

MVV296K Interactive Entertainment Law

Lecture 2

In-Class Exercise: Legal Analysis of a Video Game Cloning Case

Instructions:

1. **Form Groups:**

Break into small groups of 3–4 students. Each group will represent either:
The **plaintiff** (the original game developer claiming their game was cloned).
The **defendant** (the accused developer, arguing for fair use / fair dealing or no infringement).

2. **Analyse the evidence:**

Watch the following video: <https://www.youtube.com/watch?v=OhSbYzPjL4A>

3. **Prepare a legal brief supporting your side:**

Address the following issues:

- **IP infringement:** Did the defendant unlawfully copy protectable elements of the game (e.g., storyline, characters, mechanics)?
- **Originality vs. Inspiration:** How do copyright and trademark law define "cloning" versus permissible inspiration?

4. **Prepare a Short Presentation:**

Each group will prepare a 2–3 minutes summary of their legal brief.