LLM IN ENTERTAINMENT, ARTS AND SPORTS LAW

Overview

Students get a **wide-range of skills in the interconnecting areas** of entertainment, arts and sports law while **honing their specific area of interest** with a choice of three specializations: the entertainment law track (https://www.law.miami.edu/academics/llm/entertainment-law-track-entertainment-arts-sports-law/)**,** the sports law track (https://www.law.miami.edu/academics/llm/sports-law-track-entertainment-arts-sports-law/), and the arts law track (https://www.law.miami.edu/academics/llm/arts-law-track-entertainment-arts-sports-law/)**.**

The LL.M. is two semesters consisting of required and elective courses, and a practicum. All courses are taught by Law School faculty and prominent practicing attorneys. The blended nature of the LL.M. enables students to maximize their studies and create a curriculum to match individual professional interests.

Admission Requirements

Domestic J.D. Students

Prior to enrollment, full-time and part-time applicants must have earned a J.D. degree from a law school accredited by the American Bar Association.

International Students

- International applicants must hold a J.D. degree or its equivalent from a foreign institution.
- International lawyers must present evidence of graduation from an international law school: official transcripts from all schools attended and listed on the application for admission; certified, translated copy of the transcripts; and photocopies of diplomas received.
- Applicants whose native language is not English must take the Test of English as a Foreign Language (TOEFL). A score of not less than 580 on the written, not less than 237 on the computer based or not less than 92 on the internet based TOEFL test is required to be considered for admission. In the alternative, applicants may take the International English Language Test System exam (IELTS), in which event a score of not less than 7 is required.

Curriculum Requirements

Arts Law Track

Code	Title	Credit Hours
Prerequisites		
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Required Courses		
LAW 392	Art Law	3
LAW 112	Copyright Law	3
LAW 132	Trademark Law	2
LAW 889	LL.M. Practicum I	6
Electives		**10**
Examples of elective course options include:		
LAW 922	Law and Policy of Charitable Foundations Created by Entertainers, Athletes, and Artists	
LAW 348	Museum Law	
LAW 395	Cultural Property and Heritage Law	
LAW 341	International Copyright	
LAW 281	Entertainment Law	
LAW 162	Negotiating and Drafting for the Business Entertainment I	
LAW 725	Negotiation Skills	
LAW 262	UNION ORGANIZING AND COLLECTIVE BARGAINING IN THE ENTERTAINMENT AND SPORTS INDUSTRIES	
LAW 111	Communication Law	
LAW 907	Intellectual Property Transactions Negotiations	
LAW 927	Media Distribution	
LAW 743	Law and the Media	
LAW 585	Social Media Law	

LAW 331	TikTok, Twitter, and YouTube: The Legal Framework Governing Social Media	
Total Credit Hours		**24**

Curriculum Requirements

Entertainment Law Track

Code	Title	Credit Hours
Prerequisites		
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Required Courses		
LAW 281	Entertainment Law	2
LAW 162	Negotiating and Drafting for the Business Entertainment I	2
LAW 112	Copyright Law	3
LAW 132	Trademark Law	2
LAW 889	LL.M. Practicum I	3-6
Miami Law Entertainment Law Conference		
Electives		**12**
Examples of elective course options include:		
LAW 552	Intellectual Property in Digital Media	
LAW 549	Motion Picture Financing	
LAW 262	UNION ORGANIZING AND COLLECTIVE BARGAINING IN THE ENTERTAINMENT AND SPORTS INDUSTRIES	
LAW 743	Law and the Media	
LAW 907	Intellectual Property Transactions Negotiations	
LAW 236	BUSINESS, ENTERTAINMENT, AND SPORTS IMMIGRATION LAW	
LAW 902	Entertainment Law in Latin America	
LAW 927	Media Distribution	
LAW 585	Social Media Law	
LAW 331	TikTok, Twitter, and YouTube: The Legal Framework Governing Social Media	
Total Credit Hours		**24**

Curriculum Requirements

Sports Law Track

Code	Title	Credit Hours
Prerequisites		
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Required Courses		
LAW 254	Sports Law	3
LAW 195	Negotiating and Drafting Sports Venue Agreements	1
LAW 903	Purchase and Sale of a Minor League Baseball Team	1
LAW 112	Copyright Law	3
LAW 132	Trademark Law	2
LAW 889	LL.M. Practicum I	3-6
Miami Law Sports Law Conference		
Electives		**11**
Examples of elective course options include:		
LAW 193	Representing the Professional Athlete	
LAW 552	Intellectual Property in Digital Media	
LAW 281	Entertainment Law	

LAW 162	Negotiating and Drafting for the Business Entertainment I	
LAW 725	Negotiation Skills	
LAW 262	UNION ORGANIZING AND COLLECTIVE BARGAINING IN THE ENTERTAINMENT AND SPORTS INDUSTRIES	
LAW 907	Intellectual Property Transactions Negotiations	
LAW 236	BUSINESS, ENTERTAINMENT, AND SPORTS IMMIGRATION LAW	
LAW 927	Media Distribution	
LAW 743	Law and the Media	
LAW 585	Social Media Law	
LAW 331	TikTok, Twitter, and YouTube: The Legal Framework Governing Social Media	
Total Credit Hours		**24**

Sample Plan of Study

Arts Law Track

Code	Title	Credit Hours
Fall		
LAW 112	Copyright Law	
LAW 132	Trademark Law	
LAW 392	Art Law	
LAW 889	LL.M. Practicum I	
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Elective Art Law Track Course		**10-12**
Spring		
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Elective Art Law Track Course		**10-12**
Total Credit Hours		**24**

Entertainment Law Track

Code	Title	Credit Hours
Fall		
LAW 112	Copyright Law	
LAW 132	Trademark Law	
LAW 889	LL.M. Practicum I	
LAW 162	Negotiating and Drafting for the Business Entertainment I	
LAW 552	Intellectual Property in Digital Media	
LAW 764	INTRODUCTION TO TELEVISION LEGAL AND BUSINESS AFFAIRS	
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Elective Entertainment Law Track Course		**10-12**
Spring		
LAW 163	Negotiating and Drafting for the Business of Entertainment II	
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Elective Entertainment Law Track Course		**10-12**
Total Credit Hours		**24**

Sports Law Track

Code	Title	Credit Hours
Fall		
LAW 112	Copyright Law	

LAW 132	Trademark Law	
LAW 889	LL.M. Practicum I	
LAW 254	Sports Law	
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Elective Sports Law Track Course		**10-12**
Spring		
LAW 195	Negotiating and Drafting Sports Venue Agreements	
LAW 196	Representing the Pre-Professional Athlete	
LAW 903	Purchase and Sale of a Minor League Baseball Team	
4 of 6 required or equivalent: Administrative Law, Antitrust, Business Associations, Federal Income Tax, Labor Law, Trusts and Estates		
Elective Sports Law Track Course		**10-12**
Total Credit Hours		**24**

Mission

To prepare students to become well versed in such areas as business associations, labor law, antitrust law, copyright law and trademark law, all of which are essential to the effective practice of law in the entertainment, art and sports industries.
To help students gain an understanding of respective businesses (including negotiating and drafting), as well as elective courses addressing topical subjects.
To gain a more intimate understanding of what to expect in practice and become apprised on a current basis of recent legal and business developments by exposing students to accomplished lawyers and executives in the field and arranging site visits to local entertainment companies, museums and professional sports franchises.

Student Learning Outcomes

1. Students will demonstrate advanced proficiency in the law of intellectual property, as applied to the entertainment, arts and sports industries.
2. Students will demonstrate advanced proficiency in written and oral communications as it relates to the negotiation and drafting process.
3. Students will demonstrate knowledge of substantive industry law.