

In class, we have begun to take a look at intellectual property law. We are particularly interested in intellectual property ideas as they relate to software or digital media. For this project, you should find an example where these ideas fit into the real world. Most likely this will take the form of a court case where one party believes/believed their intellectual property i.e. copyright or patent is/was being violated. You will research the case or situation, discuss it within your group, and then present your research and conclusions to the rest of the class. The schedule for this project is as follows:

Thursday (4/8): Lecture and discussion on current intellectual property law. Select a case and inform your instructor on which you have selected. Assign tasks within your groups.

Tuesday (4/13): Time to research your case/topic and plan presentation

Tuesday (4/20): Teams will present cases and evaluation of cases in class. You should also do a brief write-up of your evaluation and have it ready to turn on Monday. The presentation should include information upon the case, information about the laws upon which the case was based, and an evaluation of the verdict. For the presentation, one interesting option is to present the case with half of your team representing each party in the case.

Some possible cases/topics:

- Digital Millennium Copyright Act (criminalizes use of devices to get around intellectual property laws as they apply to digital media)
- I4i vs. Microsoft (over Word and XML usage)
- SCO vs. Novell/IBM (UNIX OS)
- Hollywood movie studios vs. RealNetworks (RealDVD profuct)
- Vernor v. AutoDesk (first sale doctrine for the usage of software purchased at garage sale)
- Vicacom vs. YouTube/Google (for showing unauthorized clips) X