

CS 6457 Video Game Design and Programming: The legal side of video game design and development

1. Which of the following is not a common type of intellectual property used in video game development?

- A. Copyright
- B. Trademark
- C. Patent
- D. Industrial design

2. Which of the following is not a common type of contract used in video game development?

- A. Employment contract
- B. Non-disclosure agreement
- C. License agreement
- D. Development agreement

3. Which of the following is not a common type of dispute that can arise during video game development?

- A. Copyright infringement
- B. Trade secret misappropriation
- C. Breach of contract
- D. Fraud

4. Which of the following is not a common type of remedy that may be available to a party in a video game development dispute?

- A. Injunctive relief
- B. Damages
- C. Royalties
- D. Criminal sanctions

5. Which of the following is not a common type of risk that can arise during video game development?

- A. Infringement of third-party intellectual property rights
- B. Failure to comply with applicable laws and regulations
- C. Poor quality of the final product
- D. Delay in release of the final product

Answer Key: 1. D, 2. D, 3. D, 4. D, 5. C