



2025 games industry law summit

Vilnius, Lithuania

September 3, 2025

Marc Mayer, Karin Pagnanelli, Theresa Bowman, and Stacey Chuvaieva will be featured speakers at the 2025 Games Industry Law Summit in Vilnius, Lithuania, on September 3–4, 2025. They will share insights on key legal issues shaping the global video game industry, from age assurance and preliminary injunctions to addiction lawsuits and platform regulation.

Games Industry Law Summit is the invitation-only conference for the games industry's top legal professionals, curated by a collaborative community from over 50 different countries.

September 3, 2025

■ Rest Assured! XC

Lead by Isabel Davies (Wiggin), the panel brings together regional experts Tracey Tang (AnJie Broad Law Firm) and **Anastasiia (Stacey) Chuvaieva (Mitchell Silberberg & Knupp LLP)**; a counsel who builds technology in this space, Timothy M. (k-ID); an in-house counsel at a global games studio, Sabrina T. (Roblox); and an engineer who finds himself at the intersection of production and legal, Vyacheslav Kostikov (Head of Platform at Wargaming).

Isabel and her crew will talk about the different age assurance requirements that exist (or soon will be implemented) in the major markets, and about how these legal requirements are translated into technology (affecting both new production and the operation of legacy products).

■ Sumptūs et Effectūs Interdictorum Praeliminarium (in territoria varia)

The panel is lead by Prof. Dr. Christian Rauda (ARTANA), and features Alexandre Rudoni (Hogan Lovells) and **Marc Mayer (Mitchell Silberberg & Knupp LLP)**. These counsels are among our community's most experienced litigators, and have previously collaborated on cross-country cases.

attorneys

Theresa B. Bowman

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Marc E. Mayer

Karin Pagnanelli

practice areas

entertainment & ip litigation

intellectual property

video game



The session covers the use of preliminary injunctions in the international games industry, looking at the opportunities and challenges on both sides. Where should you file with a specific goal? What are the times, the costs and the effects across the major regions of the world?

September 4, 2025

■ **Addiction: Repealed!**

This panel will discuss looks claims of addiction brought against video games companies. Lead by **Karin Pagnanelli (Mitchell Silberberg & Knupp LLP)** and **Theresa Bowman (Mitchell Silberberg & Knupp LLP)**, this practical session looks at the US practice, as well as at the similar developments in a few other key markets – we'll talk about the facts of the recent cases and the different mechanics that may be challenged, and we'll discuss the strategies for repealing such claims.

■ **A Rose by Any Other Name XC**

Lead by the Hall of Fame inductee and a games industry veteran **Marc Mayer (Mitchell Silberberg & Knupp LLP)**, this cross-country session features the winner of multiple audience choice awards Leonie Schneider (Osborne Clarke) and Vanessa Pareja Lerner (Dias Carneiro Advogados) with their regional takes on how things stand in the EU and in Latin America, and Chris Stevens (Roblox) and Evan G. Slovak (Discord) with their in-house perspectives on the practical application of the regulation.

What makes something (including just a single game with large enough audience) into "a platform" in the eyes of the regulator, and what are the platform's responsibilities?

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