Scott M. Kelly presents “Real, Virtual, and by Design: An Exploration of Patents and Video Games” at the Chicago Video Game Law Summit

June 2, 2017

Scott M. Kelly joins panel discussion “Real, Virtual, and by Design: An Exploration of Patents and Video Games” at the Chicago Video Game Law Summit.

The panel will explore the real and virtual worlds of patents and discuss the role of patents in video games. Mr. Kelly and other panelists will introduce patent basics and current industry nuances, and then discuss how video games and patents affect each other. They will also address the particulars of design patents, how they apply to video games, and how they could be used by or against game developers.

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