Banner Witcoff Attorneys Featured in Chicago Daily Law Bulletin Article

The Chicago Daily Law Bulletin recently covered a presentation that Banner Witcoff attorneys Scott M. Kelly and Kirk A. Sigmon gave at the 5th Annual Chicago Video Game Law Summit (CVGLS) on Oct. 25.

The article featured the duo's discussion into the challenges of patenting video games and virtual reality. As part of their presentation, Scott and Kirk examined the past to highlight prior art challenges.

For instance, Scott noted how the ideas and technologies behind the flight simulator and multi-sensory viewing date back to the 1920's and 1950's, respectively. "So virtual reality's just full of history. It's not just been dreamers. It's also been people trying to make it," Scott said in the article.

They also discussed the challenges associated with narrowly-written video game patent claims and the blurred lines between virtual reality and reality. The article quoted Kirk as saying, "I see the value in not binding things to the physical realm. At the same time, I recognize that everything's a 3D model."

The Oct. 28 article titled, "Video Game Lawyers Face an Open World," is available online to subscribers.

Posted: October 29, 2019