

Science and Technology Law Review

Volume 14 | Number 3

Article 1

December 2017

Front Matter

Recommended Citation

Front Matter, 14 SMU SCI. & TECH. L. REV. i (2017)
<https://scholar.smu.edu/scitech/vol14/iss3/1>

This Front Matter is brought to you for free and open access by the Law Journals at SMU Scholar. It has been accepted for inclusion in Science and Technology Law Review by an authorized administrator of SMU Scholar. For more information, please visit <http://digitalrepository.smu.edu>.

SMU SCIENCE AND TECHNOLOGY LAW REVIEW

VOLUME XIV, No. 3
SUMMER 2011

Contents

Selected Material from 2011 Game::Business::Law International Summit on the Law and Business of Video Games

KEYNOTE PANEL: WHAT IN THE HECK IS GOING ON? Moderator: <i>Dr. Peter Raad</i> Panelists: <i>Richard Hilleman, Evan Hirsch, Joseph Olin, Randy Pitchford</i>	321
USING RESEARCH AND DATA IN VIDEO GAME LEGAL MATTERS <i>Erik Brudvig</i>	353
PRIVACY: PROBLEMS AND SOLUTIONS Moderator: <i>Professor Xuan-Thao Nguyen</i> Panelists: <i>Jennifer Archie, Andrew S. Ehmke, Dr. Joshua Fairfield, Berin Szoka</i>	365
THE EFFECT OF COURT RULINGS ON BUSINESS DEVELOPMENT Moderator: <i>Victor Godinez</i> Panelists: <i>Dr. Christopher Ferguson, Holt Foster, Sean F. Kane, Shane McGee</i>	397
DIGITAL DISTRIBUTION: IS IT REALLY FINALLY HERE? Moderator: <i>Ron Jenkins</i> Panelists: <i>Robert Brown, Shawn Freeman, Michael Klotz, Steve Nix, Tom Paquin</i>	425
A REVIEW OF 2010 VIDEO GAME LITIGATION AND SELECTED CASES <i>Jesse L. Adkins</i>	439

Articles

DIGGING FOR THE DIGITAL DIRT: DISCOVERY AND USE OF
EVIDENCE FROM SOCIAL MEDIA SITES
John G. Browning 465

Casenotes

JAGEX LTD. v. IMPULSE SOFTWARE: AN ALMOST BIG WIN FOR
ONLINE-GAMING SOFTWARE DEVELOPERS
Holly Guest 497

TORT LIABILITY FOR VIDEO GAME MANUFACTURERS: WILL
SHIFTING PUBLIC PERCEPTIONS LEAD TO A CHANGE IN THE LAW?
Ben A. West 509