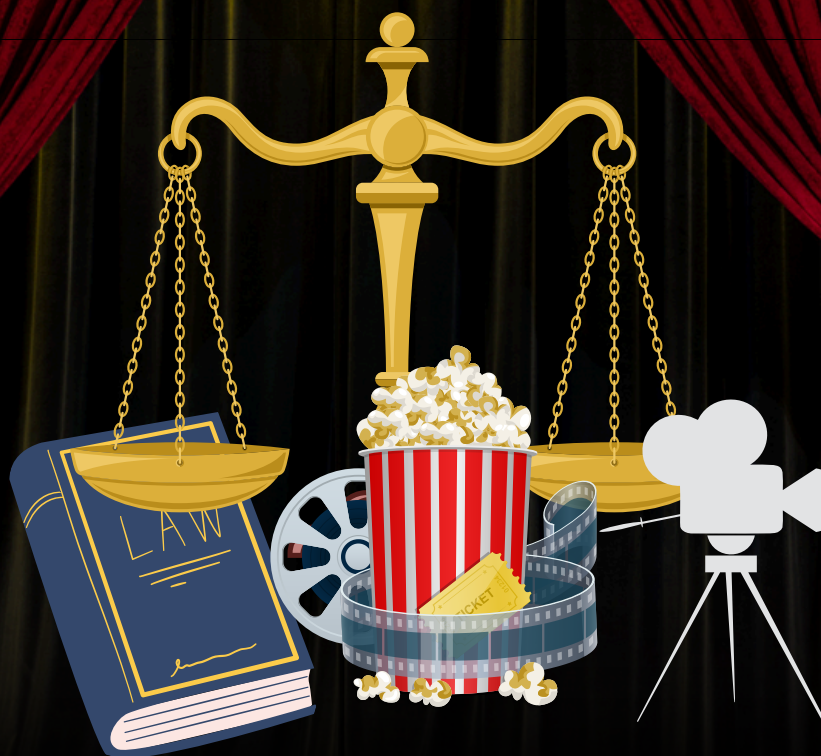




presents



CERTIFICATE COURSE ON MEDIA AND ENTERTAINMENT LAWS

Navigating Creativity's Legal Frontier

2nd March 2025 to 23rd March 2025

🔍 www.theipress.com ✕

Limited seats only!

ABOUT THE COURSE

In 2022, the global revenue for the entertainment and media industry reached \$2.32 trillion. In a world where the realms of media and entertainment continuously evolve and captivate global audiences, a profound understanding of the legal landscape governing these industries is not just beneficial – it's essential. Our Certificate Course on Media and Entertainment Laws is designed to equip aspiring professionals, industry practitioners, and legal enthusiasts with the knowledge and skills necessary to excel in these vibrant and highly competitive sectors. Whether you're a filmmaker, musician, journalist, content creator, or legal professional seeking specialization, this course is tailored to meet your needs.

COURSE PERKS



Internship Opportunities



Blog Publication



Complementary One-to-one Career Counselling session

COURSE BENEFITS



- **By the Industry. For the Industry**
Live lectures by industry experts.

- **Practical Knowledge**

The course will cover the practical legal aspects of the entertainment industry along with theoretical knowledge



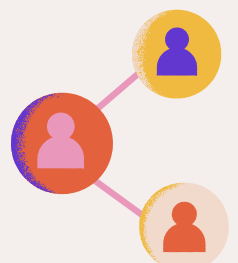
- **Live Classes**

There will be online live classes where participants will get a chance to interact and Q&A sessions will be conducted



- **Engage and Network**

Participants will be able to interact with the instructors and will get to interact with their fellow media and entertainment law enthusiasts.



DURATION

- The sessions shall be conducted only on the weekends.
- 100% Online.

WHO CAN REGISTER

- Any student/ graduate/post-graduate/ scholar/professional from any field.

MODULES

1. Introduction to Media and Entertainment Laws
2. Contracts in Media and Entertainment Sector
3. Regulatory Framework/laws for the Entertainment Sector
4. Responsibilities of Entertainment attorney
5. AI and the law in Media and Entertainment Sector
6. Disputes in the Media and Entertainment Sector
7. Contracts for IP Monetization

ASSESSMENT

- Need to attend 6 sessions out of 7 atleast.
- A paper/blog on the topic related to the course. (2500 words maximum) [Optional]

[Guidelines for writing a paper/blog and a suggestive list of topics will be shared later through an email.]

REGISTRATION DETAILS



DETAILED COURSE PLAN

Module 1: Introduction to Media and Entertainment Laws

1. **S**cope and significance of media and entertainment laws (eg. Contract law, copyright, trademark law, performers' rights etc.)
- Role of key players in the media sector (broadcasters, content creators, distributors, etc.) vis-à-vis media laws
- Role of key players in the entertainment sector (content creators, producers, performers, etc.) vis-à-vis entertainment laws
- Discussion of some landmark cases laws (Indian and foreign jurisdiction), international policies, etc.

Module 2: Contracts in Media and Entertainment Sector

1. Introduction to Media contracts
2. Music Industry Contracts
3. Film Industry Contracts

Module 3: Regulatory Framework/Laws for the Media and Entertainment Sector

1. Media Regulation and Governance
2. Freedom of expression and media ethics
3. Content Regulation
4. Digital Media and Online Regulations

Module 4: Responsibilities of Entertainment attorney

(including contract drafting, contract negotiation, facilitating other services to the client, IP protection, representing the client, etc.)

Module 5: AI and the Law in Media & Entertainment Sector

1. Introduction to AI in Media and Entertainment
2. Key applications of AI
3. Challenges of AI
4. Impact, Case studies and regulatory framework
5. Future of AI in in Media and Entertainment

Module 7: Contracts for IP Monetisation

1. Copyright in films and songs
2. Derivative works and underlying rights
3. Copyright societies IPRS, PPL, and other societies and their working ISRA with recent developments
4. Merchandising aspects for films and the interplay of rights
5. Promotional agreements in film branding and out-of-the-film brand partnerships
6. Artist branding- competing and non-compete brands
7. Exploitation models for films and songs

Module 6: Disputes in the Media and Entertainment Sector

1. Understanding Media and Entertainment Disputes
 - Common types of disputes in the industry (e.g., copyright infringement, defamation)
 - Alternative dispute resolution methods
2. Copyright Infringement and Enforcement
 - Protecting copyrights and dealing with infringement issues
 - DMCA takedown procedures and international copyright protection
3. Defamation and Privacy Issues
 - Defamation laws and media liability
 - Balancing privacy rights with freedom of the press
4. Contractual Disputes and Resolutions
 - Handling breach of contract cases in media and entertainment
 - Contractual remedies and dispute resolution clauses

Disclaimer: Schedule is subject to change and solely as per discretion of IP Press.