



Nick Fitzpatrick

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Nick Fitzpatrick has a particular focus on copyright, digital broadcasting, television, sport, film and sponsorship.

Nick works with a full range of media clients, from US studios to private individuals. Nick is also co-chair of our global Media, Sport and Entertainment team.

Professionele ervaring

- Solicitor of the Senior Courts of England and Wales

Voorgaande ervaring

- 2005 to date, Partner, DLA Piper
- 2001 to 2005, Partner, London based international law firm
- Apr 2000, Seconded to Motion Picture Association of America
- Jan - Apr 2000, Seconded to Warner Bros, Burbank
- 1999 to 2001, Senior Solicitor, London based international law firm
- 1993 to 1999, Solicitor, London based international law firm

Opleiding

- Jesus College, Oxford University (Exhibitioner), BA (Hons) Jurisprudence

Lidmaatschappen

- The Law Society

- Media, Sport, Gaming and Entertainment
- Intellectual Property and Technology

- Media, sport en entertainment

Publicaties

Non-Fungible Tokens - Q&A

07 Sep 2021

A useful guide to Non-Fungible Tokens (NFTs) which includes details on how NFTs are created, regulated and sold.

Esports Laws of the World

26 July 2021

The esports market has been booming over the last few years, but in some cases, regulations have not been able to catch up. In this guide, we look at the local legal and regulatory requirements for the esports industry across 38 countries, to help you identify potential issues and solutions.

Impact of Brexit on the media, sport and entertainment industries

21 January 2021

On 1 January 2021, the Brexit transition period came to an end and the UK is now no longer subject to the rules of the EU. In this article, we take a look at the key issues of Brexit on the media, sport and entertainment industries and what the EU-UK Trade and Cooperation Agreement (TCA) means in respect of these sectors.

COVID-19: DLA Piper's global industry guide to resuming production post-pandemic

5 October 2020

Now that many countries are slowly beginning to experience COVID-19 lockdown restrictions easing and a push to restart industries, we have compiled this comprehensive report on the key considerations for resuming film and TV productions across 15 jurisdictions.

The rules of the game

4 June 2020

Patch notes: DLA Piper guide to esports state of play in 2020

As we look to the future of sport, our global MSE team consider a variety of the issues impacting on esports and their development. In this report we consider some of the concerns regarding the regulation of esports and the lessons which organisers, participants and administrators need to learn as the industry continues its meteoric rise.

COVID-19 Media productions and filming

28 May 2020

As the world looks tentatively towards opening economies and takes its first steps toward the "new normal", we are pleased to introduce this guide to provide the latest updates on the legal aspects of lockdown, and on restarting production work.

Impact of COVID-19 on the sports sector

15 April 2020

Sporting events around the world are being postponed or cancelled by governing bodies in a bid to prevent the spread of coronavirus. A range of sports have taken action, with the Football Association suspending the 2019-2020 professional football season, UEFA delaying Euro 2020 until the summer of 2021 and Formula 1 postponing a number of races with a view to announcing new race dates later on in the 2020 season.

- Sport Now: DLA Piper's Media, Sport and Entertainment sector magazine, 10 May 2018
- Data Protection and sport - the key issues to consider, 10 May 2018
- Global Media Sector Trends 2018, 6 Mar 2018
- The implications on data in sport in light of improvements in technology, 18 Dec 2017
- Sport Now: DLA Piper's Media, Sport and Entertainment sector magazine, 12 Dec 2017
- Data and sporting integrity - the key issues to consider, 7 Dec 2017
- Media, Sport and Entertainment Intelligence - October 2016, 12 Oct 2016
- Media, Sport and Entertainment Intelligence - September 2016, 8 Sep 2016
- Co-author of *Flint, Fitzpatrick and Thorne - A User's Guide to Copyright* (now in its fifth edition)
- Creator and editor of our global [Media Sport and Entertainment Blog](#).

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Previous

Global return to work in the media industry

11 June 2020
Webinar

Webinar: Impact of COVID-19 on the sports sector - Update

30 April 2020

COVID-19: Funding considerations for stakeholders in the sports sector

27 April 2020
Webinar

Webinar: Impact of coronavirus COVID-19 on the sports sector

18 March 2020

- Sportel Conference – Sports Data and Integrity, Oct 2017
- What GDPR means for Broadcasters?, Webinar, 6 Jun 2017
- What will Brexit mean for broadcasters?, Webinar, 28 Feb 2017
- Pre-Sportel Briefing on Copyright and Digital Technology, Webinar, 20 Oct 2016