
ENTERTAINMENT LAW & PRACTICE

2012 Supplement

Jon M. Garon

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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, 2007, and 2012 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 updates Chapter 18, Video Games, Virtual Worlds and Social Media which was first added to the 2010 Supplement. 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Based on faculty requests, I have included a small portion of the material that I originally made available in the Teacher's Manual in this supplement, so that is available for all students.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 Luke Bubenzer who has worked on the forthcoming second edition of the casebook, much of which is included in the supplement, as well as Jacqueline A. Olson, my research assistant on the 2010 supplement.

All questions, comments, and inquiries should be directed to me, Jon M. Garon, Director, NKU Chase Law & Informatics Institute and Professor of Law, Northern Kentucky University Chase College of Law at phone number 859-572-5815 or email Garonj1@nku.edu.