



right of publicity and intellectual property

UCLA School of Law

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Karin Pagnanelli, Co-Chair of MSK's Digital Media & Interactive Entertainment Practice Group, will present on the "Right of Publicity and Intellectual Property" during day 2 of the VGBA Summit.

With increased litigation in the fields of right of publicity and trademark, and with claims coming from a variety of sources including sports legends and incarcerated dictators, the expert interactive entertainment attorney must thoroughly understand these delicate IP issues. While many of these issues arise in sports games, other genres are not immune. Being able to explain the expectations of these legal structures to clients is a necessary skill.

The VGBA Summit: Game Business and Legal Affairs 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.

For more information, and to register, please see the Video Game Bar Association's website by [clicking here](#).

attorneys

Karin Pagnanelli

practice areas

entertainment & ip litigation
intellectual property
trademarks & brands