

# MVV296K Interactive Entertainment Law

## Lecture 3

### In-Class Exercise: Exploring Video Game Patents for Innovation

#### Instructions:

1. **Form Groups:**

Break into small groups of 3–4 students, each representing the R&D team of a start-up video game company. Your task is to identify opportunities for innovation by exploring patents in the video game industry.

2. **Search and Analyze Patents:**

Each group should research and identify three types of video game-related patents:

- **Expired Patent:** A video game patent that has expired, allowing anyone to use the invention freely.
- **Hardware-Based Patent:** A patent focused on physical gaming equipment or devices (e.g., controllers, VR headsets).
- **Software-Based Patent:** A patent focused on gaming software (e.g., AI algorithms, game mechanics).

Use public databases like [Google Patents](#) or national patent office databases to conduct your search.

3. **Evaluate and Brainstorm:**

For each patent, consider its potential for innovation:

- **Expired Patent:** Could your team enhance or repurpose this invention?
- **Hardware Patent:** Could you develop a better, more affordable, or more user-friendly version?
- **Software Patent:** Could you refine the algorithm, integrate it into a new game, or apply it in a novel context?

4. **Prepare a Short Presentation:**

Each group will prepare a 2–3 minutes summary of their innovation ideas.