Contents

Acknowledgments

Biographical Notes

Introduction
Edward Rubin

PART I.  CREATING DIGITAL COURSE MATERIALS

1. The Digital Path of the Law
   Ronald K. L. Collins and David M. Skover
   13

2. Open Source and the Reinvention of Legal Education
   Matthew T. Bodie
   34

3. Copyright and Innovation in Legal Course Materials
   R. Anthony Reese
   60

PART II.  TEACHING WITH DIGITAL COURSE MATERIALS

4. Digital Evolution in Law School Course Books:
   Trade-Offs, Opportunities, and Vigilance
   Lawrence A. Cunningham
   81

5. Smarter Law School Casebooks
   John Palfrey
   106

6. Law Games: The Importance of Virtual Worlds and
   Serious Video Games for the Future of Legal Education
   Gregory Silverman
   130

© in this web service Cambridge University Press www.cambridge.org
## Contents

7. Law Students and the New Law Library: An Old Paradigm  
   Penny A. Hazelton  
   
   **PART III. REFORMING THE CURRICULUM THROUGH DIGITAL COURSE MATERIALS**

8. Law School 2.0: Course Books in the Digital Age  
   David C. Vladeck  
   
9. The New Course Book and the New Law School Curriculum  
   Edward Rubin  
   
10. Casebooks, Learning Theory, and the Need to Manage Uncertainty  
    Peggy Cooper Davis  

Index  

158  
185  
200  
230  
249