



Chicago Video Game Law Summit

CHICAGO VIDEO GAME LAW SUMMIT AGENDA

CVGLS is Chicago's premiere video game law related event. It is a day of academic panels devoted to the nuanced way video games require unique legal protections from a myriad of diverse legal disciplines. Game developers, industry representatives, legal experts, and many other professionals will explore, explain, and debate the latest issues in video game law.

CVGLS Panel Times

09:00 – 09:15 Introduction
09:15 – 10:15 The Video Game Violence Debate
10:30 – 11:30 Recent Developments in Video Game Law
11:30 – 12:30 Lunch
12:30 – 01:30 Video Game Journalism and Media
01:45 – 02:45 The Business of Video Games
03:00 – 04:00 Video Game Development 101
04:00 – 05:00 Closing & Networking

The Video Game Violence Debate

This panel discussion will explore the debate over the cultural and legal effects of video game violence. Topics covered will include the history of the debate in American culture and relevant perspectives taken from sociology, psychology, public policy, and pop culture. Case law and legislative efforts to regulate video games, as well as free speech concerns, will also be addressed.

- **William K. Ford**, The John Marshall Law School
- **Doc Mack**, Galloping Ghosts Arcade
- **J. Michael Monahan**, Astrolabe LLC
- **Dr. Talmadge Wright**, Loyola University Chicago
- **(Moderator) Ross A. Hersemann**, President, Video Game Law Society, JMLS

Recent Developments in Video Game Law

This panel will cover recent litigation, legislation, and transactions in video game law, and inform attendees of how copyright, trademark, trade dress, patent, business law, and the right of publicity apply to games. Additionally, the legal specialization of video game law itself will be discussed

- **S. Gregory Boyd**, Frankfurt Kurnit
- **Ross Dannenberg**, Banner & Witcoff
- **Ryan Morrison**, The Law Offices of Ryan P. Morrison
- **Patrick Sweeney**, IE Law Group
- **(Moderator) William K. Ford**, The John Marshall Law School

Video Game Journalism and Media

This panel will address the unique nature of the gaming press, and will explore hot topic legal issues in the field. Topics to be discussed include: privacy protections, free speech, gamer culture, “Gamergate,” corporate sponsorship, the shift from print media to social media, and the history of gaming press.

- **Julian Dibbell**, Mayer Brown
- **Lauren Faits**, Geek Girl Chicago
- **Russ Pitts**, Polygon/The Escapist
- **Johnny Wilson**, DePaul University
- **(Moderator) Dr. Florence Chee**, Loyola University Chicago

The Business of Video Games

This panel will address a myriad of legal issues in the video game industry. Topics to be discussed include: business transactions, incorporation strategies for startups, effective branding, marketing, consumer relations, and consumer privacy protections. Additionally, current litigation and regulatory efforts in the video game industry will also be discussed.

- **Sam Glassenberg**, Funtactix
- **Mona Ibrahim**, IE Law Group
- **Marc Whipple**, Tech Industry GC
- **(Moderator) Patrick Sweeney**, IE Law Group

Game Development 101

This panel will explore the day to day business operations of game development. Attendees will have the opportunity to learn directly from Chicago game developers and hear their legal and business needs. Topics to be discussed include the steps of development, studio formation, and the creative collaborative process.

- **Kyle Bailey**, Phosphor Games
- **David Laskey**, The Amiable
- **Cindy Miller**, Voxelles
- **Sarah Sexton**, Microsoft
- **Ryan Wiemeyer**, The Men Who Wear Many Hats
- **(Moderator) Suzanne Jackiw**, GameDevLaw.org

The Video Game Law Museum

The JMLS Video Game Law Society is proud to present the Video Game Law Museum: a collection of artifacts and memorabilia related to the current state of video game law. See the games, patents and legal documents that formed the basis for the legal status of the industry. Included in this one of a kind collection are several personal effects of the late father of video games, Ralph Baer.

- **Martin Goldberg**, Atari Age