



video game law conference tokyo 2019

Hosted by BANDAI NAMCO Entertainment

Grand Hyatt I Tokyo, Japan

September 13, 2019
9:30 AM - 4:30 PM (JST)

Elaine Kim and **David Steinberg** will be speaking on different panels at the Video Game Law Conference Tokyo 2019 on September 13, 2019 in Tokyo, Japan.

The conference is hosted by BANDAI NAMCO Entertainment and presented by Mitchell Silberberg & Knupp LLP and Osborne Clarke.

As the video game industry becomes more and more global, legal changes around the world (data protection, loot boxes, etc) faced by developers and publishers are becoming more complex every day. With this in mind, we are bringing together in-house counsels, legal departments, and directors for the first legal conference centered on video game law in Japan, "Video Game Legal Conference Tokyo 2019." We have invited attorneys from around the world who are expert in the gaming field as speakers to talk about important topics that impact the industry.

"Marketing and Publishing Games under the GDPR & CCPA"

10:15-11:00 AM (JST)

A discussion on what game developers and publishers need to consider when releasing games in the U.S. and Europe.

Speakers:

Felix Hilgert, Osborne Clarke

Elaine Kim, Mitchell Silberberg & Knupp LLP

"Using Real-World Items in Games"

1:00-2:00 PM (JST)

From rock stars to buildings to company logos; the copyright, trademark, and rights of publicity implications for using "real-world" items in video games.

attorneys

Elaine K. Kim

David A. Steinberg

practice areas

entertainment & ip litigation

intellectual property

specialties

video game



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Speakers:

Elaine Kim, Mitchell Silberberg & Knupp LLP

David Steinberg, Mitchell Silberberg & Knupp LLP

"Fighting Copycats, Cheaters & Grey Markets"

2:00-2:45 PM (JST)

Strategies on how to combat cheaters, copyright infringers, and unauthorized third-party sellers.

Speakers:

David Steinberg, Mitchell Silberberg & Knupp LLP

Konstantin Ewald, Osborne Clarke

[View Full Agenda](#)