

Video Game Bar Association Summit 2016

UCLA School of Law
May 16th - May 17th, 2016

Game Business & Legal Affairs

The VGBA Summit is the definitive conference for international practitioners of interactive entertainment law. Drawing the largest audience of in-house counsel from game publishers and developers, the annual event matches a senior audience and expert speakers for two days of dynamic discussion and socialization among peers.

Featuring Sheppard Mullin Speakers:

Pankit Doshi, Partner
James Gatto, Partner
Stephanie Zeppa, Partner

For more information, please [click here](#)

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