The gaming industry has developed into a significant area of growth. Video and computer games raise fascinating legal questions in particular in the fields of intellectual property law, media law, distribution law, unfair trade practice and data protection law. Given the dynamics and speed of innovation as well as user demands on video and computer games foremost in the online sector, numerous legal issues are yet to be resolved.

This first Handbook dealing with video and computer games in the European market brings together an international team of experts addressing a broad range of legal questions that are relevant to the business. The authors reflect on the current state of the legal debate and discuss pragmatic solutions for the German market (in German language). In addition, the editors and the team of international authors offer a widely spread overview on the legal situation in nine other European countries (in English language).
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The editors, Alexander Duisberg and Henriette Picot, as well as the team of authors formed around a core group of partners from Bird & Bird LLP and include renowned industry and justice representatives. Their knowledge of the gaming industry is based on long-standing, comprehensive experience in the area of intellectual property law, with a special focus on technology law, and in all related contract and distribution law as well as regulatory issues, as well as on the close links with the firm’s media practice.

The handbook offers attorneys and decision-makers cutting-edge orientation regarding the relevant legal questions and possible solutions.


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