



Computer and Video Game Law: Cases and Materials (Carolina Academic Press Law Casebook)

Ashley Saunders Lipson, Robert D. Brain

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Fun and games have become serious business as evidenced by the rapidly expanding, multi-billion dollar, global computer and video game industry. The relatively new entertainment medium has been growing exponentially and so, too, have its legal difficulties. This new casebook, with its problems and exercises, deals with all aspects of this fascinating phenomenon, including: Product History and Development, Intellectual Property, Commercial Exploitation, and Regulation. The cases guide the reader down a colorful path of disputes involving such familiar hardware names and game titles as: Magnavox, Gameboy, Nintendo, Playstation, Pong, Pacman, Space Invaders, Tetris, Tomb Raiders, Frogger, Galaxian, Asteroids, Donkey Kong, Pete Rose Baseball and Doom. The casebook is suitable as a primary text for both classes and seminars.

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