AI and Video Game Development: Ross Dannenberg Moderates Panel at VGBA Summit

Ross Dannenberg of Banner Witcoff will moderate a panel at the Video Game Bar Association (VGBA) Summit at Loyola Law School in Los Angeles from Monday, June 3, to Tuesday, June 4.

Generative AI is increasingly used throughout the video game development process. As AI assistance becomes more prevalent in coding, art development, music, video, and other aspects of the development and publishing cycle, game creators need to be aware of the legal issues that could arise.

Ross's panel will present and discuss some of these legal issues, what game creators and publishers should consider when using AI in their development and publishing processes, and how to mitigate some of the risk associated with the use of generative AI.

You can read more about the VGBA Summit here.