



Seminar WiSe 21/22  
Introduction to  
Software Law



# Course Guidelines

Lucas Lasota, PhD  
CC-BY-4.0

## This course in a nutshell

In this seminar you will learn the main aspects of software law in the EU, mainly topics as license compliance, software agreements, patents and trademarks, free and open source software, artificial intelligence and internet of things.

### What are you expected to do?

You are expected to accomplish the following assignments:

- Prepare a **blog post** of no less than 8000 characters (an approximately 15-minute read in [Medium.com's](#) estimate on a chosen topic and provide three discussion topics;
- Post at least one contribution to the three discussion topics of your peers' blog posts (i.e. at least **3 comments per week**);
- Attend the **four monthly lectures**;
- Prepare in the end of the course a **term paper** of no less than 20.000 characters (without spaces but including footnotes).



Prof. Dr. Vitaly Bezbach (1946-2021)

This course is dedicated to the memory of Prof. Dr. Vitaly Bezbach.

## Basic information

Veranstaltungsart	Seminar	SWS	2
Semester	WiSe 21/22	Zugeordnete Person	Dr. Lucas Lasota / Prof. Dr. Herbert Zech
Modul	BZQ II	Veranstaltungsnummer	10552
Sprache	English	Moodle-Link	<a href="https://moodle.hu-berlin.de/course/view.php?id=106255">https://moodle.hu-berlin.de/course/view.php?id=106255</a>
Termine	Mittwochs 14:00 bis 16:00		

## Study programs

Abschluss	Studiengang	LP
Master of Laws	Dt. und Europäisches Recht Hauptfach	5
Master of Laws	Europäisches Recht Hauptfach	5
Staatsex./ 1. Jurist. Prfg.	Rechtswissenschaft Hauptfach	5

## Learning outcomes

Students in good academic standing at the end of the semester will:

- Develop an informed opinion about the EU regulatory framework of software from the perspective of copyright law and other related fields;
- Identify the main contractual aspects concerning software licenses;
- Plan and develop a legal oriented research and conduct a professional-level discussion in regards to aspects of software law.

## Course format

The seminar is focused on individual research, collective learning experience and systemic flow of information among the proposed topics. It is divided into two parts:

- 1) The “blogger for one week” section; and
- 2) The term paper

Along with the term paper, each participant will be also a “[blogger for one week](#)”, working on one of available topics. Every participant is always a debater in the audience throughout the semester, except during the week when she/he is a blogger.

Each [blogger](#) is responsible for bringing the basic information in a clear and structured manner, so others can learn about the topic.

The [debaters](#) must ensure a collective learning process. Each topic should be well discussed by all participants.

During the [online meetings](#), the lecturer will provide a bird's eye view of the group of topics, in order to ensure the systemic flow of knowledge between the topics.

## Assignments

### 1. Bloggers for one week

During the first two weeks of the course we will have the topics distribution. **You must choose one of the topics listed.** The course schedule will be based on that.

On each the week after the blog post I will have a **15-minute online call** with the blogger to chat about the lessons learned, the difficulties and the questions.

Every month will have a **big online call** to wrap-up the main take aways of the weekly discussions. It will be also a good chance to meet each other.

Below you find the instructions for bloggers and debaters.

# Instructions

## For Bloggers

### Duties

1. You **must** write a blog post and post on **Forum** in Moodle on your scheduled **Wednesday before 11:59 a.m.**
2. You **must** provide three discussion topics together with your blog post on **Forum**.
3. In the week following your article you should interact with your peers in the **Forum**. It does not mean you must be online 24 hours and answer straight away, but you have to be present everyday, answer questions, reply to comments etc.
4. On the following Wednesday, we meet online at 3 p.m. (or after the lecture) for a 15-minutes call. I wish to hear from you what you have learned, the difficulties you have faced and your impressions on the forum debates. This is an informal talk, so don't worry about preparing any material, but be ready to spontaneously talk about the content you worked with.

### How to write a blog post

1. Your blog post should have not less than 8000 characters and max. 15000 without spaces (an approximately 15-minute read in [Medium.com's](#) estimate).
2. Be creative: the style may be more informal and pedagogical; you can use pictures, memes, emojis, examples etc.
3. The blog post **must include**:
  - a) The title of your topic
  - b) Min. 8000 and max. 15000 characters without spaces.

You can find a few examples of good blog posts [here](#), [here](#) and [here](#).

Feel free to contact me if you have any trouble. I do not expect you to be experts... yet :)

## For Debaters

### Duties

1. When a blog post is available (on Wednesdays), in the the week that follows you **must** post at least one contribution to the three discussion topics on Moodle forum (i.e. at least 3 comments per week) before the next **Wednesday at 11:59 a.m.**
2. The comments should be pertinent to the development of the discussion so far. Your week contribution **must** consist of at least 300 words (split among all your comments).
3. You may ask questions, politely disagree with the blogger, suggest improvements, support the blogger with more evidence, recommend material etc. Remember it is the participation (not the correctness) that counts on the grade!
4. Do not write general comments that do not mean much (like 'the post was very useful') but use this opportunity to learn more about the topic and to engage with others.
5. In our monthly online meetings you should also actively participate, using the opportunity to interact about the topics.

## 2. Term paper

The term paper is your in-depth research on **one of the topics available**. It can be different from the topic of your blog post. The paper should contain min 20.000 and max 62.000 characters without spaces but including footnotes. It is a **scientific and formal work**, so you must abide the [HU norms on term papers](#). Use your blog post as basis for your text and try to develop the ideas you presented firstly on it.

The deadline for the submission will be announced during the course.

## Online monthly meetings

The monthly online meetings will consist of short lecture about one of the thematic groups and followed by the interaction among all participants. The meeting will have approximately 1 hour of duration. It will be a good opportunity for live Q&A.

## Grading policy

To pass the course, you must achieve a performance of at least 60% on each of the items above separately, which includes abiding by the Course Guidelines.

- One complete blog post and the proposal of 3 discussion topics (30% of final grade)
- Active participation on the discussion forums every week (20% of final grade)
- Term paper on the chosen topic (50% of the final grade)

## I need help

These are unprecedented times. My overriding concern is your health and safety. As a student you may be under personal stress. The Humboldt University provides free, confidential services including individual and group [psychological counseling](#) and evaluation for emotional, social and academic concerns. Given the COVID pandemic, students may consult with staff remotely.

Do you possess any special needs to participate in this course? Please feel free to reach me out in Moodle or at [lucas.lasota@hu-berlin.de](mailto:lucas.lasota@hu-berlin.de).

## Topics for the blog post and term paper

### Group 1. Fundamentals of software law

1. Software from the perspective of contract and copyright law: The regulatory overview.
2. Software patents and patentability of computer programs.
3. Trademarks and software agreements.



4. Legal aspects of reverse engineering and decompilation. Copyright-related issues of DRM.
5. Software product liability issues, software quality control and the developer`s liability.
6. Software and internet regulation issues.

## Group 2. Software licensing models

7. Free and Open Source Software. Copyleft and non-reciprocal licenses.
8. Contracts for software acquisition, distribution and support. Software development agreements.
9. Cloud computing and software licensing issues.
10. Internet of things devices and software licensing issues.

## Group 3. Software and data interconnected licensing issues

11. Software and data. Types of licenses for data and content.
12. Artificial intelligence and software law.

# Supporting bibliography

All works are available in the Humboldt Library or as Open Access in Internet, except for some sources, which can be replaced by the provided alternatives. For better access policies, use the [HU.VPN](#) service.

## Fundamentals of software licensing in Europe

- *Coates, Kevin*. Competition Law and Regulation of Technology Markets. 1St ed. Oxford, 2011.
- *Devenney, James, and Mel Kenny*. European Consumer Protection: Theory and Practice. Cambridge UP, 2012.
- *Hughes, Anton*. The Patentability of Software. Routledge Research in Intellectual Property. Taylor and Francis, 2019.
- *Kur, Annette (eds)*. European Intellectual Property Law: Text, Cases and Materials. 2nd ed. Cheltenham, Edward Elgar Publishing, 2019.
- *Pila, Justine (eds)*. European Intellectual Property Law. 2nd ed. Oxford, 2019.
- *Rowland, Diane et al*. Information Technology Law. 5th ed. London: Routledge, 2016.
- *Winn, Jane K*. Consumer Protection in the Age of the 'information Economy'. Aldershot, 2006.

## Software and data interconnected licensing issues

- *Casagran, Cristina*. Global Data Protection in the Field of Law Enforcement. Taylor and Francis, 2016.
- *Claeys, I. /Terry E*. Digital Content & Distance Sales: New Developments at EU Level. Cambridge, 2017.
- *Davison, Mark*. The Legal Protection of Databases. Cambridge Intellectual Property and Information Law UP, 2003.
- *De Filippi, Primavera/Wright, Aaron*. Blockchain and the Law. Cambridge: UP, 2018.
- *European Commission*. Digital Contracts for Europe. Luxembourg: Publications Office, 2016. Web.



- *Information Commissioner's Office*. Big data, artificial intelligence, machine learning and data protection, London, 2017.
- *Information Resources Management Association*. Digital Rights Management Concepts, Methodologies, Tools, and Applications. IGI Global Pennsylvania, 2013.
- *ITGP Privacy*. EU General Data Protection Regulation (GDPR). 2nd ed. Ely: It Governance, 2017.
- *Millard, Christopher*. Cloud Computing Law. Oxford, 2013.
- *Pérez-Sola et al (eds)*. Data Privacy Management, Cryptocurrencies and Blockchain Technology. ESORICS 2019 International Workshops, Luxembourg, 1<sup>st</sup> ed. 2019.
- *Rowland, Diane et al*. Information Technology Law. 5th ed. London: Routledge, 2016.
- *Shemtov, Noam*. A study on inventorship in inventions involving AI activity. Commissioned by EPO. Queen Mary University of London, 2019.
- *Szostek, Dariusz*. Blockchain and the Law. 1. ed. Nomos Elibrary, Baden-Baden, 2019.
- *Varadi S. et al*. Legal Issues of Social IoT Services: The Effects of Using Clouds, Fogs and AI. In: Hassanien A., Bhatnagar R., Khalifa N., Taha M. (eds) Toward Social Internet of Things (SloT): Enabling Technologies, Architectures and Applications. Studies in Computational Intelligence, vol 846. Springer, 2020.
- *Zech, Herbert*. Artificial Intelligence: Impact of Current Developments in IT on Intellectual Property, (GRUR Int.), 2019, p. 1145.

#### Software license agreements essentials

- *Brownsword, Scotford et al*. The Oxford Handbook of Law, Regulation, and Technology. 1st ed. Oxford, 2017.
- *Eisenberg, M*. Foundational Principles of Contract Law. New York: Oxford UP, 2018.
- *Koetz, Hein*. European Contract Law. 2nd ed. Oxford, 2017.
- *Koziol, Helmut*. Product Liability : Fundamental Questions in a Comparative Perspective. Berlin, 2017.
- *Lieshout, Marc et al*. Study on Safety of Non-embedded Software. Luxembourg: Publications Office, 2019.
- *Lohsse, Sebastian, et al*. Liability for Artificial Intelligence and the Internet of Things. Münster Colloquia on EU Law and the Digital Economy IV. 1. Auflage 2019.
- *Millard, C*. Cloud Computing Law. Oxford University Press 2013.
- *Overly, M. et al*. A Guide to IT Contracting Checklists, Tools, and Techniques. Boca Raton, FL: CRC, 2012.
- *Rowland, Diane et al*. Information Technology Law. 5th ed. London: Routledge, 2016.
- *Schulze, R./Zoll, F*. European Contract Law. 2nd ed. Baden-Baden Nomos, 2018.
- *Stone, R./Devenney J*. Text, Cases and Materials on Contract Law. 4th ed. London: Routledge, 2017. Web.

#### Free and open source software licensing models

- *Creative Commons*. About the CC Licenses. 2017. Available at:<https://creativecommons.org/about/ccllicenses/>
- *Haddad, Ibrahim*. Open Source Compliance in the Enterprise. Linux Foundation. 2nd ed. 2018.
- *Jaeger, T. et al (eds)*. The International Free and Open Source Software Law Book. 2011. Available at: <http://ifosslawbook.org>

- *Ku Wei Bin G./Lasota L.* FOSS Licensing Frequently Asked Questions. Free Software Foundation Europe, 2020. Available at: <https://download.fsfe.org/NGIO/FSFE%20-%206%20-%20FAQs%20and%20Background%20Information.pdf>
- *Lindberg, Van.* Intellectual Property and Open Source. 1 st ed. O'Reilly, 2008.
- *Meeker, Heather.* A practical guide to Open Source Software Licensing. 3rd ed., Kindle Direct Publishing Platform, 2020.
- *Metzger, A. (ed).* Free and Open Source Software (FOSS) and Other Alternative License Models A Comparative Analysis. 1st ed. SpringerLink, 2016.
- *Metzger A./Jaeger T.* Open Source Software - Rechtliche Rahmenbedingungen der Freien Software. C.H. Beck, 5. Auflage 2020. (In German)
- *Moglen, Eben/Choudhary Mishi.* Software Freedom Law Center Guide to GPL Compliance. 2nd ed. 2014.
- *Upshall, M.* Content Licensing: Buying and Selling Digital Resources. Oxford, 2009.

### Proprietary software licensing models

- *Overly, M. et al.* A Guide to IT Contracting Checklists, Tools, and Techniques. Boca Raton, FL: CRC, 2012.
- *Rowland, Diane et al.* Information Technology Law. 5th ed. London: Routledge, 2016.
- *Wojciech, Cyrul.* Information Technology and Law. 1st ed. Krakow, 2014.

### Types of software license agreements

- *Brownsword, Scotford et al.* The Oxford Handbook of Law, Regulation, and Technology. 1st ed. Oxford, 2017.
- *Burnett, Rachel.* Outsourcing IT the Legal Aspects: Planning, Contracting, Managing and the Law. 2nd ed. Aldershot, Gower, 2009.
- *Overly, M. et al.* A Guide to IT Contracting Checklists, Tools, and Techniques. Boca Raton, FL: CRC, 2012.
- *Rowland, Diane et al.* Information Technology Law. 5th ed. London: Routledge, 2016.
- *Theron, Colleen/Dowden, Malcolm.* Strategic Sustainable Procurement: Law and Best Practice for the Public and Private Sectors. 1st ed. London Taylor and Francis, 2017.
- *Wojciech, Cyrul.* Information Technology and Law. 1st ed. Krakow, 2014.

### Software license management

- *Copenhaver, Karen/Wislow, Steve.* The first and most important tasks in software negotiations. Linux Foundation. 2018.
- *Gollin, Michael.* Driving Innovation: Intellectual Property Strategies for a Dynamic World Cambridge: Cambridge UP, 2008.
- *Haddad, Ibrahim.* Open Source Compliance in the Enterprise. Linux Foundation. 2nd ed. 2018.
- *Itam Review.* An Introduction to Software Asset Management, 2015. Available at: <https://www.itassetmanagement.net/wp-content/uploads/2010/09/An-introduction-to-SAM.pdf>
- *Linux Foundation.* Open Compliance Program. Available at: <https://compliance.linuxfoundation.org/>
- *Racherla/Uday S.* Intellectual Assets for Engineers and Scientists. 1st ed. CRC, 2018.

## Legal information

My wonderful wife Brielen Madureira helped me put together this course. The content is under the [CC-BY-4.0](https://creativecommons.org/licenses/by/4.0/) license. Content may be quoted, reproduced and distributed provided that the source of information is acknowledged.

License information:

[https://creativecommons.org/licenses/by/4.0](https://creativecommons.org/licenses/by/4.0/)

Source of images and icons:

Unsplash

Undraw