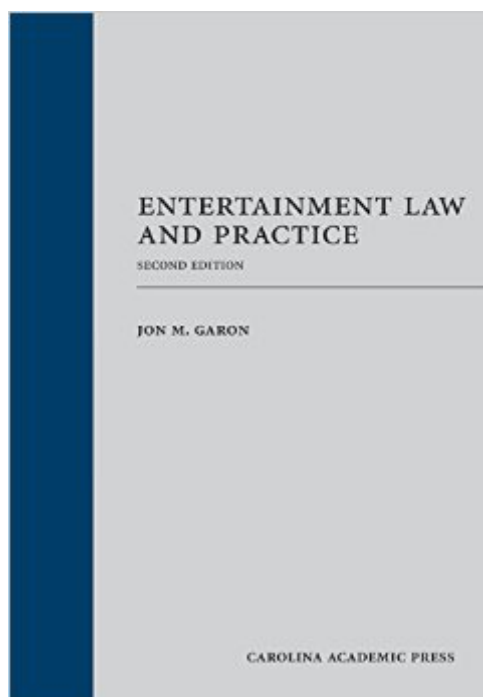


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This casebook provides a comprehensive survey of the primary entertainment law practice areas, including motion pictures, music, social media, television, and cultural arts. It addresses both the practical aspects of entertainment and the fundamental underpinnings of entertainment law. Built on a solid theoretical basis for each topic, the materials integrate problems and examples of the cutting edge issues transforming entertainment and technology law practice. This casebook is uniquely balanced to address and integrate the need to teach the practitioner's issues with the jurisprudential framework necessary to make the course appropriate to the law school curriculum.

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