

Entertainment, Arts & Sports Law LL.M.		
International Student Track		
Prerequisites: There are no courses required for admission to the Program		
Required Courses, regardless of area of specialization: Immersive Introduction to American Law (2 credits)* Legal Communication and Research I (2 credits)* Business Associations (4 credits) ^ * Copyright Law (3 credits) Trademark Law (2 credits) Practicum (2 credits)		
Required Core Courses, dependent upon area of specialization:		
Entertainment	Arts	Sports
Entertainment Law: Motion Pictures and Television (2 credits)	Art Law (3 credits)	Sports Law (2 credits)
Negotiating and Drafting for the Business of Entertainment I (2 credits)	TBD	Negotiating and Drafting Sports Venue Agreements (1 credit)
		Negotiating and Drafting the Purchase of a Minor League Baseball Team (1 credit)
Required Elective Courses, dependent upon area of specialization (may be substituted with the permission of the Director of the Program):		
Entertainment	Arts	Sports
Negotiating and Drafting for the Business of Entertainment (II) (1 credit)	Artists' Endowed Foundations: Law & Policy (1 credit)	Representing the Pre-Professional Athlete (1 credit)
Motion Picture Finance (1 credit)	TBD	Representing the Professional Athlete (1 credit)

^ The requirement to enroll in Business Associations may be waived with the prior approval of the Director of the Program.

* This course complies with the State Board of Law Examiners' requirements to qualify to sit for the New York Bar Exam.