

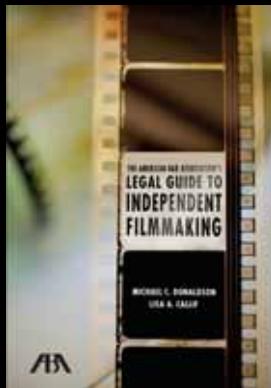
THE AMERICAN BAR ASSOCIATION'S LEGAL GUIDE TO VIDEO GAME DEVELOPMENT

EDITED BY ROSS DANNENBERG

The American Bar Association's Legal Guide to Video Game Development is the authoritative handbook you need to develop your video game from idea through publication. Written by experienced lawyers who work closely with software and video game developer clients, this is the inside guide to the process of taking an idea and creating a product, from beginning to end. Included in each chapter are the relevant forms, agreements, and contracts for that phase of development, as well as tons of helpful tips on negotiation and decoding legalese. You'll learn the in's and out's of the legal aspects of video game development including:

- Patents, Copyright and Trademarks
- Business and Finance Issues
- Risk and Insurance
- Intellectual Property Agreements
- The Children's Online Privacy Protection Act
- Publishing Your Game
- Licensing and Open Source Material
- EULAs and Terms of Use

An included CD-ROM features templates of the end-user license agreements, terms of use, and nondisclosure agreements you'll need! This is a practical, prescriptive book perfect for entertainment and intellectual property lawyers; established video game developers; art, design, trade, and law schools; or just burgeoning artists with an idea.



Another American Bar Association Legal Guide...

THE AMERICAN BAR ASSOCIATION'S LEGAL GUIDE TO INDEPENDENT FILMMAKING

BY MICHAEL C. DONALDSON AND LISA A. CALLIF

This is the authoritative handbook you need to lead you through the legal morass of producing an independent film, from the moment you get the crazy idea to do such a thing, through financing, development, principal photography, distribution, and the too-often overlooked subject of delivery. Each chapter contains a general road map for the phase of filmmaking covered by that chapter, including the relevant forms and contracts, plenty of explanatory info and some select negotiating tips. CD-ROM included

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