STATE OF PLAY II
Welcome to the State of Play conferences
October 28 – 30, 2004

Presented by
Institute for Information Law and Policy
New York Law School

and
Information Society Project
Yale Law School

October 28–30, 2004
at
New York Law School
57 Worth Street
New York, NY 10013
www.nyls.edu/stateofplay
State of Play II Conference Sponsors

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Welcome to The State of Play!

The State of Play, an annual conference sponsored by the Institute for Information Law & Policy at New York Law School and the Information Society Project at Yale Law School, explores the next frontier in the evolution of cyberspace: virtual worlds.

Last year’s inaugural event, “State of Play: Law, Games and Virtual Worlds,” introduced the emerging legal, economic, cultural and sociological issues in these three-dimensional computer environments. Participants from a variety of disciplines discussed the impact of virtual worlds on real world law and the rise of law in virtual worlds.

“State of Play: Reloaded” continues the conversation. This year’s conference highlights two themes: the role of intellectual property and the role of governance in virtual worlds. We address such questions as: Should we import copyright and trademark into virtual spaces? Can we exclude them? What should be the relationship between real and virtual world economies? Should legislatures protect virtual world property? What are the possibilities for using virtual spaces to practice the activities of real world democracy? Should virtual worlds be treated as separate jurisdictions with their own evolving norms and forms of dispute resolution? What is the potential for self-governance in Virtual Worlds?

We look forward to three days of exploring new worlds and new ideas.

Best Wishes,

Beth Simone Noveck
Director, Institute for Information Law and Policy

Jack M. Balkin
Director, Information Society Project

Chun Li
Program Manager, Institute for Information Law and Policy

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Thursday, October 28th

6 p.m.
Registration

7 p.m.
Dinner

8 p.m.–9 p.m.
“The State of Play”
Julian Dibbell (Contributing editor, Wired Magazine)

in conversation with
Wagner James Au (New World Notes, Second Life)
Andrew Tepper (President, eGenesis, A Tale in the Desert)
Peter Ludlow (The Alphaville Herald, The Sims)

9 p.m.–9:30 p.m.
Machinima Film Festival
with Paul Marino, President, Academy of Machinima Arts & Sciences, and the ILL Clan

Friday, October 29th

8 a.m.–9 a.m.
The State of the Industry Breakfast*
Alex Macris (Themis Group)

in conversation with
Alan Behr (Alston and Bird LLP)
John Erskine (NCsoft)
Philip Rosedale (Linden Lab)

9 a.m.–10:30 a.m.
Intellectual Property/Digital Property*
David Johnson (New York Law School)

in conversation with
Yochai Benkler (Yale Law School)
Edward Castronova (Indiana University, Bloomington)
Cory Ondrejka (Vice President of Product Development, Linden Lab, creators of Second Life)
David Post (Temple University Law School)

10:30 a.m.–11 a.m.
Coffee Break

11:00 a.m.–12:30 p.m.
Avatar Rights, Virtual Liberty, and Free Expression in Virtual Worlds*
Jack Balkin (Yale Law School)

in conversation with
Peter Ludlow (The Alphaville Herald, The Sims)
Frederick Schauer (The John F. Kennedy School of Government at Harvard University)

12:00 a.m.–2:30 p.m.
Lunch - Birds of a Feather Session

2:00 p.m.–3:30 p.m.
Virtual Property/Real World Markets: Making a Living in a Virtual World
Ernie Miller (Blogger, Corante and fellow, Yale Information Society Project)

in conversation with
Julian Dibbell (Contributing editor, Wired Magazine)
Randy Farmer (Community Strategic Analyst, Yahoo!, Inc. and creator, Habitat)
Ian MacInnes (School of Information Studies, Syracuse University)
Steve Salyer (President, Internet Gaming Entertainment)

3:30 a.m.–4 p.m.
Coffee Break

4:00 p.m.–5:30 p.m.
Virtual World Governance and Democracy*
Beth Noveck (New York Law School)

in conversation with
Robert Ellickson (Yale Law School)
Dan Hunter (The Wharton School - University of Pennsylvania)
Charles Sabel (Columbia Law School)

6 p.m.
Dinner, Drinks and Demos
at the American Museum of the Moving Image
(Transportation to and from NYLS provided)
8 p.m.
Virtual World Demos
Carl Goodman (American Museum of the Moving Image)
in conversation with
Randy Farmer (Community Strategic Analyst, Yahoo!, Inc. and creator, Habitat)
Daniel James (Co-founder, Three Rings), Puzzle Pirates
Philip Rosedale (Founder & CEO, Linden Lab), Second Life
Brian Green (Co-founder, Near Death Studios, Meridian 59)
Andrew Tepper (Founder & president, eGenesis, A Tale in the Desert)

Dinner
The Annual DDR Extravaganza

Saturday, October 30th

8:30 a.m.
Breakfast

9:30 a.m.–11 a.m.
The Culture of Play*
Greg Lastowka (Rutgers School of Law, Camden)
in conversation with
Betsy Book (BBI systems and creator, Virtual Worlds Review)
Dave Myers (Loyola University)
Constance Steinkuehler (University of Wisconsin)
T.L. Taylor (IT University of Copenhagen)

11 a.m.–11:30 p.m.
Coffee Break

11:30 a.m.–1 p.m.
Virtual World Identity*
Nick Yee (Stanford University)
in conversation with
Aaron Delwiche (Trinity University)
Neil Gotanda (Western State University College of Law)
Jerry Kang (UCLA School of Law and Georgetown Law Center)
Celia Pearce (California Institute for Telecommunications and Information Technology)

1 p.m.–2 p.m.
Lunch - Virtual Worlds in Asia: Asia in Virtual Worlds
Leo Sang-Min Whang (Yonsei University)

2 p.m.–3:30 p.m.
Regulating Virtual Worlds*
John Palfrey (Executive Director, Berkman Center for Internet & Society, Harvard Law School)
in conversation with
Richard Bartle (Creator, Multi User Dungeon MUD, Author, “Designing Virtual Worlds”)
Joel Reidenberg (Fordham University School of Law)
Kevin Saunders (Michigan State University College of Law)
Andrew Zaffron (Sony Online Entertainment Inc.)

4 p.m.–6 p.m.
WORKSHOP: Dispute Resolution and Trust Building in Virtual Worlds (By invitation)
Chairs: Ethan Katsh (University of Massachusetts/Center for Dispute Resolution), Robin Harper (Senior Vice President Marketing and Business Development, Linden Lab), Colin Rule (Director, Online Dispute Resolution, Ebay)

Sunday, October 31st

10 a.m.
Sunday Brunch (By invitation)

WORKSHOP: Law on the Screen
Chairs: David Johnson and Richard Sherwin (New York Law School)

* Qualifies for continuing legal education credits

www.nyls.edu/stateofplay
The Institute for Information Law and Policy at New York Law School

Professor Beth Simone Noveck, Director
Professor David R. Johnson
Professor Rudolph J.R. Peritz
Professor Richard Sherwin
Professor Cameron Stracher
Mr. Chun Li, Program Manager

About the Institute

The Institute for Information Law and Policy is New York Law School’s home for the study of law, technology and civil liberties.

Participants in the Institute aim not only to understand the interplay of law and technology but to influence its development. The Institute develops and applies theories of information and communication to analyze law and policy. It also seeks to design new technologies and systems that will best serve democratic values in the digital age.

The Institute is, above all, a “do tank,” where lawyers and technologists can come together to innovate, harnessing the new tools of information and communications visualization to the goals of collaborative governance and justice. The Institute’s constant contact with “hands on” projects assures that the theoretical work of the faculty remains relevant to real world challenges posed by new technologies.

This mission is premised on the notion that both software code and legal code shape human relations. Like law, technology, too, determines how we communicate and share information which, in turn, defines our culture.

Therefore the research and pedagogy of the Institute harness both the text-based tools of the law and the graphical tools of technology to promote the participatory way of life technology is enabling.

The Institute is a center for civic innovation as well as policy analysis and legal theory development. In addition, the Institute seeks to train the next generation of lawyers in a democratic approach to problem solving. Our curriculum includes several “design” courses that teach new lawyers to use video and software in addition to legal reasoning and rhetoric.

Harlan Scholars (honors students affiliated with the Institute) pursue a specialized and rigorous course of study which thoroughly grounds them in intellectual property and
information and technology law. Working closely with Institute faculty, Harlan Scholars also pursue advanced research and design projects aimed at bringing about real-world change through legal scholarship and technology development.

Students run the Institute’s interdisciplinary conferences and events, where new ideas are generated that translate into real-world innovation. The Institute takes full advantage of its New York location to convene people across disciplines and institutions in pursuit of its goals and to expose students to the best of the legal, technology and design communities.

The Institute consciously aims to create a ‘hot spot’ for law and technology innovation -- taking an approach unlike that of any other law school. The Institute prepares students for new opportunities in industry, government, civic, and the legal profession.

Research Directions

• Professor David Johnson, **Graphical Groupware**: Visual and online tools for law, lawyering, and law teaching.
• Professor Beth Noveck, **Democracy Design Workshop**: A laboratory for civic innovation and technology design to enhance participation and engagement.
• Professor Rudolph J.R. Peritz, **Antitrust and Intellectual Property**: Law reform projects at the intersection between competition law and information.
• Professor Cameron Stracher, **Newsgathering and the Law**: Research and teaching on journalism, newsgathering, and access to information in the digital age.
• Professor Richard Sherwin, **Visual Persuasion in the Law**: Visual representations and persuasion in litigation.

Currently Under Development by Faculty and Students

• Asian IP Law Database (with CAPTEL): Web-based inventory of Asian intellectual property and cyberlaw.
• Cairns: Open-source, Web-based knowledge management software to promote participatory practices.
• Clickable Statutes: Tool to diagram law visually and make it more accessible to the public.

• E-Rulemaking: Redesign of Web site for citizen participation in administrative rulemaking.
• Museums Online: Handbook on intellectual property and digitizing art collections.
• Visual Persuasion Web site: Online resource for the use of visual media in the legal process.

Happenings

• Conferences
  › State of Play: Law, Games, and Virtual Worlds (fall 2004)
  › Next Wave Activism and Organizing (spring 2005)
  › Cupid in Cyberspace: Love and Intimacy in the Digital Age (spring 2005)
  › The global flow of information—with Yale Law School (spring 2005)
• The Conspiracy: Weekly design and discussion meetings for New York area professionals interested in technology and design.
• The Information Law Lecture Series: Renowned public speakers from industry, practice and academia discuss issues relating to intellectual property, technology, law, media, and society.
The Democracy Design Workshop: Enabling Democracy in the Digital Age

The Workshop’s Mission

The Democracy Design Workshop strives to strengthen democratic practice and civic engagement in the digital age. It is a laboratory dedicated to fostering innovation and research in support of participative and deliberative capability in governmental, civic and business organizations. The Workshop aims to be a meetinghouse for thinkers and practitioners who, through research, education, network-building and the design of cutting-edge democratic tools, explore how to use two-way, Internet technology to strengthen democracy online and off. The Workshop addresses the growing need for strong theory and innovative practices in a world where interactive technology increasingly promises—but is not yet delivering—democratic solutions to contemporary challenges.

The Workshop’s goal is to use technology to enable democracy understood, not as political ideology, but as a way of life where diverse citizens pursue self-governance through deliberative and informed participation and the exchange of reasoned ideas across domains.

In the knowledge age it has become commonplace to recognize that democratically-derived solutions are both more legitimate and more readily enforced. But democracy as the exercise of Washington or Brussels elites has become increasingly disconnected from people’s everyday lives. Enter technology: advances in communications, information sharing and record keeping mean that participation once thought impracticable on a large scale is now possible. Yet throwing technology at the problem of political apathy and disengagement will not fix it nor will technology, by itself, propagate the social good of democratic practice. What we need—and what the Workshop aims to do—is to build democratic skills from the ground up. The Workshop’s activities promote a culture of participation and deliberation in local endeavors that are relevant to people’s lives, including municipal government, schools, community organizations, and the workplace, as well as in international and national governance. In this way, the Workshop aims to build on already existing associational ties at a local level and to maximize the exemplary impact of projects done on a larger scale.

The Workshop builds on the pioneering but discrete work of thinkers and organizations in political theory, deliberative practice, corporate knowledge management, technology design, and professional education by bringing together these fields of endeavor to strengthen the practice of democracy. The agenda for the Workshop is also intentionally “glocal.” It enlists technology to “scale up” from the parochialism of local practice to create national and international networks and, at the same time, use technology to “tame” large-scale collaborative governance to the demands of deliberation.

What the Workshop Aims to Do

The Workshop is both a think tank and a “do tank,” committed to applying democratic theory to participative practice and the design of innovative tools and processes. The Workshop joins the worlds of thought and action in order to model the processes of participatory democracy and employ technology to enable, scale and replicate solutions.

www.nyls.edu/democracy
Clickable Statutes

Developed by institute faculty member
David R. Johnson

Clickable Statutes software enables authoring and use of interactive legal diagrams. It is one of many legal software projects of the Institute and the Democracy Design Workshop.

What Problem Does It Solve?:
Complex legal texts and rules are difficult to read and understand.

How Does It Do That:
By translating the logic of a law into a visual diagram, Clickable Statutes reveals the basic logical structure. Users can click to toggle fact buttons on and off to show which facts are present in their case – and the diagram automatically recomputes, graphically, to indicate compliance or show legal consequences.

Illustration:

Why Is It Different?:
This is the first system that makes it easy to map complex legal logic into hierarchically nested interactive graphical diagrams. The software can be used to determine legal compliance, to predict the outcome of a case, and to aid understanding of the law.

Who will use it?:
Legal experts will create visual versions of legal texts, case doctrine, regulations, or organizational rules using the authoring tool. The resulting diagrams are ideal for:

- Lay persons seeking to understand particular laws and judge how rules apply to their own facts
- Lawyers analyzing application of statutes or regulations to their client’s cases
- Law students studying particular areas of law
- Legislative draftsmen assessing whether and how to amend current laws
- Corporate employees attempting to learn about and comply with regulations or corporate policies

Other Potential Uses:
Clickable diagrams can be created for any set of propositions that can be expressed using “and” “or” and “not” logic. With shared authoring, these diagrams could become a new form of graphical weblog.

More Detailed Description:
The Clickable Statutes software is a client side application developed in Runtime Revolution. There is a library of examples that have been built by law professors and law students. Key features of the software include:

- Drag and drop authoring of new diagram structures
- Hierarchical nesting makes clear core structures of complex rules at every level
- Optional constraints to make certain facts mutually inconsistent
- Ghost buttons to allow use of a fact at multiple places in a diagram
- Rollover explanations to expand upon and explain particular items
- Ability to include full text and links to external resources
- Optional display of alternative versions of a statute or rule
- Genetic algorithm evolution to “solve” for those facts needed to produce desired outcomes

Lead Designer:
David R. Johnson

Sponsors:
Clickable Statutes was initially developed by Graphical Groupware.

For More Information:
e-mail: davidr.johnson@verizon.net
Developed by the Democracy Design Workshop with the support of the Rockefeller Brothers Fund and additional support provided by the Council of Europe and AmericaSpeaks. Cairns connects the community of practice committed to participatory problem solving and collaborative decision making.

What It Is—An Introduction:

In the decade leading up to the Revolution, the colonies organized Committees of Correspondence to communicate their practices of self-governance and opposition to the British. These Committees enabled the colonies to benefit from each other’s experience and fortified their resolve to pursue the revolutionary path. Through the exchange of ideas about successful ways of working, they coordinated decentralized efforts at resistance.

Even in the absence of immediate gain, hikers in the American West stop and take the time to contribute to the “cairn,” a mound of rocks which marks the path for the next hiker to come along. Each hiker considers himself to be part of a community of practice and participates in showing the way to the next comer.

Like the Framers and the hikers, individuals and organizations in government, civic, corporate and cultural life engage in collaborative methods as a way to govern themselves and solve problems. These participative approaches generally adhere to one or more democratic principles, such as inclusion, equality and fairness, that impart legitimacy to decisions taken and transform participative practices into democratic ones.

Now with the spread of Internet-based communications technologies and distributed means of creative production, there is an explosion of such collaborative and participatory practices across all domains. The technology is enabling more inclusive, less hierarchical, more mutual ways of working and solving problems. There is an emerging consensus that the “peer production of governance” is not only more informed, legitimate and democratic but can be more productive and effective. The question is how best to take advantage of the technology available to make collaboration manageable and realize the potential of groups.

Yet there are several impediments to creating “Committees of Correspondence” for sharing best practices in “doing democracy.” Those engaged in these activities do not have the resources to publicize their success. Though there is a great deal of innovation occurring, no one person or group can gather the knowledge. Even where stories are well-known, they are just that—unsystematic anecdotes that have yet to be translated into replicable models. This is hard to do because those familiar with participative practices in corporate life do not share the same vocabulary with those pursuing similar strategies in civic life. There is no repository for enabling participation through the exchange of best practices.

This is the genesis for the Cairns Project, which is designing innovative civic software to foster the exchange of best practices for participation and collaboration as an approach to governance and problem-solving across domains. Cairns is a visual tool on the Web to show how different groups work together.
Short Description:
Cairns is a web-based tool designed to connect people interested in finding collaborative and participatory ways of working.

What Problem Does It Solve?:
It overcomes barriers to engaging in collective action.

How Does It Do That:
This open source tool captures information about the way groups work together. Like a map, its unique visual interface allows participants to see what others are doing and to find and communicate with a community of practice. It also helps match those “doing collaboration” to those studying and documenting participatory practices.

Illustration:

Why Is It Different?:
Cairns is the first knowledge management tool to use visual interfaces to connect the community of collaborative practice.

Who Will Use It?:
All groups engaged in collaborative or participatory ways of working and all those wishing to find people, methods, tools and groups working in collaborative and participatory ways.

Implementations:
Pilot implementations include groups working in:
- Labor organizing
- Deliberation and dialogue
- Democratic and E-democratic organizing
- Citizen participation and consultation
- Political activism

Other Potential Uses:
Clickable diagrams can be created for any set of propositions that can be expressed using “and” “or” and “not” logic. With shared authoring, these diagrams could become a new form of graphical weblog.

More Detailed Description:
Cairns is based on a “taxonomy” of questions about the goals, organizational structure, tools, methods and output of a group. By answering these questions, participants “build a cairn” to describe their own work, rather than relying on third-parties to do so. Users of the software can search the Cairns by navigating a visual map of the “Cairnspace” and seeing other related projects. At every Cairn, users can add comments or create a weblog to create the conversation and build the community.

People can use the Cairns software in order to:
- Find people and projects in engaged in related endeavors
- Share best practices for collective action
- Publicize information about the way a group or project worked
- Get ideas for how to work within a group to make a decision or solve a problem
- Discover ways to use new tools and technologies to do group work
- Learn about methods for engaging in collective action
- Communicate with people with common problems

Lead Designer:
Beth Simone Noveck

Sponsors:
Cairns is sponsored by the Rockefeller Brothers Fund, the Council of Europe, AmericaSpeaks and the New York Law School Institute for Information Law and Policy.

For More Information:
Contact Beth Simone Noveck, bnoveck@nyls.edu
The Information Society Project (ISP) at Yale Law School was created in 1997 to study the implications of the Internet, telecommunications, and the new information technologies on law and society. Much of its work has focused on issues of freedom of speech, democracy, and the growth and spread of cultures on the Internet. In past years the ISP has studied the free speech implications of filtering and rating systems, and designed a voluntary labeling system that has been endorsed by the European Commission and adopted by the Internet Content Rating Association. It has also studied civic participation on the Internet, the civil liberties implications of intellectual property protection, memetics and the evolution of cultures and ideologies, and the effects of the new communications technologies on globalization. The project embraces a variety of activities, including fellowships for young scholars and advice and education for policy makers, business leaders, nonprofit organizations, and the legal community. It also runs a Weblog, Lawmeme, which offers commentary on developing technology issues. The project director is Professor Jack Balkin.

Members of the Information Society Project study the emerging intersections between law, policy and technology and how those intersections affect civil liberties as technology evolves.

The ISP’s resident and international fellows engage in practical projects and theoretical research centered around:

- Protecting free speech, privacy and democratic values in the digital age
- Creating vibrant public and civic spaces in cyberspace
- Developing technical architectures, legal rules and democratic policies to promote individual liberty rather than public or private censorship
- Using technology to create communities that embrace cultural pluralism and local values

The ISP is unique in its focus on applied law and technology projects that are international in scope and that structure technology to serve the public interest.

Theoretical Goals
The Information Society Project has three basic theoretical goals:

1) Promoting Democratic Values
The Project is committed to the preservation and promotion of democratic values in the information society. In particular, we focus on
- using information technology to promote democracy
The Information Society Project and Yale Law School

The Information Society Project is a continuation of three distinctive traditions associated with the Yale Law School:

**Legal Realism**
Yale has long been in the forefront of studying the interaction between law, the market and society. The Yale tradition has always been to ground the study of law in the study of the larger society that surrounds law. American Legal Realism—which emphasized the public policy goals of legal regulation and the necessary interrelation between law and social forces—was born and nourished at Yale. These Legal Realist traditions continue to this day: Yale remains the most interdisciplinary law faculty in the world, with expertise in philosophy, political theory, and the social sciences, in particular economics.

**Social activism**
Yale Law School has a longstanding and deeply felt commitment to pursuit of the public values of democracy, social equality and individual liberty. Yale has a long and distinguished tradition of Constitutional and civil rights scholarship, including in particular First Amendment scholarship.

**Internationalism**
For decades Yale Law School has promoted the comparative and international study of law and legal regulation. It has continually forged new connections with other countries, promoting American legal culture and absorbing ideas from other legal cultures.

The Information Society Project studies the proper role of law and the future of the rule of law in a world where technology transcends political boundaries and can work around or obviate older forms of legal regulation. The ISP will consider what kinds of legal rules will best further sound public policy goals, and when these goals are best achieved through other means, including technical solutions, or social norms.
Wagner James Au is a contract writer and embedded journalist for Linden Lab, for which he publishes New World Notes (secondlife.blogs.com/nwn), a blog devoted to covering Second Life as an emerging society. He reviews computer games for Wired and covers gaming as an artistic and cultural force for Salon, for which he has also written on politics, film, high tech, and pop culture. James has written on these subjects for the Los Angeles Times, Lingua Franca, Smart Business, Feed, Stim, Reel.com, and for Game Slice, Computer Gaming World, and Game Developer. He’s spoken about gaming for PRI’s “To the Best of Our Knowledge” and the Australian Broadcasting Corporation, and his work for New World Notes has been profiled in the San Jose Mercury, Wired, Press Time, and the Frankfurter Allegmeine in Germany. He has spoken about his work as in-world reporter Hamlet Linden for South by Southwest in Austin and the Education Arcade in Los Angeles.

As a game developer, he was a contract writer on Electronic Arts’ “Majestic,” a writer/designer for the MOVES Institute’s “America’s Army; Soldiers,” and a designer for “The Eternal City,” an early MMO. As a screenwriter, his science fiction action script “Future Tense” was optioned by Canal Plus. As a fiction writer, he has written short stories for Salon, Nerve, Future Sex, and R.U. Sirius’ “How to Mutate and Change the World.”

He has a Bachelor’s in Philosophy (with emphases on politics and epistemology) from the University of Hawaii (’90).

Panel: “The State of Play”

Jack M. Balkin is Knight Professor of Constitutional Law and the First Amendment at Yale Law School. Professor Balkin is founder and director of the Information Society Project at Yale Law School. He is a member of the Advisory Board of the Internet Content Rating Association (ICRA) as well as a founding member of the Conference on Law, Culture, and the Humanities. Professor Balkin’s work ranges over many different fields, from philosophy to politics, from theories of cultural evolution to legal and musical interpretation. His books include Cultural Software: A Theory of Ideology, The Laws of Change: I Ching and the Philosophy of Life, and Processes of Constitutional Decisionmaking (4th ed., with Brest, Levinson and Amar).

Panel: Avatar Rights, Virtual Liberty, and Free Expression in Virtual Worlds

Richard Bartle co-wrote the first virtual world, MUD (“Multi-User Dungeon”) in 1978, and has thus been at the forefront of the online games industry from its very inception. A former lecturer in Artificial Intelligence and current visiting professor in computer game design (both at the University of Essex, U.K.), he is an influential writer on all aspects of virtual world design, development, and management. As an independent consultant, he has worked with most of the major online game companies in the U.K. and the U.S. over the past 20 years. His 2003 book, Designing Virtual Worlds, has already established itself as a foundation text for researchers and developers of virtual worlds alike.

Panel: Regulating Virtual Worlds
Alan Behr heads the electronic entertainment practice at Alston & Bird and is a member of the firm’s IP-Transactional and IP-Trademarks Groups. He concentrates his practice on intellectual property and entertainment law. For years, Behr has been known as a leader in the field of electronic entertainment, counseling developers, publishers and game-console manufacturers from content development through retail sale. Behr has authored articles on copyright, trademark, and entertainment law, and is a frequent speaker on the law of electronic entertainment. Behr is a member of The Copyright Society of the United States and the American Intellectual Property Law Association.

Panel: The State of Industry Breakfast

Yochai Benkler is a professor at Yale Law School. His research focuses on the effects of laws that regulate information production and exchange on the distribution of control over information flows, knowledge, and culture in the digital environment. His particular focus has been on the neglected role of commons-based approaches towards management of resources in the digitally networked environment. He has written about the economics and political theory of rules governing telecommunications infrastructure, with a special emphasis on wireless communications, rules governing private control over information, in particular intellectual property, and of relevant aspects of U.S. constitutional law. Previously, he was a professor at New York University School of Law, where he was the Director of the Engelberg Center for Innovation Law and Policy and of the Information Law Institute.

Panel: The Culture of Play

Betsy Book has participated in, created, and managed several online community projects since 1995. The recipient of an M.A. in art history from the CUNY Graduate Center and Queens College. Book currently works at BBI Systems in New York City, where she helps manage several online communities. Virtual Worlds Review is her latest personal project. Sometimes she’ll also post random thoughts about virtual worlds over at Terra Nova.

Panel: Intellectual Property/Digital Property

Edward Castronova obtained a B.S. in International Affairs from Georgetown University in 1985 and a Ph.D. in Economics from University of Wisconsin-Madison in 1991. In between, he spent 18 months studying German postwar reconstruction and social policy at universities and research institutes in Mannheim, Frankfurt, and Berlin. From 1991 to 2000 he worked as an assistant and later associate professor of public policy and political science at University of Rochester. Since 2000 he has been an associate professor of economics in the College of Business and Economics at California State University, Fullerton. Castronova has authored more than 20 articles in scholarly journals and is the author of The Synthetic World: The Business and Culture of Online Games, coming in late summer 2005 from the University of Chicago Press.

Panel: Intellectual Property/Digital Property
Aaron Delwiche is an assistant professor in the Department of Communication at Trinity University. He has worked as a technology consultant in both the private and public sectors; directed a team of interface specialists at one of Hong Kong’s leading Web design firms; and maintains an award-winning site on propaganda analysis. His research interests include new media, youth culture, and global civil society. He teaches media messages, multimedia design and criticism, and video game theory.

Panel: Virtual World Identity

Julian Dibbell, author and journalist, has been writing about digital networks and their cultural fallout for over a decade. His articles and essays—on subjects ranging from hacker subcultures to blogger aesthetics to the politics of virtual rape—have appeared in The Village Voice, Time, Feed, Wired, and many other publications, both online and off, and have been reprinted in Best American Science Writing 2002 (Ecco/HarperCollins, 2002), Reading Digital Culture (Blackwell, 2001), Flame Wars: The Discourse of Cyberculture (Duke University Press, 1994), and other anthologies. He is the author of My Tiny Life: Crime and Passion in a Virtual World (Henry Holt, 1998), about the text-based online role-playing game LambdaMOO, and is currently working on Play Money (Basic Books), about his year-long attempt to make a living in the virtual economies of massively multiplayer online games. In 2002-2003, he was a visiting fellow at Stanford Law School’s Center for Internet and Society, where he and Lawrence Lessig co-taught a course on the social structures of virtual worlds. He is now a contributing editor at Wired magazine.

Panel: Virtual Property/ Real World Markets: Making a Living in a Virtual World

Robert C. Ellickson is a Walter E. Meyer Professor of Property and Urban Law at Yale Law School. He obtained an A.B. from Oberlin and his LL.B. from Yale. Ellickson served as an advisor on the Restatement of the Law, Third, Property-Servitudes from 1987-98 and as President of the American Law and Economics Association from 2000-01. He has authored various books, including Order Without Law: How Neighbors Settle Disputes and his most recent book Perspectives on Property Law, Third Edition (with C. Rose and B. Ackerman).

Panel: Virtual World Governance and Democracy

Randy Farmer has been developing computer programs since 1976. Recently, he worked with Second Life and The Sims Online. He has been featured as a virtual communities expert in various magazines and books and co-wrote the paper, “The Lessons of Lucasfilm’s Habitat” (with C. Morningstar). In 2001, he was awarded, along with Chip Morningstar, the inaugural Game Developer’s Choice Awards’ “First Penguin Award,” for pioneering the field of multi-user graphical games. Currently he is a Community Strategic Analyst at Yahoo, Inc.

Panel: Virtual Property/Real World Markets: Making a Living in a Virtual World
**Carl Goodman** is Curator of Digital Media and Director of New Media Projects at the American Museum of the Moving Image (www.movingimage.us) in Astoria, New York where he oversees the Museum’s exhibitions and applications of computer-based media and technology. Among the exhibitions Goodman has organized at the Museum are Computer Space, a history of video games, and DigitalMedia, a gallery of software-based art. Goodman produced the interactive exhibits in Behind the Screen, the Museum’s core exhibition, which explores the art, craft, and technology of motion picture and television production. Other digital/online projects developed for the Museum include eDocent, a portable, wireless information prototype for use in the Museum’s galleries. Goodman sits on the boards of directors of the arts organizations Creative Time and Harvestworks Digital Media Arts Center.

Panel: Virtual World Demos


Panel: Virtual World Identity

**Brian Green** goes by the online pseudonym “Psychochild.” In over six years of professional game development he has done programming, designing, and administrating of online games.

Green co-founded Near Death Studios, Inc. in 2001. Later that year, the company purchased Meridian 59 from 3DO who had shut it down in August 2000. In March 2002, Meridian 59 was relaunched commercially. The Meridian 59 team introduced the client in August of 2004 and is looking to continue to maintain the game.

Green is currently working to improve Meridian 59 as well as taking care of the business side of Near Death Studios, Inc. He is quite familiar with the everyday struggles of an independent game developer.

Panel: Virtual World Demos

**Robin Harper** is Senior Vice President of Community and Marketing at Linden Lab. Robin Harper joined Linden Lab in 2002, bringing extensive experience in consumer marketing of innovative software. Since joining she has been responsible for all marketing activities, and more recently has added responsibility for community development and growth.

Earlier in her career she was the Vice President of Marketing at Maxis, a division of Electronic Arts (EA). At Maxis she played a prominent role in their emergence as the leader in PC simulation games and was a core member of the senior executive team that guided the company through their IPO and subsequent sale to Electronic Arts. Also while at Maxis, she established SimCity as one of the most recognized brand names in entertainment software, and was named one of the marketing 100 by Advertising Age/Newsweek.

In addition to Maxis and Linden Lab, Harper has held senior marketing positions at Ninth House Network (corporate learning and online education) and at Mondo Media (online entertainment). She holds an MBA in marketing from the University of Chicago.

Workshop: Dispute Resolution and Trust Building in Virtual Worlds
Dan Hunter is the Robert F. Irwin IV Term Assistant Professor of Legal Studies at the Wharton School, University of Pennsylvania, where he teaches Electronic Commerce Law and Cyberlaw. He regularly publishes on issues dealing with the intersection between computers and law, including papers dealing with the regulation of the Internet, the use of artificial intelligence in law, and high technology aspects of intellectual property. He is the co-author of *Building Intelligent Legal Information Systems*, published by Kluwer. He has been editor or guest editor of a number of research journals, including *Journal of Law and Information Science*, *Computers and Law*, and *International Journal of Applied Expert Systems*. In 2004, he wrote “The Laws of the Virtual Worlds,” *California Law Review*, with Greg Lastowka.

Panel: Virtual World Governance and Democracy

Daniel James is founder and CEO of Three Rings, a San Francisco developer and operator of massively multi-player online games for the mass-market casual audience. Three Rings’s first game, Puzzle Pirates, combines accessible and fun puzzle games with the depth of a social persistent world. Prior to Three Rings James consulted on game design, toiled for many years on Middle-earth Online, and co-founded two profitable UK Internet startups, Avalon and Sense Internet.

Panel: Virtual World Demos

David Johnson is a visiting professor at New York Law School where he teaches Cyberlaw. After receiving his J.D. (1972) from Yale Law School, and completing a year of post-graduate study at University College, Oxford (1968), Johnson joined Wilmer, Cutler & Pickering in 1973 and became a partner in 1980. He recently retired from the firm and is devoting substantial time to the development of new types of “graphical groupware” software products. His previous legal practice focused primarily on the emerging area of electronic commerce, including counseling on issues relating to privacy, domain names and Internet governance, as well as other intellectual property matters. He helped to write the Electronic Communications Privacy Act, was involved in discussions leading to the Framework for Global Electronic Commerce, and has been active in the introduction of personal computers in law practice.


Jerry Kang is professor of law at UCLA School of Law and visiting professor at Georgetown Law Center (2004-05). Kang’s teaching and scholarly pursuits include civil procedure, race, and communications. On race, he has focused on the Asian American community and has written and spoken nationally about hate crimes, affirmative action, and lessons from the Japanese American internment. He is a co-author of *Race, Rights, and Reparation: The Law and the Japanese American Internment* (Aspen Publishers 2001). At UCLA, he helped found the Concentration for Critical Race Studies, the first program of its kind in American legal education and acted as its founding co-director for two years.

Panel: Virtual World Identity
Ethan Katsh is the director of the Center for Information Technology and Dispute Resolution at the University of Massachusetts. He has authored three books and numerous articles on law and technology. His latest book, Online Dispute Resolution: Resolving Conflicts in Cyberspace, was published in 2001. His articles have appeared in the Yale Law Journal, the University of Chicago Legal Forum, and other law reviews and legal periodicals. Katsh chairs the United Nations Economic Commission for Europe (UNECE) Expert Group on ODR and coordinated the 2002 and 2003 UNECE Online Dispute Resolution Conferences. He has been Visiting Professor of Law and Cyberspace at Brandeis University, is on the Board of Advisors of the Democracy Design Workshop, serves on the legal advisory board of the InSites E-governance and Civic Engagement Project and is a Fellow of the American Bar Foundation.

Greg Lastowka is an Assistant Professor of Law at Rutgers University School of Law-Camden. He teaches courses in cyberlaw and property. His research focuses primarily on the regulation of information and technology, with an emphasis on the laws of trademark and copyright. Lastowka is a graduate of Yale University (B.A. English, summa cum laude ’91) and the University of Virginia School of Law (J.D. ’00). At the University of Virginia, he was a Hardy Cross Dillard Scholar and an Articles Editor on the Virginia Law Review.

Peter Ludlow is Professor of Philosophy and Linguistics at the University of Michigan, Ann Arbor. He received his B.A. from Bethel College and his Ph.D. from Columbia University. He has authored many books, including the most recent Crypto Anarchy, Cyberstates, and Pirate Utopias (MIT Press, 1999). He started an online newspaper, The Alphaville Herald which covers events in a Massively Multiplayer Online Roleplaying Game. The newspaper is now called The Second Life Herald.

Ian MacInnes became an assistant professor at Syracuse University’s School of Information Studies in 1999 after spending two years at the University of Minnesota’s Carlson School of Management. Before that he completed a doctorate from the University of Southern California in Political Economy and Public Policy and a master’s degree at the London School of Economics. He was recently a Fellow at Harvard’s Kennedy School of Government. His current areas of research include pure digital transactions for content, software, and services; industry convergence; electronic commerce transformation; trust and fraud in electronic markets; virtual communities; and business models for online entertainment.

Workshop: Dispute Resolution and Trust Building in Virtual Worlds

Panel: Avatar Rights, Virtual Liberty, and Free Expression in Virtual Worlds

Panel: The Culture of Play
Alexander Macris is the president & CEO of Themis Group, the online game consultancy, which he co-founded in August 2001. At Themis, Macris has led ten engagements consulting on massively multiplayer games including Anarchy Online, Wish, and the Saga of Ryzom. Prior to Themis, Macris founded and served as CEO of WarCry Corp, which he led to become the industry’s second largest online game community network. Macris was editor in chief and co-writer for Themis Reports 2002 and 2004, co-designer of two commercially-published tabletop wargames, and the designer of the Themis Group’s proprietary Player Satisfaction Matrix. He is a graduate magna cum laude of Harvard Law School, where he authored a paper on the effects of design on online game communities (“Imaginary Worlds, Real Communities,” 2000).

Panel: The State of the Industry Breakfast

Paul Marino is head of the Academy of Machinima Arts & Sciences, a nonprofit organization established to promote, organize and recognize the growth of Machinima filmmaking and filmmakers. This organization was developed in March of 2002 by several leading members of the Machinima community. It is their goal to both make the current creative industries aware of Machinima as well as bring support & credibility to independent Machinima productions as a whole. Marino also was the co-founder of the ILL Clan. ILL Clan Productions is a collective of 3D artists, filmmakers and improvisational comedians focusing on creating animated episodic shows and works for hire using the machinima process and 3D CGI.

Panel: Mini Machinima Film Festival

Ernest Miller pursues research and writing on cyberlaw, intellectual property, and First Amendment issues. Miller attended the U.S. Naval Academy before attending Yale Law School, where he was president and co-founder of the Law and Technology Society, and founded the technology law and policy news site LawMeme.

Panel: The Culture of Play

Dave Myers is the director of the Graduate Program and assistant professor in the Department of Communications at Loyola University, New Orleans. He is the Rev. Aloysius B. Goodspeed, S.J., Beggars, Distinguished Professor in Communications. Myers is the author of The Nature of Computer Games: Play as Semiosis.

Panel: The Culture of Play
Beth Simone Noveck is an associate professor of law at New York Law School and Director of the Institute for Information Law and Policy. She also directs the Democracy Design Workshop, a first-of-its-kind interdisciplinary project dedicated to deepening democratic practice in the digital age. Noveck is also a founding fellow and project director of the Yale Law School Information Society Project. With the support of the Rockefeller Brothers Foundation, the Council of Europe, and AmericaSpeaks, Noveck is currently at work on the Cairns Project, an interactive inventory of best practices in collaboration and participation. Noveck is a founder of Bodies Electric LLC, developer of the Unchat software. She is coeditor (together with Professor J.M. Balkin of Yale Law School) of the new book series *Ex Machina: Law, Technology and Society* (NYU Press) and the Organizer of the State of Play Conferences. www.nyls.edu/democracy

Panel: Virtual World Governance and Democracy

Cory Ondrejka is the vice president of product development for Linden Lab, the creators of Second Life. He joined Linden Lab in November of 2000 and brought an extensive background in software development and project management. Most recently, Ondrejka served as project leader and lead programmer for Pacific Coast Power and Light’s Nintendo 64 title, “Road Rash.” Previous experience includes a position as lead programmer for Acclaim Coin-Operated Entertainment’s first internal coin-op title. Prior to Acclaim, he worked on Department of Defense electronic warfare software projects for Lockheed Sanders. While an officer in the United States Navy, he worked at the National Security Agency and graduated from the Navy Nuclear Power School. Ondrejka is a graduate of the United States Naval Academy, where he was a Presidential “Thousand Points of Light” recipient and became the first person ever to earn Bachelors of Science degrees in two technical majors: Weapons and Systems Engineering and Computer Science.

Panel: Intellectual Property/ Digital Property

John Palfrey is the executive director of the Berkman Center at Harvard Law School. Prior to his position at the Center, Palfrey was at the law firm Ropes & Gray, where he worked on intellectual property, Internet law, and private equity transactions. He is a co-founder and a former officer of a venture-backed technology company. He also served as a special assistant at the U.S. Environmental Protection Agency during the Clinton administration. He also serves on the Board of Directors of the Charles River Watershed Association. While attending Harvard Law School, Palfrey was a Teaching Fellow in Internet Law and served as an editor of the *Harvard Environmental Law Review*.

Panel: Regulating Virtual Worlds

Celia Pearce is a game designer, artist, researcher, teacher and author of *The Interactive Book: A Guide to the Interactive Revolution* (Macmillan), as well as numerous other articles on interactive media, game design and culture. She currently holds a position as Research and External Relations Manager for the Arts Layer of Cal-(IT)2 (California Institute for Telecommunication and Information Technology), University of California Irvine, where she has also taught game design and interactive art.

Panel: Virtual World Identity
David Post is currently a professor of law at Temple University Law School (where he teaches intellectual property law, copyright, and the law of cyberspace), an Adjunct Scholar at the Cato Institute in Washington DC, co-founder of ICANN Watch, and co-author of Cyberlaw: Problems of Policy and Jurisprudence in the Information Age (with Paul Schiff Berman and Patricia Bellia). He also plays guitar and banjo in the band Bad Dog, and has appeared as a guest artist with the band Transistor Rodeo.

Panel: Intellectual Property/Digital Property

Joel Reidenberg is professor of law and a past director of the graduate program in law at Fordham University School of Law. He teaches courses in Information Privacy, Information Technology Law, Intellectual Property Law, International Trade, Comparative Law, and Contracts. Reidenberg has held appointments as visiting professor at the Université de Paris 1 (Panthéon-Sorbonne), the Université de Paris V (René Descartes) and AT&T Laboratories—Public Policy Research.

Panel: Regulating Virtual Worlds

Philip Rosedale has an extensive background in the development and pioneering of streaming technology, having built his first computer in 4th grade, and started his first computer software company while still in high school. In 1995 he developed FreeVue, a low-bitrate video conferencing system for Internet-connected PCs, resulting in the acquisition of his company in early 1996 by RealNetworks. For 3 1/2 years, Rosedale served at RealNetworks as vice president and CTO, where he was responsible for the development and launch of RealVideo, RealSystem 5.0, and RealSystem G2. In 1999 Rosedale returned to San Francisco, joined Accel Partners as an entrepreneur in residence, and began the basic research that would become the technology behind Second Life. Rosedale holds a B.S. degree in Physics from the University of California at San Diego.

Panel: Virtual World Demos

Colin Rule is eBay’s first director of online dispute resolution. He is responsible for designing, implementing and maintaining processes to resolve millions of buyer-seller disputes per year. He is currently co-chair of the Online Dispute Resolution Committee of the American Bar Association’s Dispute Resolution Section and serves on the Steering Committee of the Better Business Bureau’s Internet program, BBBOnline. Rule co-founded Online Resolution, one of the first online dispute resolution (ODR) providers. He has presented and trained throughout Europe and North America for organizations including the Federal Mediation and Conciliation Service and the International Chamber of Commerce. Rule is the author of Online Dispute Resolution for Business (2002) and has contributed more than 40 articles to prestigious ADR publications such as Consensus and Peace Review. He authors the online conflict resolution column in ACResolution Magazine and contributes to odr.info, a news resource chronicling developments in the ODR field.

Workshop: Dispute Resolution and Trust Building in Virtual Worlds

Panel: Virtual World Governance and Democracy

Steve Salyer is an entrepreneurial executive with over twenty-five years of experience in senior management roles in companies providing technology-based entertainment products. He has produced music, television, and interactive products and is an avid online gamer. Salyer is currently president of IGE, a leading services provider to the MMORPG community. Prior to joining IGE, he was president of business development for Ubisoft, a top tier videogame publisher. During the mid to late 1990s, Salyer was founder and CEO of 911 Entertainment, Inc., an Internet-based music company whose strategic partners included Intel, Softbank, and venture capital firms. From the late 1980s through the mid-1990s, Salyer was a senior vice president at Electronic Arts. He helped build Electronic Arts from a privately held company into the leading independent games publisher.

Panel: Virtual Property/Real World Markets: Making a Living in a Virtual World

Kevin Saunders is professor of law at Michigan State University. He holds a Ph.D. in philosophy and earned his law degree from the University of Michigan in 1984. He clerked for Judge Kenneth Starr and went on to teach at the University of Arkansas, the University of Oklahoma, and Drake University. Saunders is the author of two books—Violence as Obscenity: Limiting the Media’s First Amendment Protection and Saving Our Children from the First Amendment—and has authored dozens of book chapters, law review articles, and commentaries in legal and popular periodicals.

Panel: Regulating Virtual Worlds

Frederick Schauer is Frank Stanton Professor of the First Amendment and former academic dean at The John F. Kennedy School of Government at Harvard University. He focuses on constitutional law, freedom of speech and press, international legal development, and the philosophical dimensions of law and rules. Formerly he was professor of law at the University of Michigan, chair of the Section on Constitutional Law of the Association of American Law Schools, and vice president of the American Society for Political and Legal Philosophy. Schauer is a Fellow of the American Academy of Arts and Sciences, and has been awarded a Guggenheim Fellowship. His books include The Law of Obscenity, Free Speech: A Philosophical Enquiry, and Profiles, Probabilities, and Stereotypes. Schauer has worked on issues of legal development throughout the world, and his books have been translated into Spanish, Italian, and Turkish.

Panel: Avatar Rights, Virtual Liberty, and Free Expression in Virtual Worlds
Richard Sherwin is professor of law and director of the Visual Persuasion Project at New York Law School. He is an expert on the use of visual representations and visual persuasion in litigation and has written widely on the interrelationship between law and culture, including interdisciplinary works on rhetoric, political legitimacy, and the interpenetration of law and visual mass culture - the subject of his pathbreaking book, *When Law Goes Pop* (2000). He is a regular commentator for television, radio, and print media in the U.S. and abroad. Sherwin recently debuted Visual Persuasion in the Law, the first course of its kind in the nation, to teach students about the role and efficacy (as well as the pitfalls) of visual persuasion in contemporary legal practice. Tackling cutting-edge legal controversies, Sherwin’s students make visual exhibits and produce closing arguments in the form of a short digital film.

**Workshop:** Law on the Screen

Constance Steinkuehler is trained in cognitive psychology and also has some experience in online learning issues. Her research interests include forms of socially and materially distributed cognition in virtual spaces, the (social) mechanisms for learning in online worlds, the relationships between such learning and identity, and the development of qualitative discourse analysis-based methodologies appropriate to such online environments. Currently, she is working on an online cognitive ethnography of the massively multiplayer online game Lineage to be published as a trade book. In this work, she illustrates the forms of learning, thinking, and socially interacting that such games recruit and how such practices intersect with the identities of those who play, highlighting the implications of participation in such communities for researchers, educators, and, perhaps more crucially, parents. Steinkuehler is a member of the James Gee/Kurt Squire et al. videogame group at the University of Wisconsin.

**Panel:** Virtual World Demos

Jacqueline Stevens is the author of *Reproducing the State* (Princeton, 1999) and collaborated with Natalie Bookchin on agoraXchange (www.agoraxchange.net), commissioned by the Tate Online. Stevens writes about how laws create hereditary membership groups that seem to be natural. Her focus is on the role law plays in constituting the nation, ethnicity, race, family, kinship, and sexuality. She is also interested in the role of government research in constituting taxonomies of race and ethnicity through the research done on the Human Genome Project. She is presently writing two book manuscripts: *States without Nations* and *The Human Being Project*.

**Panel:** The Culture of Play

T.L. Taylor is a sociologist whose research focuses on games, virtual environments and computer-mediated communication. She has studied avatars and their use in the construction of identity and community, as well as the ways value systems come to be embedded in software and design. Her current work on massive multiplayer games has explored these themes as well examining gender, power games, socialization, and the challenges presented by the commercialization of game environments. She is currently assistant professor in the Department of Digital Aesthetics and Communication at the IT University of Copenhagen, Denmark.

**Panel:** The Culture of Play
Leo Sang-Min Whang’s main interest was on the change of human thinking & behaviors by the change of social-cultural circumstances. After he got his Ph.D. in Psychology at Harvard, he has expanded his researches to the issues of Cyberpsychology & Behavior. The virtual world created by online game was one of this main domain of field study. Since the unprecedented advent of internet in Korea, he has been making a study of the ‘cyberpsychology’ and ‘youth culture’ with an online game space as its setting in a psychological point of view. His book, “There is another ‘me’ in the cyber space”(2000), and ‘Korea’s New Cyber Generation’(2004), are estimated as a new and interesting investigation on emerging phenomena of cyberspace and online game activities among youth in Korean society, applying the psychological laws of cyberspace. He currently contributes to the research on the role of on-line game world for youth culture, especially Massively Multiplayer Online Role play Games (MMORPG), such as Lineage.

Panel: Virtual Worlds in Asia: Asia in Virtual Worlds

Andrew Zaffron is senior vice president and general counsel of Sony Online Entertainment (SOE), a subsidiary of Sony Corporation and Sony Pictures Digital Inc. 2003 marked Zaffron’s tenth anniversary with Sony companies. Prior to joining SOE in 1999, Zaffron was director of legal and business affairs at Sony Computer Entertainment America responsible for property licensing, litigation management and providing legal and business affairs support to the sales, finance, operations and customer service groups. Zaffron is a member of the California bar, has been admitted to practice before all state and federal courts in California, is a member of the American Corporate Counsel Association, and has spoken on numerous industry and professional panels.

Panel: Regulating Virtual Worlds

Nick Yee is well known for his studies of the psychology of massively multi-user online roleplaying games (MMORPGs). He has collected online survey data from over 30,000 MMORPGs, focusing on topics such as usage patterns, gender and age differences, relationship formation, motivations for usage, and emergent social phenomena. He graduated with a B.A. in psychology from Haverford College and worked for two years in a Tech. R&D group in Accenture. He has been cited in the Washington Post, CBS, TechWeek, and CNet.com. Currently he is in a Ph.D. program at Stanford in the Communications Department.

Panel: Virtual World Identity
The Institute for Information Law & Policy would like to thank the following students for their contributions to the State of Play II:

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Rinil Routh
Richard Rybak
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Debbie Twardowski
Audrey Weinberger

BY SUBWAY:

7th Avenue line:
1, 9 (local) to Franklin Street. Exit at Varick Street and West Broadway. Walk two blocks south on West Broadway to Worth Street.
2, 3 (express) to Chambers Street. Exit at West Broadway and walk four blocks north on West Broadway to Worth Street.

Lexington Avenue line:
4, 5 (express) and 6 (local), to Brooklyn Bridge/City Hall. Exit at Foley Square. Walk north two blocks to Worth Street and west three blocks to Church Street.

8th Avenue line:

Chambers Street lines:
A (express) and C (local) to Chambers Street. Exit at Church Street. Walk four blocks north on Church Street to Worth Street.
E (local) to Canal Street, change for the A or C to Chambers Street.

Avenue of Americas (6th Ave.) line:
B, D, Q (express) and F (local) to West 4th Street/Washington Square. Change at West 4th Street for the A or C to Chambers Street.

Broadway line:
W, R (local) to City Hall. Exit on Broadway and walk north on Broadway to Worth Street. Walk west on Worth Street one block to Church Street.

Nassau Street line:
J, Z (express) and M (local) to Chambers Street. Exit at Foley Square. Walk north two blocks to Worth Street and west three blocks to Church Street.

By BUS:

M1, M6 south to Broadway and Worth Street. Walk one block west on Worth Street to Church Street. M20 south to West Broadway and Worth Street. Walk one block east on Worth Street to Church Street.

By CAR:

Flat-fee parking is available in a lot adjacent to the Law School at 47 Worth Street.

From the Harlem River Drive/FDR Drive:
Take Exit 2 (Brooklyn Bridge/Civic Center). Bear to the right (toward Civic Center) and proceed down the ramp. Make a right at the light onto St. James Place. Go straight, at the third light (street ends), make a left onto Worth Street. Continue for approximately five blocks.

From the Henry Hudson Parkway/Westside Hwy.:
Take the Chambers Street exit. Follow Chambers Street three blocks and make a left onto Church Street. Follow Church Street four blocks to Worth Street. Make a left onto Worth Street.

From the Brooklyn Battery Tunnel:
At the exit of the tunnel, bear right onto Trinity Place (Trinity Place becomes Church Street after the World Trade Center site). Move to the far left lane. Continue on Church Street to Worth Street. (Worth Street is four blocks past Chambers Street). Make a left onto Worth Street.

From the Lincoln Tunnel:
Take the Westside Highway south (Refer to directions from Westside Highway above).

From the Holland Tunnel:
Stay in the middle lane and take the “Downtown” exit. Make a right onto Varick Street. Varick Street becomes West Broadway. Continue on West Broadway three blocks to Worth Street. Make a left onto Worth Street.
This issue of the New York Law School Law Review will carry articles from the first State of Play conference. To reserve your copy, please contact Chun Li at cli@nyls.edu
STAY TUNED...
STATE OF PLAY III, FALL/WINTER 2005

We are soliciting contributions and proposals for next year’s State of Play. We welcome proposals for panels, exhibits and speakers to Chun Li, cli@nyls.edu.
The Information Society Project at Yale Law School and the Institute for Information Law and Policy at New York Law School, proudly present

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This ground-breaking conference will bring together policy makers, lawyers, technologists, social activists and academics to discuss globalization and the law in terms of information flow. We are interested in how individuals, groups, and countries are trying to promote and control the flow of different kinds of information across national borders: information ranging from intellectual property and scientific research to political discourse, brand names and cultural symbols. Fights over information flow will help define who holds power in the global information economy. A distinguished group of experts will address the patterns, problems, and power of information flows in six different contexts:

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(2) economics  (5) science
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For more information, please contact

Eddan Katz
Executive Director of the Information Society Project
at eddan.katz@yale.edu or visit http://islandia.law.yale.edu/isp/
Be sure to visit the
STATE OF PLAY
VIDEO TIMECAPSULE

Eighteen online video timecapsules capture the views of leading thinkers on the future of virtual worlds, law and society, in interviews filmed during the State of Play I (November 13-15, 2003).

Interviews include:
Jack Balkin (Yale Law School)
Richard Bartle (Creator, Multi User Dungeon MUD, Author, “Designing Virtual Worlds”)
Yochai Benkler (Yale Law School)
Edward Castranova (California State University/Fullerton)
Susan Crawford (Cardozo Law School)
Julian Dibbell (author and fellow, Stanford Law School)
Mary Flanagan (Department of Film and Media Studies Hunter College)
Michael Froomkin (University of Miami Law School)
Will Harvey (Founder & Executive Vice President, There Inc, creators of There.com)
Sean Uberoi Kelly (Social Computing Group, Microsoft Research)

Raph Koster (Chief Creative Officer, Sony Online Entertainment)
Greg Lastowka (Rutgers Law School)
Ernest Miller (GameJockeys.net and Yale Law School Information Society Project)
Cory Ondrejka (Vice President of Product Development, Linden Lab, creators of Second Life)
Philip Rosedale (CEO, Linden Lab, creators of Second life)
Douglas Rushkoff (Author)
Clay Shirky (NYU Telecom Interactive)
Eric Zimmerman (GameLab)

Interviewers include:
Julian Dibbell, Dan Hunter, David Johnson, Jonathan Kay, Greg Lastowka and Ernest Miller.

Go to www.nyls.edu/stateofplay and click on “videotimecapsule”
"We will create a civilization of the Mind in Cyberspace. May it be more humane and fair than the world your governments have made before."

John Perry Barlow
From "A Declaration of the Independence of Cyberspace"

"As these new worlds increasingly tap into that latent demand, there will certainly be policy consequences on the old Earth. Anyone who disagrees is free to do so, but they are thereby forced to defend the position that most people just love life on Earth, with its strip malls, commutes, telemarketers, and TV, and will want to stay here for the most part.

I feel much more comfortable with the opposite view, that a lot of mental energy is going to migrate to cyberspace.

When it does, policy will change. There's nothing any of us can do about it.

Buckle your seat belts."

Edward Castronova

www.secondlife.com
Announcing a New Book Series

Ex Machina: Law, Technology, and Society

Professor Beth Simone Noveck, New York Law School
Professor Jack Balkin, Yale Law School
Editors


The *Ex Machina* series grapples with the interplay between technology and law. Its goal is not simply to study but to influence the development of new technologies as they begin to remake social and cultural life, and to define an intellectual debate that can change the future of technology and the legal, political, and cultural institutions that respond to it. The series aims to provide a critical outlet for assessing technological revolutions as they unfold by convening a dialogue among the lawyers, technologists, humanists, and social scientists engaged in building tomorrow’s tools and institutions.

Planned *Ex Machina* projects focus on the legal ramifications of a number of cutting-edge technological developments. They include:

- The State of Play: Law, Games, and Virtual Worlds
- Digital Cops in the Virtual Environment
- Is Small Beautiful?: Nanotechnology, Bioethics and the Law
- Rights and Robots
- Recoding the State: The Law of E-Government and E-Democracy
Terra Nova is the official weblog covering the State of Play II: Reloaded conference

http://terranova.blogs.com/