

Certificate in Intellectual Property, Media, and Information Law

Brooklyn Law School offers a certificate for students interested in practicing in areas involving intellectual property, the media, and/or information law. To earn the certificate, students must satisfactorily complete at least **seven** total courses from the various course listings below, broken down as follows:

- at least 1 course from among the following three foundation courses:
 - [Copyright Law](#)
 - [Patent Law](#)
 - [Trademarks and Unfair Competition](#)
- at least 1 other foundation course;
- at least 3 additional courses selected from among the foundation or advanced courses; and
- at least 2 skills and practice-based courses.

Foundation Courses

- [Copyright Law](#) (IPL-200)
- [First Amendment Law](#) (CLT-200)
- [Internet Law](#) (IPL-220)
- [Patent Law](#) (IPL-210)
- [Trademarks and Unfair Competition](#) (IPL-215)

Advanced Courses¹

- [Advanced Legal Research: Intellectual Property](#) (LWR-200)
- [Art Law Seminar: Advanced Problems](#) (IPL-475)
- [Cybercrime](#) (IPL-225)
- [Cybersecurity Law](#) (RLP-291)
- [Entertainment Law](#) (IPL-300)
- [Fashion Law Seminar](#) (IPL-320)
- [First Amendment Seminar](#) (CLT-405)
- [Human Rights & IP Seminar](#) (IPL-270)

¹ This list includes currently offered courses. From time to time, different courses focusing on topics relating to IP, media law, or information law may be offered to satisfy the requirement.

Advanced Courses *(continued)*

- [Privacy Law in a Digital World](#) (IPL–230)
- [International IP](#) (IBL–370)
- [Media Law and Policy Seminar](#) (IPL–425)
- [Patent Prosecution](#) (IPL–310)
- [Privacy and the Workplace](#) (LEL–220)
- [Sales and e-Commerce](#) (CTL-221)9/4/2014
- [Sports Law](#) (BOL–280)
- [Telecommunications Law](#) (RLP–290)
- [Trade Secrets Workshop](#) (IPL–445)

Skills and Practice-Based Courses

Externships

- [Civil Practice Externship](#) (in pertinent placement)²

Clinics

- [BLIP](#) (Brooklyn Law Incubator & Policy) Clinic and [Advanced BLIP Clinic](#) (CLN–214, CLN–216)³

Simulation Courses

- [Entertainment Industry Legal Practice](#) (IPL-302)
- [Entertainment Law Workshop](#) (IPL–301)
- [Litigating an Intellectual Property Case](#) (IPL–260)
- [Litigating a Patent Case](#) (IPL–261)

² Many government agencies, trade associations, standard-setting bodies, and other groups will provide relevant externship experiences. For example, students have worked for the Computer and Communications Industry Association; the New York Attorney General’s Office, Internet Division; and the NYC Department of Information Technology and Telecommunications; the Dramatists’ Guild; many entertainment industry companies (e.g., SONY, MTV). Other relevant externships in business organizations, media outlets, watchdog groups, government offices, nonprofit organizations, and other settings may satisfy this requirement.

³ Two-semester clinics count as two skills courses.