:
Student Presentation 3:

6. **Week 6** [07/09/08] -

Student Presentation 4:
Student Presentation 5:
Student Presentation 6:

7. **Week 7** [07/16/08] -

Student Presentation 7:
Student Presentation 8:
Student Presentation 9:

7. **Week 8** [Subject to Student Accommodation] -

Student Presentation 10:
Student Presentation 11: