



vgba's 6th annual game business & legal affairs conference

UCLA School of Law | 385 Charles E Young Dr E Los Angeles, CA 90095

May 14, 2018
9:15 AM (PT)

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.

MSK's Video Game Group Co-Chair Marc Mayer will be speaking on the "Intellectual Property" panel on May 14, 2018 at 9:15 AM.

Intellectual Property

9:15AM - 10:15PM

MODERATOR:

Ross Dannenberg | Attorney, Banner & Witcoff, Ltd.

PANELISTS:

Marc Mayer | Partner, Mitchell Silberberg & Knupp

Joe Taylor | Partner, Frankfurt Kurnit Klein & Selz

Intellectual property is a cornerstone of the video game industry. The industry requires constant guidance in how best to not only protect their own work, but also avoid infringing on the work of others. This panel will discuss intellectual property issues within the games industry and provide insight to how best to handle these issues when they arise.

[View Agenda](#)

attorneys

Marc E. Mayer

practice areas

entertainment & ip litigation
intellectual property
video game