IP Rights in Gaming: Leveraging Trademarks, Copyrights, and Patents to Protect From Development to Delivery

Shareholder Ross Dannenberg will be speaking on the “IP Rights in Gaming: Leveraging Trademarks, Copyrights, and Patents to Protect From Development to Delivery” Strafford panel on Wednesday, May 29, 2024.

The CLE webinar will provide guidance to IP counsel advising creators, designers, companies, and others in the gaming industry on managing key IP challenges. The panel will discuss infringement and enforcement as well as leveraging trademark, copyright, and patent law to protect IP rights.

Other topics addressed include:

- What are the infringement risks for gaming creators, designers, and companies?
- What copyright, trademark, and patent issues should counsel anticipate and address during the development of a game?
- What strategies should IP counsel employ to enforce IP rights in the gaming industry?

To learn more and see how to register, click here.