**Computer Law 2020**

**1st Assignment and Abbreviated Syllabus**

**Berkeley School of Law, Fall 2020, 276.4 sec. 001**

*Prof. Dr. Lothar Determann*

Welcome students, to Computer Law 2020 at Berkeley School of Law.

**Dates and times**: We meet on Wednesday mornings from 8 to 9:50 AM during the first 7 Wednesdays of the semester (August 19 and 26, Sept. 2, 9, 16, 23 and 30). I have scheduled a couple of extra Wednesdays at the end, just in case we have to reschedule any of the regular sessions (October 7 and 14).

**One Unit, One Credit**. Computer Law is a one unit, credit-only course with active class participation and quizzes. No exams, no grades. Please request office hours as needed.

In this Syllabus, you find a brief course description, an overview of classes in table format, assignments to complete before each class and quizzes to complete after each class.

**Course Description**: This course explores laws, industry practices and policy considerations relating to the development, protection and commercialization of software, computers and information technology services. The primary focus will be on two areas of law: intellectual property and contracts. We will also cover international and commercial issues, antitrust law, as well as current hot topics, such as apps, cloud, Internet of Things, open source licensing and the Digital Millennium Copyright Act. We will also cover data as an asset, but not information privacy or data security topics.

The course is interactive, focused on practical problem-solving, exercises and quizzes.

**Recommended Prerequisites**: Prior courses in intellectual property topics are recommended but not required; there will be no or minimal overlap with other courses. No technical background is required; a hands-on introduction to information technology will be provided as part of the course.

**Assignments for Class #1.**

**Your friend developed a computer program - how to commercialize it?**

Before class, please read and prepare answers for the following first hypothetical case: Your friend has developed a new computer program, which can pull data from the Internet and other sources, and compile and organize such data in an intuitive way for use on mobile devices. For example, you can type in “Green Day” and the program creates a brief summary biography and then downloads songs, lyrics, movie files from various sources and links them to the summary biography. Or, if you type in “Mono Lake,” the program pulls photos, video and information on Mono Lake, including the news regarding arsenic-incorporating bacteria from outer space.

Your friend asks you: Haven’t you just gotten licensed to practice law? How should I go about commercializing this product? Any legal stuff I should be worried about? How can I make the law work in my favor?

*Assignment:* Please prepare a bullet point outline of possible business models and legal considerations to discuss with your friend. Remind yourself about the different types of intellectual property laws regimes that exist and prepare a brief outline for each regime and how they are relevant for your friend’s business plan.

Please also prepare answers to the following questions for each of the IP regimes (Copyrights, Patents, Trade Secrets, Trademarks) and add a column where you answer the same questions for Contracts:

- What is protected? (*e.g.*, works of authorship under copyright law, namely, regarding software, 102(a), ...)

- What is not protected? (*e.g.*, see 102(b) Copyright Act)

- Against what is the IP protected? (*e.g.*, copying, under Copyright Act, and ...?)

- What conditions apply (*e.g.*, registration? filings?)

- How long is protection available (*i.e.*, term of intellectual property rights - “IPR”).

- What remedies are available?

