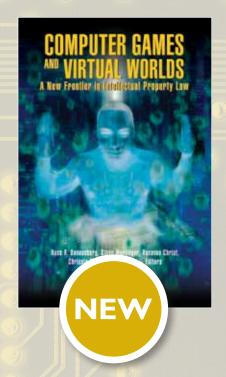
EXCLUSIVE BENEFIT FOR BANNER & WITCOFF, LTD. CLIENTS

As a client of Banner & Witcoff, Ltd., please take advantage of a special ABA book discount.

SAVE 20% WHEN YOU ORDER THE NEW BOOK, COMPUTER GAMES AND VIRTUAL WORLDS: A NEW FRONTIER IN INTELLECTUAL PROPERTY LAW,

EDITED BY BANNER & WITCOFF, LTD. ATTORNEY, ROSS DANNENBERG.
OFFER THROUGH DECEMBER 31, 2010.



COMPUTER GAMES AND VIRTUAL WORLDS: A New Frontier in Intellectual Property Law

As the uses and ubiquity of video games and virtual worlds expand, the legal issues they raise grow more complex and commonplace. These issues include the traditional areas of intellectual property law, namely, copyright, trademark, patent and trade secrets, as affected by contractual issues arising from the end user licensing agreements (EULA) and terms of service (ToS) promulgated by each video game and virtual world proprietor.

This book explores and discusses how to obtain these traditional rights in the non-traditional settings of video game and virtual world environments, and serves as a primer for legal practitioners researching these emerging legal issues. Each chapter addresses, in order, end user license agreements, copyrights, patents, trademarks, and trade secrets, as addressed by U.S. law. The book also includes a commentary on international legal issues stemming from the multi-national user-base and foreign operation of many virtual worlds.

CONTENT INCLUDES:

- End-Users License Agreements:
 The Private Law in Video Games and Virtual Worlds
- Copyright Law Implications in Video Games and Virtual Worlds
- Real-World Patent Issues for a Virtual World
- Implications of Video Games and Virtual Worlds in Trademark Law
- Implications of Video Games and Virtual Worlds and the Law of Trade Secrets
- International Considerations of Virtual Worlds

Product Code 5370172

\$69.95; \$59.95 for ABA Members; \$55.95 for ABA-IPL Members

Special 20% for Banner & Witcoff, Ltd. Clients - \$55.95; \$47.95 for ABA Members; \$44.75 for ABA-IPL Members



