Ross A. Dannenberg authors a book titled: “The American Bar Association’s Legal Guide to Video Game Production”

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The American Bar Association’s Legal Guide to Video Game Development is published by the American Bar Association (ABA), and is the authoritative handbook on producing a video game. Included in each chapter are the relevant forms, agreements, and contracts for that phase of production, as well as tons of helpful tips on negotiation and decoding legalese. 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. You’ll learn the in’s and out’s of the legal aspects of video game production 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

It’s 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.
Please click here for information on ordering The American Bar Association’s Legal Guide to Video Game Development.
About the author:
Ross A. Dannenberg is a shareholder in the Washington, DC office of Banner & Witcoff Ltd., and handles a wide-range of intellectual property issues, with experience in Internet, e-commerce, telecommunications, computer software and video game-related issues. With a background in computer science, Mr. Dannenberg has prepared and prosecuted hundreds of patent applications in a variety of technical fields, including mobile and traditional telecommunications,

computer software, video games, and Internet and business method inventions. He has substantial experience with intellectual property protection of video games, including patent and copyright protection, copyright clearance and licensing, and has experience with entertainment, copyright, trademark and domain name related matters.

Mr. Dannenberg is an adjunct professor of copyright law at George Mason University School of Law. Mr. Dannenberg is also the Editor-in-Chief of the Patent Arcade website, a legal blog discussing intellectual property protection of video games.

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