

Game Developer Symposium 3.0

10.14.2015

5:30 p.m. - 8:00 p.m.

**location only shown to members of CDK: Coder/Designer Keggers*

Click here for more details and registration information.

If you have been to the last two Game Developer Symposiums, you know this event is not to be missed. This is open to all who want to get involved in the gaming industry. Graphic designers, sound engineers, storytellers, entrepreneurs, coders, hardware developers, etc. Whether you are clueless, amateur or professional, there will be advice, contacts, and resources to take away from the event to help you in your evolution as a creator/maker.

5:30 - 6:30 Networking/ Drinks / Snacks

6:30 - 6:55 Shahed Chowdhuri, Microsoft Senior Technical Evangelist, DX

6:55 - 7:20 Todd Moore, founder and CEO of TMSOFT, is a game developer with numerous titles including Spill Zone, Compulsive, Glow Burst, Springer, and Card Counter. He is best known for creating the White Noise app that helps millions of people sleep better. Todd's apps and games have been featured on the iTunes App Store, Google Play, and Amazon Appstore. He authored the book Tap, Move, Shake: A Hands-on Guide to Creating Multi-touch Games (foreword by Steve Wozniak) and also hosts Tech 411, a weekly podcast show about tech news, mobile development, and favorite apps. Todd Moore is a recognized speaker that has spoken at numerous conferences including CES, mHealth Summit, DEF CON, MoDev, and many other venues. His topics include mobile development, hacking, patent reform, app store marketing, and the future of tech. Todd previously hosted a regional TV show called Mhz, cohosted the Tech 411 FM radio show, and even competed on a nationally syndicated reality show called Treasure Hunters. Todd Moore resides in the Washington, D.C. area. He will discuss "Game Developer Tips for a Successful Launch" and provide a top 10 things you should do.

7:20 - 7:30 James Gatto, Attorney, Sheppard Mullin. He will speak about the latest developments in the law regarding the gaming industry, and the first steps to take to protect your work.

Mr. Gatto leverages his unique combination of nearly 30 years of IP experience, business insights and attention to technology trends to help companies develop IP and other legal strategies that are aligned with their business objectives. His practice focuses on all aspects of intellectual property, internet and technology law, including patent, trademark, copyright, trade secret and open source. Mr. Gatto advises clients of all sizes (start-ups to Fortune 100 companies) on key legal and business issues relating to the use of social media, video games, social games and online gambling (gamblification), virtual goods and currency, social networks, virtual worlds, mirror worlds, augmented reality, open source user-generated content, location-based services and gamification.

He has extensive experience advising internet and social media companies on business and legal strategies relating to virtual goods and virtual currency, developing IP protection and monetization strategies, handling terms of service and end user license agreements, development, licensing and partnership agreements, developing DMCA policies, handling DMCA enforcement, privacy and COPPA policies and much more.

7:30 - 8:00 Q&A Session for the entire panel

Our host and sponsor:

Sheppard Mullin is a full service Global 100 firm with 700 attorneys in 15 offices located in the United States, Europe and Asia. Since 1927, companies have turned to Sheppard Mullin to handle corporate and technology matters, intellectual property, high stakes litigation and complex financial transactions. Sheppard Mullin has considerable depth of expertise in the areas of Entertainment, Digital Media and Games. Interactive Age named Sheppard Mullin as one of the top two law firms serving the video game industry. We focus on legal strategies for all aspects and genres of games, eSports, Fantasy Sports, virtual goods and digital currencies, augmented reality, virtual reality and other innovative business models and technologies. We represent all types of clients from indie developers to AAA game developers and publishers. In the U.S., the firm's clients include half of the Fortune 100. For more information, please visit our Social Media and Games page.

Attorneys

James G. Gatto