

Lecture 12

Law 115 Rachael Vaughn

Agenda

- Extra Credit due
- Aside from 221B Con
- Review Session
- Guest Speaker: Spotting Real Life Issues in Gaming Law (Jill Yamagiwa)

Asides from 221B Con





http://youtu.be/vPLsFTOpCRU

Review Session



Agenda

- 1. Evaluations
- 2. Exam
 - a. Exam Structure
 - b. How to Study
 - c. Review
- 3. Sample Essay Question
- 4. Open Q&A

Exam Structure

Types of Questions:

- True/False
- Fill-in-the-blank and short answer
- Multiple Choice
- Short Essay

Time: 2 hours

Test Aids: You may use the following items as reference material for this exam: handwritten or typed notes, printouts of PowerPoint slides and/or class handouts, and the class textbook. You may not use outside materials such as additional textbook or the Internet

How to Study

- Review class notes (your own and PowerPoint slides)
- Review assignments
- Do a practice exam
- Explain one of the key concepts we covered in class to a friend
- Answer some of the high level questions listed in this presentation in your own words

Review: Legal System

- Basic structure of courts in the US
- 2. Which types of cases are heard in state court?
- 3. Which types of cases are heard in federal court?

Review: IP Rights

- 1. Five types: copyright, patent, trade secret, trademark, rights of publicity
- 2. Why do legal systems provide these rights?
- 3. What can be protected under each type of IP right?
- 4. How long does protection last?
- 5. What are the defenses to infringement?

Review: Contracts

- 1. What are the requirements for a valid contract?
- 2. What are typical terms found in a contract and what do they mean? (e.g., indemnification, choice of law)
- 3. What are some techniques for negotiating contracts?
- 4. How do parties enforce contract rights and what remedies can they expect?

Review: Business Entities

- 1. What are the main types of business entities?
- 2. What are the advantages and disadvantages of each?
- 3. How does one go about forming a business?

Review: Special Topics

- Creative Commons
- Typical transactions in game development and publishing
- Apple v. Samsung
- Basic trends in IP law

Guest Speaker: Spotting Real Life Issues in Gaming Law (Jill Yamagiwa)



Legal Issues in Gaming

Jill Yamagiwa, Wong Fleming P.C.

What kind of legal issues come up in video games?



Xbox One Xbox 360

TERMS OF USE

Posted: October 2013 Effective: November 2013

IF YOU LIVE IN THE UNITED STATES, SECTION 7 CONTAINS A BINDING ARBITRATION CLAUSE AND CLASS ACTION WAIVER. IT AFFECTS YOUR RIGHTS ABOUT HOW TO RESOLVE ANY DISPUTE WITH MICROSOFT. PLEASE READ IT.

Related Links

- · Xbox.com Terms of Use
- · Code of Conduct

Thank you for choosing Microsoft! This is an agreement between you and Microsoft Corporation (or based on where you live one of its affiliates) that describes your rights to use the software and services identified in section 1.1. For your convenience, we have phrased some of the terms of this Agreement in a question and answer format. You should review the entire Agreement because all of the terms are important and together create a legal agreement that, once accepted by you, applies to you.

1. Scope of Agreement, acceptance, and changes

- 1.1. What services are covered by this Agreement? This Agreement applies to Xbox games, content, applications and services, including Xbox Live, SmartGlass, Games for Windows-Live, Xbox Video, Xbox Music, and Windows Phone Store/Marketplace (including any store provided under the brand of a Windows Phone partner that links to this agreement) including services or software that allow you to stream, download, view or use certain digital content such as music, video, games, applications and other content that Microsoft makes available from time to time (the "Services"). The Services may be accessed from the Xbox One console, the Xbox 360 console, a personal computer, mobile device, portable media player, or other devices, each as authorized by Microsoft (each an "Authorized Device"), or online. When using the Services, you must abide by these terms ("this Agreement").
- **1.2.** Are there additional terms for using the Services? Our goal is to create a safer and more secure environment so when using the Services, users must abide by the following, all of which are part of this Agreement:
 - · These Terms of Use
 - The Xbox Live usage rules (http://www.xbox.com/usagerules)
 - The Microsoft Anti-Spam Policy (http://go.microsoft.com/fwlink/?LinkId=117951); and

Contracts

- ► Terms of use or terms of service
- Developer agreements
- Publisher agreements
- Content licensing agreements
- Music licensing agreements
- Merchandising agreements
- Distribution agreements
- Retail agreements



Privacy law

- ► Tort law
- "Shine the Light"
- ► Video Privacy Protection Act



Kinect cover offers '100 percent privacy' for Xbox One users

By Emily Gera on Nov 14, 2013 at 11:00a @twitgera



























POWER RANGERS SUPER MEGAFORCE: LEGACY

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Prank You Very Much





Super Brawl 3

The Final Slice Big Bread Booty



Mini Putt

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IN THEATERS FRIDAY









PRIVACY POLICY / YOUR CALIFORNIA PRIVACY RIGHTS | TERMS OF USE | COPYRIGHT COMPLIANCE | SITEMAP NEWSLETTER | SAFETY GUIDE | GROUND RULES | PARENTS | REPORT A CONCERN | CLOSED CAPTIONING CONTACT | AD CHOICES

Kids and the Law

- Enforceable contracts
- Children's Online Privacy Protection Act (COPPA)
- Ratings
- In-app purchases
- South Korea

Other Issues

- Patents
- Non-disclosure agreements
- Non-competes
- **Commerce**

Questions?