Introduction to 2026–2027 Edition

The 2026–2027 Update to *Entertainment and Intellectual Property and the Law* includes new statutory and case law sections, statutes and case law discussing:

- Covers the latest legislative and judicial efforts to apply intellectual property laws to AI companies and AI-generated works;
- Adds a new section addressing the potential antitrust liability of online videogame stores;
- Discusses how the Supreme Court's decision in Cox Communications, Inc. v. Sony Music Entertainment divorces loss of DMCA safe harbors from the secondary copyright liability of online service providers, and how it impacts the potential liability of online service providers for providing infringing works on their platforms;
- Addresses how the alleged "addictive design" of video games on social media platforms is being decided by courts.