

Michael J. Cavaretta

Member

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An experienced business and transactional lawyer, Mike represents a wide range of life sciences, technology, digital media, and other innovation-based companies.

Mike's practice is focused on licensing, strategic and business development transactions, and commercial transactions. He advises clients regarding clinical trial agreements; commercial agreements; intercompany strategic partnerships, including those for co-discovery, co-development, and co-commercialization; intellectual property licenses, including licenses for compounds, processes, platforms, and software; industry collaborations, including manufacturing, formulation, and process collaborations; university collaborations, including clinical trial and other sponsored research agreements, and material transfer agreements; and distribution agreements.

Mike is one of a select group of attorneys to have participated in the National Science Foundation's Innovation Corps (I-Corps) program, which prepares scientists and engineers to extend their focus beyond the laboratory, and broadens the impact of particular, NSF-funded, basic-research projects.

A former in-house lawyer and business development, licensing, and strategic alliances professional, Mike brings a practical perspective to clients' legal issues with a keen understanding of the importance of agreements that facilitate rather than hinder business.

Representative Matters

Demiurge Studios Acquired by SEGA Networks

Affiliations

The Startup Coalition, Co-Founder and Executive Director

Education

Northeastern University School of Law, J.D.
Worcester State College, B.A., *summa cum laude*

Admissions

Massachusetts Bar

Practice Areas

Copyright
Intellectual Property
Licensing & Commercial Contracts
Privacy & Data Security
Startups & Emerging Companies

Industries

Artificial Intelligence
Consumer Goods & Services
Educational Institutions & Hospitals
FinTech
HealthTech
Life Sciences
Media & Entertainment

Life Sciences Venture Network, Founder and Executive Director

MassDiGI, Advisory Board Member

MIT Enterprise Forum Games and Entertainment Special Interest Group – Founder and former Chair

Medical Devices
Robotics & Automation
Software-as-a-Service

Speaking Engagements

Panelist, *Private Sector Kickoff Program*, Northeastern University School of Law

Speaker, *Trends and Developments IP Counsel, Business Lawyers and Litigators Must Know*, 21st Annual Intellectual Property Law Conference 2018

Moderator, *An Ounce of Prevention: How Startups Can Avoid Legal Snafus*

Presenter, *Game Publishing 2.0*, BBA Event

Presenter, *Software Licensing: Battle of the Forms*

Presenter, *The Law of Digital Games*

Moderator, *Creative Communities: Building Games outside the Hub*, MassDiGI symposium

Presenter, *Anatomy of a Game Development Deal*, Franklin M. Loew Lecture Series – Becker College

Presenter, *Entertainment Law Practice in the Digital Age: New Developments*, BBA Event

Publications

Open Source Issues in Mergers & Acquisitions

The Basics of Arbitration: ICYMI Webinar Recap

Force Majeure in Light of the Coronavirus Outbreak

Open Source Issues in Mergers & Acquisitions

Developing an App? Make sure you own it!, *Adobe Developer Connection*

Patent Licensing Strategies After Medimmune, with Howard Zaharoff

Linden Lab's 'Second Life' in a Catch-22 over virtual property, *Boston Business Journal*