

## Video Game Law 2.0: Essential and Emerging Issues

*OBA Entertainment, Media and Communications Law, and Information Technology and Intellectual Property Law Sections*



In-Person



Webcast

**Date:** Tuesday, June 05, 2018 | 9:00 am to 1:00 pm  
**Location:** Twenty Toronto Street Conferences and Events  
20 Toronto Street, 2<sup>nd</sup> Floor, Toronto

**Program Chairs:** **Lisa Danay**, WeirFoulds LLP  
**Andrea Green**, Senior Director, Business and Legal Affairs, Boat Rocker Media

**Substantive Hours:** This program is eligible for up to 4h 00m



Gather practical insights and helpful advice to take your video game law knowledge to the next level with this valuable program. Our expert faculty will get you up to speed on key legal issues and emerging trends in the ever-growing video game space as you gather essential expertise to better represent your clients.

8:30 am Registration and Coffee

9:00 am Welcome and Opening Remarks

9:05 am **Your Critical Issues Checklist**

**David Laliberte**, General Counsel & Chief Legal Officer, TFO Media Group

- An indispensable checklist of the key issues you need to consider for your video game clients

9:30 am **Gaming or Gambling? Navigating the Challenges**

**Danielle Bush**, Miller Thomson LLP

- What laws apply to gaming versus gambling?
- When does video game play become illegal gambling?
- eSports: a complex mix of video games, gaming competitions and spectator sports. What does it look like and where did it come from? Is it gambling in Canada? In other jurisdictions? How is it regulated, if at all?

10:15 am **Making the Most of Insurance and Financing Options**

**Sasha Boersma**, Co-Founder/Producer, Sticky Brain Studios Inc.

**Emmanuel Evdemon**, Entertainment Counsel

**Damian Schleifer**, Executive Vice President, Front Row Insurance Brokers Inc.

- Insurance coverage for video games: what is available, and what is prudent?
- What tax credits are available for video game developers?
- What you need to know about available financing sources
- What is happening at the Canada Media Fund?
- Exploring partnership opportunities with broadcasters

11:00 am Networking Break

11:15 am **How to Protect Your Client's Intellectual Property (IP) and Avoid IP Claims from Others**

**Julia Johnson**, LaBarge Weinstein LLP

**Catherine Lovrics**, Bereskin & Parr LLP

**Jordan Nahmias**, Goldenberg Nahmias LLP

With new and developing areas in video games, such as eSports and virtual reality, intellectual property considerations are becoming ever more important. Join us to explore:

- Dealing with brands and personalities
- Handling sponsorships and endorsements
- Using and protecting copyright and trademarks in video games
- How to navigate IP clearances
- Can and should you patent the game?
- Balancing fan content and involvement with IP protection

12:45 pm Questions and Concluding Remarks

1:00 pm Program Concludes

**PROGRAM REGISTRATION IS ONLINE** [www.oba.org/pd](http://www.oba.org/pd)  
**Questions?** [pd@oba.org](mailto:pd@oba.org)