

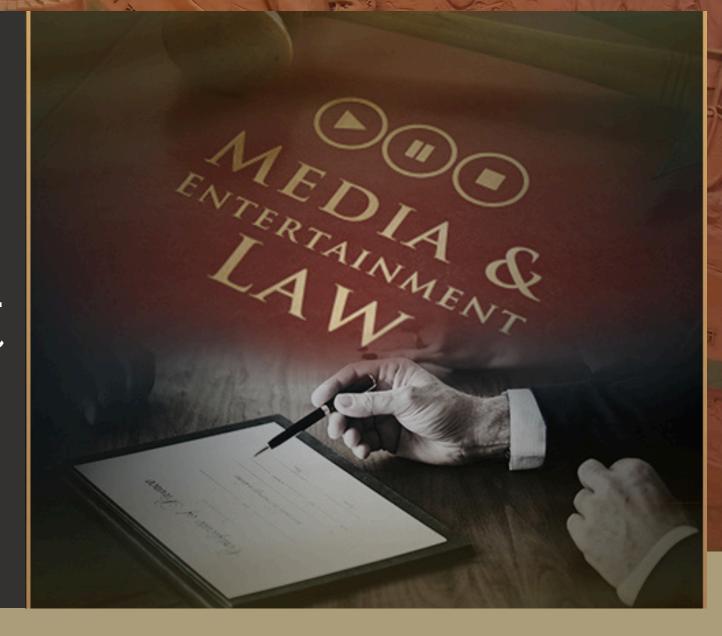
People's Education Society's

# Adv. Balasaheb Apte College of Law

Student Development Committee

Certificate Course on

# Media & Entertainment Law



# **GUIDANCE FROM TOP INDUSTRY EXPERTS**

# Who can Apply?

- Students of Law
- Students of Media & Mass Communications
- Journalists
- Legal and Media Professionals
- Academicians

# What to expect?

- Regulatory, Commercial and Technological Landscape of the Entertainment Industry
- Insights into Media Laws, AI Governance, Deepfake Regulation, Data Protection, Gaming Laws, etc.

### **COURSE DETAILS**

Course Duration- 30 Hrs Course Starting From 11<sup>th</sup> January, 2026 Every Sunday 10AM- 1PM (Online)



### **REGISTRATION FEE**

ABACL Students INR 5000/-

Other Students INR 7000/-

Others INR 8000/-

# **Bank Details:**

**Account Name:- Peoples Education Society** 

Account No:- 017220100041024

IFSC Code: - JSBP0000017

REGISTER HERE





Prof. Vaishali Gurav Principal In-Charge Adv. Balasaheb Apte College of Law Prof. Neha Athavale Course Convener Adv. Balasaheb Apte College of Law

# **Course Structure**

# Unit 1: Jurisprudence and Constitutional Framework

- Jurisprudence behind media & entertainment law
- Constitutional foundation & historical evolution
- Comparative analysis (India, UK, USA).

# **Unit 3: Laws Relating to Films**

- Production, distribution, exhibition of cinema
- Anti-piracy laws
- Certification & censorship.

# <u>Unit 5: Social Media & Digital Platform</u> <u>Laws</u>

- IT Act, 2000 (with amendments)
- Digital content regulation & intermediary liability
- Rights of users, online safety.

# Unit 7: Gaming & E-Sports Laws

- Legal framework for online gaming & gambling
- Skill-based vs. chance-based gaming
- E-sports, in-game purchases, protection of minors.

### **Unit 2: Press Laws**

- Regulation of newspapers, publishing houses, journalists
- Pre- and post-independence press regulation in India.

# **Unit 4: Broadcasting Laws**

- Television & radio broadcasting regulation
- Content regulation, licensing, pricing.

# Unit 6: Artificial Intelligence & Law in Digital Media

- Al in media, entertainment & communication
- Deepfakes, misinformation & ethical challenges
- Data protection & AI governance.

# <u>Unit 8: Intellectual Property and Media</u>

- Copyright in films, music, performances
- Licensing, royalties & content ownership
- Trademarks and brand integration in entertainment.

# <u>Unit 9: Other Laws Affecting Entertainment Industry</u>

- Competition Law, Consumer Protection, Taxation
- Environmental & labour law implications
- Sexual exploitation, harassment & child protection laws in media & entertainment.