

AIPLA CLE Webinar: Hot IP Topics with Games

09.18.2019

When:

12:30 p.m. - 2:00 p.m.

Speaker:

James Gatto of Sheppard Mullin

Malgorzata Kulczycka of Hickman Palermo Becker and Bingham LLP

About:

As the games industry continues to set revenue growth records, the value of IP in games continues to increase. So too does the complexity of the IP issues. This webinar will cover a range of hot IP topics with games including issues relating to both the protection of IP in games and IP infringement issues. It will cover the ever evolving landscape for the patentability of games; an overview of trademark issues in , with a focus on some recent game related trademark and right of publicity cases; and copyright issues including user generated content and the recent cases involving the protectability of dance moves. Throughout the webinar unique issues with different types of games (e.g., AR, VR, esports) will be addressed. In addition to covering the basics on these topics, the webinar will provide practical advice on the IP protection strategies and infringement avoidance.

[Click for more information and registration.](#)

Attorneys

James G. Gatto

Practice Areas

Copyrights

Intellectual Property

Industries

Entertainment, Technology and Advertising

Esports & Games