Game Business & Legal Affairs Conference

9TH VGBA Summit Bay Area
May 23-24, 2022

The VGBA summit is the definite conference if you want to get the latest news about current legal hot topics in the Interactive Entertainment industry. Furthermore, there's also time for networking with colleagues.

Partners, Morgan Forsey, Jim Gatto, and Chris Ponder will be presenting on the following panels:

May 23, 2022, 9:00 a.m. - Return to the Workplace,

Morgan Forsey, *Partner,* Sheppard Mullin

The 2022 Summit will kick off with a look at the various legal issues involved in planning to return employees in gaming and interactive entertainment to the office. What will it be like? Do employees have to be vaccinated to return? Do they have to wear masks? What about free food and snacks? How do we hold meetings? While these and other legal questions about returning to the office are hardly limited to the U.S., this first panel will focus on the variations between federal and state law across the U.S., as well as state versus local laws, and all the gray areas in between the regulations (or lack thereof). But seriously, will there be snacks at the office?

May 23, 2022 - 2:00 p.m. Legal issues with blockchain games, NFTs and Metaverses

Moderator: **Jim Gatto,** *Partner,* Sheppard Mullin

Panel will cover an array of legal issues that arise with Blockchain Games, NFTs, and Metaverses:

- IP protection, licensing, and enforcement
- Securities and Sanctions Issues
- Money Laundering
- Gambling
- Effective Terms of Service and Governance

May 24, 2022 9:00 a.m. Intellectual Property & Copyright

Chris Ponder, *Partner,* Sheppard Mullin

This panel will overview current and pending issues regarding Intellectual Property and Copyright within the world of games and interactive entertainment.

SheppardMullin

For more information and to register, click here.

Attorneys

James G. Gatto

Chris Ponder

Practice Areas

Intellectual Property

Labor and Employment

Industries

Blockchain and Fintech

Esports & Games

SheppardMullin