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# games industry law summit vilnius 2017

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Kempinski Cathedral Square Hotel | Vilnius, Lithuania

April 27-28, 2017

Karin Pagnanelli and Marc Mayer will be speaking on two different panels at the Games Industry Law Summit from April 27-28, 2017 in Vilnius, Lithuania.

**"Bots: Love Them, Hate Them, Ban Them?"**

April 27, 2017

U.S. and German perspectives, plus the perspectives of Riot Games, Wargaming and Valve and on this issue.

Moderator: Tobias Schelinski

Contributors: Marc Mayer, Darren Mulcahy, Katya Nemova, and Jan-Peter Ewert

**"The Liability Panel"**

April 28, 2017

What happens when someone eats a pizza branded with your game and gets, uhm, rather unwell? Or, say, when an ambulance is late arriving to an accident at your game's arena at the e-sport event. As the games become the big thing, we should be ready not only for more taxation, but also for more risks in the area of liability.

Moderator: Tobias Schelinski

Contributors: Karin Pagnanelli, Henning Moelle, and Vanessa Pareja Lerner.

**More Information**

**attorneys**

Marc E. Mayer

Karin Pagnanelli

**practice areas**

entertainment & ip litigation

entertainment transactions

intellectual property

trademarks & brands

video game