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| **SCHOOL OF LAW 2024-2025: LLM MODULE SYLLABUS**  Teaching in A22 and B22 is in two 5 week blocks with study week between them.  30 credits are taught within a single semester (10 weeks) 15 credits: Semester  A22– Blocks A **or** B (5 weeks) / Semester B22 - Blocks C **or** D (5 weeks) Study Week falls within the two blocks (limited teaching/events/tutorials etc.)    Semester C22 – 5 week block only (15 credits only) |

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| **Module Code:** | SOLM238 |
| **Module Title:** | Esports Law |
| **Number of Credits** | 15 |
| **Semester and Block Taught:** | **Semester: 1 Block**: B |
| **Module Convenor:** | **NAME:**  **DR Gaetano Dimita**  **EMAIL ADDRESS:**  **g.dimita@qmul.ac.uk**  **OFFICE LOCATION/HOURS: LIF 1.4 – upon request** |
| **Assessment:** | 4000 word essay |
| **Assessment Date:** | See Module Description Book |
| **Time and/or venue of taught classes:** | See teaching timetable |
| **Additional Module Information:** | None |

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| **Teaching Team and Contact Details** |

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| Name: Professor Jon Festinger Q.C. | *EMAIL ADDRESS:*  *jon.festinger@ubc.ca* |

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| **Module Overview** |

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| Esports law focuses on the legal, contractual, commercial and regulatory issues that affect competitive video gaming. The module recognises the magnitude of the phenomenon and delineates the legal and commercial parameters under which esports industries operates. |

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| **Module Weekly Syllabus** |

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| **Esports is fast evolving thus the syllabus below is subject to changes** | |
| **Week 1:** | **Introduction to Esports Law**  Structure and aims of the course, an overview of the legal and regulatory landscape of the Esports industry, the stakeholders and the challenges they are facing. |
| **Week 2:** | **Models, Governance & Investment**  Leagues, Teams, Clubs, Developer/Publisher Roles & Responsibilities |
| **Week 3:** | **Commercial Aspects**  Including player Contracts, Sponsorships, Broadcast/media rights |
| **Week 4:** | **Intellectual Property Law**  Licensing, Streaming & Social Media Issues |
| **Week 5:** | **Regulation**  Including Advertising, Gambling, Immigration, Drugs & Cheating, Misogyny & Abuse, Unionization  **The Future of Esports** |

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| **Reading List** |

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| Reading list and materials will be available on QM+ |