

INTERACTIVE ENTERTAINMENT LAW REVIEW

Call for papers

The *Interactive Entertainment Law Review* is an international peer-reviewed journal published at Edward Elgar that promotes scholarship and analysis of the highest quality. The editors seek high calibre contributions from the international community of academics or practitioners working in the field. Submissions should be relevant for a global audience and can be full length articles (10,000 to 13,000 words); short practical analysis pieces covering key developments in the field or case reviews (maximum 5,000 words) and book reviews (max 2,000 words).

Examples of suitable topics for submission include, but are not limited to:

intellectual property, information technology law, contract law, legal regulation of the interactive entertainment industry, copyright/authorship issues, censorship/free of speech/freedom of expression issues, patent issues, trade mark issues, protection of new technologies, software protection, licensing, litigation and settlement issues, e-commerce law, EULAs and ToS, new applications and developments, jurisdictional issues, international accords, opportunities for harmonisation, enforcement issues, jurisdictional comparisons, economic perspectives on intellectual property rights and developments, age rating, gambling, social gaming, virtual reality, augmented reality, competition law, human rights, as they relate to the wider context of interactive entertainment.

Please send submissions and any queries to either of the Editors-in-Chief:

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