Patents and AI in the Video Game Industry: Ross Dannenberg and Scott M. Kelly Present at More Than Just a Game Conference in London

Banner Witcoff's Ross Dannenberg and Scott M. Kelly will present at the More Than Just a Game (MTJG) conference in London on May 9-10. The Conference will focus on issues raised in video game law by the intersection of technical advancement in AI and lawmaking principles.

Ross will participate in the panel "Patent and Innovation" on May 9. This session will explore the dual role of patents as catalysts for innovation and as potential barriers to entry. Additionally, the discussion will highlight how video games and interactive entertainment can be leveraged to connect people and enhance user experience on an unprecedented level.

Scott's panel, "Human and Non-human Labor and Creativity," will take place on May 9 and discuss how the outputs of human and non-human labor now exist alongside each other, blurring distinctions between them. How should IP laws adapt when AI tools can create or invent at the push of a button? The panel will explore strategies for embracing these new value chains and business models while balancing creativity, access, and commercial exploitation.

Banner Witcoff has been a proud sponsor and participant of the More Than Just a Game conference since its inception in 2015. The More than Just a Game conference invites top legal and gaming experts from around the world to explore emerging challenges in the industry and to encourage and build bridges between the industry and academic research.

You can read more about the More Than Just a Game conference by clicking here.

And if you'll be in London for the Conference, please consider attending our WITCON Delivered event, "Adapting Your IP Approach for the US: A Comparison of Enforcement and Portfolio

Development Strategies with the UK/EU," at Improbable's offices on May 8. Details can be found here.