

Digital Media Law Forum - Video Games, Virtual Worlds & The Law

Kellogg Auditorium at Silicon Valley Bank, 3005 Tasman Drive, Santa Clara
05.12.2009

Please note new time.

6:00 pm MCLE registration and refreshments | 6:30 pm - 7:30 pm Program

Questions? Please contact Nena Castro, (415) 774-3252, ncastro@sheppardmullin.com

The use of video games, virtual worlds and interactive entertainment is exploding. Their features and applications are richer and more complex than ever before. But this dramatic expansion has created a legal minefield. Intellectual property protection and infringement, user generated content and user interaction, online safety and privacy, advergaming, and virtual currencies all present unique challenges.

Join us for an evening of discussion and insight with in-house games counsel as we explore the issues and identify best practices for addressing them.

Speakers:

- JoAnn Covington, Division Counsel, EA Play Label, Electronic Arts
- Nell O'Donnell, Associate General Counsel, LucasArts
- Victoria Libin, VP Business & Legal Affairs, Nickelodeon Games Group
- Brad Simon, VP & General Counsel, PlayFirst
- Kevin Chou, VP & General Counsel, Glu Mobile
- Marc Sockol, Partner, Sheppard Mullin
- Martine Paris, Director, Business Development, Strategic Content Partnerships

This activity complies with standards for Minimum Continuing Legal Education prescribed by the California State Bar and is approved for 1 hour of MCLE credit. Sheppard, Mullin, Richter & Hampton LLP is a State Bar of California approved MCLE provider.