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# games industry law summit vilnius 2018

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Kempinski Cathedral Square Hotel | Vilnius, Lithuania

May 3-4, 2018

Karin Pagnanelli and Marc Mayer will be speaking on different panels at the Games Industry Law Summit from May 3-4, 2018 in Vilnius, Lithuania.

The 4th Games Industry Law Summit in Vilnius offers two days of presentations and panel discussions by legal and business development professionals from the international games industry.

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## attorneys

Marc E. Mayer

Karin Pagnanelli

## practice areas

entertainment & ip litigation

intellectual property

video game

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### "Deathmatch: Choosing Applicable Law"

May 3, 2018

Moderated by Tobias Schelinski.

Russia vs China: Vladislav Arkhipov vs Jack Chen.

Japan vs France: Arata Nomoto vs Alexandre Rudoni.

USA vs South Korea: **Karin Pagnanelli** vs Brian Chung.

Germany vs UK: Claas Oehler vs Jas Purewal.

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### "Regional Updates"

May 3, 2018

Moderated by Sergei Klimov.

Contributions by:

Australia: Michal Boughey

Estonia: Risto Hübner

South Korea: Brian Tae-Hyun Chung

Japan: Arata Nomoto

Russia: Vladislav Arkhipov

Iran: Nima Abdollahzade

Belgium: Bart De Moor & Marie Keup

France: Alexandre Rudoni & Andrea Dufaure European Union: Ted Shapiro



**USA: Marc Mayer**

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**"Addressing Player Toxicity By Legal Means"**

May 4, 2018

Moderated by Roman Zanin with contributions by Brian Chung, Konstantin Ewald, Tom Harding, **Marc Mayer**, Canon Pence.

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**"Me-Too Games: Dealing with Clones"**

May 4, 2018

Moderated by Jas Purewal with contributions by Brian Chung, Jennifer Kelly, **Marc Mayer** and Tracey Tang.

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**"Using Real-Life Objects in Video Games"**

May 4, 2018

Moderated by Sean Kane with contributions by Paul Gardner, Arata Nomoto, **Karin Pagnanelli**, and Gregor Schmid.

**[View Agenda](#)**