

Minnesota State University Moorhead

EIT 463: Entertainment Case Law

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites:

This course requires both of these prerequisites

PARA 350 - Contract Law and Drafting

EIT 261 - Legal and Ethical Issues in Entertainment

Corequisites: None

MnTC Goals: None

This course will closely and critically analyze the major cases that define various concepts of the entertainment industry. This will include seminal cases in the area of Fair Use, Co-Authorship, Royalties, Film Distribution and other essential entertainment sector aspects. Methodology will be via readings and briefing of US case law. We will also spend time explaining how the court system of the United States works.

B. COURSE EFFECTIVE DATES: 02/02/2017 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Emerge from this class with a clear ability to critically read and effectively analyze decisions from US Appellate Courts and the US Supreme Court related to the above mentioned content areas.
2. Write concise and effective legal arguments in the form of a brief, legal memorandum, or other such document.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted