



games industry law summit vilnius 2022

Vilnius, Lithuania

September 7-9, 2022

Karin Pagnanelli and **Marc Mayer** will be speaking on three total panels at the Games Industry Law Summit taking place September 7-9, 2022 in Vilnius, Lithuania.

The Summit is an annual invitation-only community event for the legal and business professionals who work in the international games industry. Since 2015, the Summit brings together studios and publishers, platforms and associations, as well as specialists in licensing and arbitration, taxation and M&A, audit and compliance from over 40 countries. With attendees from regions such as Australia and Singapore, South Korea and Switzerland, Brazil and USA, the Summit presents the full spectrum of the industry's legal and business expertise. Over the course of 3 days at the dedicated five-star venue in Vilnius Old Town, attendees will discuss legal issues on regulation and litigation, specific cases and best practices, audits and protocols.

attorneys

Marc E. Mayer

Karin Pagnanelli

practice areas

entertainment & ip litigation

intellectual property

specialties

video game

"Artificial Intelligence"

September 8, 2022

4:15 PM - 5:00 PM

Speakers:

- Gregor Schmid (Taylor Wessing)
- Jan-Peter Ewert (Valve)
- Beata Sobkow (Epic Games)
- Ryan Black (DLA Piper)
- Brian Chung (Kim & Chang)
- **Marc Mayer (MSK)**
- Arata Nomoto (City Yuwa)

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"Protection of Minors"

September 9, 2022

1:00 PM - 1:45 PM

Speakers:

- Sebastian Schwiddessen (Baker McKenzie)
 - Isabel Davies (Wiggin)
 - **Karin Pagnanelli (MSK)**
 - Lex Kuo (Baker McKenzie)
 - Katya Nemova (Wargaming)
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"USA Update"

September 9, 2022

1:45 PM - 2:05 PM

Speakers:

- **Karin Pagnanelli (MSK)**
- **Marc Mayer (MSK)**

[View Full Agenda](#)