

MVV296K – Interactive Entertainment Law 2024

Coursework

Write a case comment

The objectives are to:

- Choose a case on which you would like to comment
- Identify the purpose and format of the case comment
- Engage in a discursive argument about a judicial decision
- Plan and write the commentary

Case comments are short pieces of academic writing about judicial decisions. For our purposes, keep the word limit under **1,500 words, including footnotes** (approximately 5 standardised pages).

A case comment can have a number of different purposes. You can choose a case in order to:

- Examine the context of the judgement and the argument presented by the parties;
- Explain the background of the case and the implication it may have on the area of law in the future;
- Create a comparison between this and another case; or
- Present two or more points of view on issues arising in the case.

The comment should include an introduction, a brief description of the facts, a main body where you engage in a legal analysis, and a conclusion.

Choose one from the following cases:

1. *Bethesda Softworks v. Warner Bros. and Behaviour Interactive* (US copyright infringement case; modding)
2. *Manchester United Football Club Ltd v Sega Publishing Europe Ltd & Anor* (UK trademark infringement case)
3. *MDY v Blizzard* (US copyright infringement case; cheating)

Make sure **to reference properly**. This means that you should not copy and paste from articles, cases and legislation, but you should use your own words. If you borrow any text or ideas from any other source, you need to put them in quotation marks and provide a reference in a footnote or endnote to the source, its author, the page or paragraph number, date of publication, as applicable. You can use any citation system that you are familiar with, Harvard, OSCOLA, or the MLA.

You should submit it to the homework vaults in the Information System by Sunday, 5th January 2025, midnight.