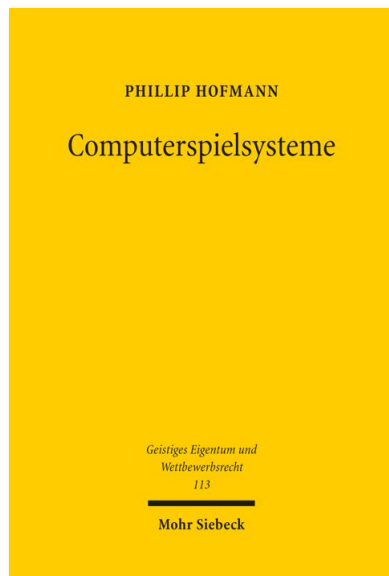


Phillip Hofmann

Computerspielsysteme

Der Schutz kreativer Systeme und Konzepte im Urheberrecht



Whether or not a computer game is fun to play is partly down to the quality of its game system. But are these systems copyrightable and would applying property rights to them act as a creative incentive or indefensible impediment? Despite lively debates and practical clashes, this crucial question remains unanswered. Phillip Hofmann seizes the initiative to investigate if copyright law can and should protect creative systems and concepts.

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