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# hot topics and trends affecting the video game industry

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UCLA School of Law | 385 Charles E. Young Drive, East Los Angeles, CA 90095

May 16, 2016  
9:15 AM - 10:15 AM PST

Daniel Kohler will be speaking at the **4th Annual VGBA Summit** on "Hot Topics and Trends Affecting the Video Game Industry."

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.

**More Information & Register**

## practice areas

entertainment & ip litigation  
intellectual property  
specialties  
trademarks & brands  
video game