
ENTERTAINMENT LAW & PRACTICE

2010 Supplement

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PREFACE

The changes to the legal regimes and business models that impact entertainment law continue to evolve at a tremendous pace. Most of the materials added in the 2005 and 2007 supplements remain in this supplement as well, including the critical decision of *MGM Studios, Inc., v. Grokster*, which has substantially revised secondary liability doctrine for copyright.

This edition of the supplement adds a new Chapter 18, Video Games, Virtual Worlds and Social Media. As these media have grown in economic importance, they have also begun to transform the transactional landscape and change the expectations in traditional media.

This edition retains and updates Chapter 17, Visual Arts and Cultural Artifacts, first added in 2007. As globalization has taken root in every area of practice, the traditions surrounding artifacts have undergone a revolution in the legal and business practices surrounding museums and their collections. Suddenly, the impact of moribund treaties is making headlines around the world.

Based on faculty requests, I have included a small portion of the material that I originally made available in the Teacher's Manual in this supplement, so that is available for all students. Other material from the Teacher's Manual may also be appropriate for such distribution, so I encourage the classroom reproduction of the Teacher's Manual materials whenever you feel they are appropriate.

Finally, my thanks go out to Jacqueline A. Olson, my research assistant who provided such able assistance on this update.

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