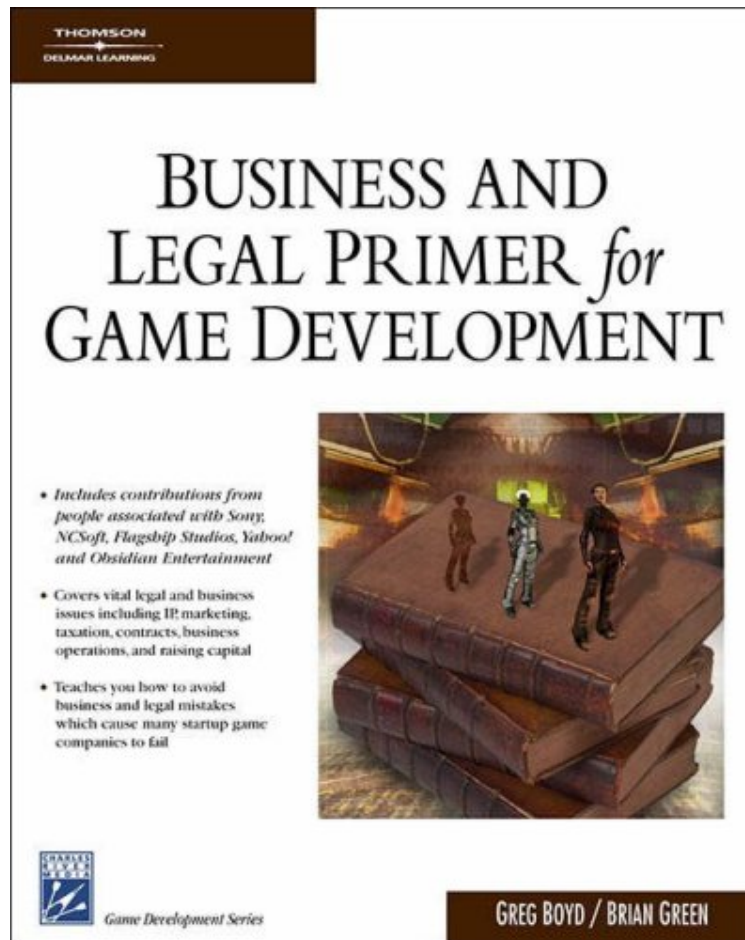


## Business Legal Primer for Game Development

From Brand: Charles River Media  
audiobook | \*ebooks | Download PDF | ePub | DOC



 Download

 Read Online

#519034 in Books Charles River Media 2006-11-10Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 1.47 x 7.70 x 9.54l, 2.60 #File Name: 1584504927475 pages | File size: 75.Mb

**From Brand: Charles River Media : Business Legal Primer for Game Development** before purchasing it in order to gage whether or not it would be worth my time, and all praised Business Legal Primer for Game Development:

0 of 0 people found the following review helpful. Interest in the video game industry? MUST READ!By RMorI am a law student interested in intellectual property, specifically in the realm of video games. I also work for an independent game developer and am confronted with a lot of difficult legal questions daily. There are plenty of blogs/books/how-to guides around the internet that attempt to remedy some of these problems I commonly face, but none have come close to being as clear, concise, and truly helpful as this book.If you are a developer and want to try and understand some of the basics of the industry (TRUST ME! It's something most developers don't think about but absolutely should!) this book is a must-own.If you are a law student interested in IP, even non-game related, this book does a great job of discussing current issues and digging deeper into actual contracts and clauses than even most school courses do. If you are an attorney, what are you waiting for? Games are the future and where the money is. Buy this book and brush up on an industry that is exploding. It will pay for itself a thousand times over.0 of 0 people found the following review

helpful. AmazingBy jdmilesThis book is dated and is no longer available, but it is also the only published reference for this content. Very strong and solid discussion of copyright laws, contracting issues, and the different type of business entities. We used this book in our Business Management course as part of the Simulation and Game Development curriculum until we could no longer obtain copies of the book and have changed the course out with a different one. IMO all indie game developers should have this book on their shelf0 of 1 people found the following review helpful. Lawyers love to talkBy D. EckhartThis book is a compilation of information by a number of prominent video game lawyers and businessmen. There is a lot of information in the book, and as far as I know it's all accurate. Much of it is common sense, but some of it is very technical.The only problem is that lawyers love to talk. About 1/3 of each chapter is important information, the other 2/3 are usually jokes and silly examples.Even so, this is a good book for learning the basics. The section on Intellectual Property is very significant, as is the section on video game contracts.Tax laws and things like that are always in flux, and that is one of the things that the book covers, but even if they do change slightly, this will book will prepare you for the basics.In general, this book is great for the student or gamer who wants a clue about what it's like to run a business.For anyone who has an MBA, or is actually thinking about running a business, you should probably already know these things, or else have hired someone who knows them to do the accounting and legal work for you.

Business is an important part of making games and the legal aspects have also become significant. Business and Legal Primer for Games explores the major legal and business issues involved in game development with a particular focus on starting a business. The book contains practical introductory sections on business and legal problems that members of the development community are often confronted with. These problems include business structure, contracts, employment law, taxation, and IP. Those seeking to start their own game development company will receive invaluable information regarding getting started, basic business operations, marketing, licensing intellectual property, and exit strategies. Business and Legal Primer for Games is the ideal starting point with any who has ever wanted to start a game business and an excellent reference of information for those who already are involved in game development.

About the AuthorGreg Boyd is an attorney with Kenyon Kenyon LLP in New York. He has represented some of the most prominent game companies in the world; his practice includes IP counseling and litigation for both publishers and developers. As a member of the International Game Developers Association IP Rights Committee, he was an author and editor on the International Game Developers Association IP Whitepaper. Dr. Boyd has spoken at several national conferences including AIPLA, GDC, Austin Game Conference, and State of Play. His commentary on business and law in the game industry has appeared in national publications including Fortune, Forbes, Game Developer Magazine, and Gamasutra. He sits on the Board of Advisors for Mobygames. Dr. Boyd obtained M.D. and J.D. degrees from the University of North Carolina at Chapel Hill.Brian Green, often known by the online pseudonym of "Psychochild", is an experienced online game developer. He is co-editor a co-author of this book. Brian received degrees in both Spanish and Computer Science with a minor in Business. He started his professional career in 1998 working on the classic online RPG, Meridian 59 (<http://www.meridian59.com/>). He then left to work at the now defunct Communities.com on The Palace, a noted graphical chat product. Brian later started Near Death Studios, Inc. with fellow former Meridian 59 developer Rob "Q" Ellis II. In late 2001, the company had the opportunity to purchase Meridian 59 and work on it again. In May of 2002 Meridian 59 was commercially re-launched. Brian has maintained Meridian 59 and ran the business side of Near Death Studios, Inc. He is a frequent speaker at game industry conferences and shares his experiences in developing independent games and running a business.