Record Nr. UNINA9910901887303321 Autore Mailland Julien Titolo The game that never ends: how lawyers shape the videogame industry // Julien Mailland Cambridge, Massachusetts:,: The MIT Press,, 2024 Pubbl/distr/stampa **ISBN** 9780262380294 0262380293 9780262380287 0262380285 Edizione [1st ed.] Descrizione fisica 1 online resource (0 pages) Collana Game Histories Series Disciplina 344/.099 Video games - Law and legislation - History Soggetti Video games industry - Law and legislation - History Game laws Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia A tale of two cartridges -- When losing is winning: ATARI, Magnavox, Nota di contenuto and a tale of two patents -- The lawyer's corner: ready law student one intermission: when reverse engineering and legal engineering get entangled in a never-ending dance -- You're just a bunch of towel designers!!: the genesis of the 3rd-party videogame software industry -- The lawyer's engineer's corner: how does one "break" a lock-out chip? a primer on reverse engineering of software for English majors --Are your lawyer's hands clean? : legal responses to the reverse engineering of lock-out chips -- The lawyer's corner: to sue, or not to sue, that is the question: intellectual property enforcement strategies in the first two decades of the videogame industry -- Regulating violent videogames?: a story of thresholds -- Do you speak videogame law?: global industry, local laws, and practices -- The concluding lawyer's corner: frenemies. Sommario/riassunto "Mailland places lawyers and the law at the center of the history of

videogames, reconstructing traditional histories of games to include

the social impact of lawyers and the law"--