

Invitation: Game Technology Law Conference

Law Seminars International will hold the Fifth Seattle Comprehensive Two-Day Conference on Game Technology Law on Oct. 13-14, 2016. The conference will be at the Washington State Convention Center in Seattle and also will be broadcast via webcast.

The event is designed to benefit attorneys, business executives, and anyone else involved in the interactive entertainment industry. Information on the agenda, faculty bios, tuition, and CLE is available on the **registration page**.

On its website, Law Seminars International says participants will learn about:

- ~FTC regulatory update
- ~The current state of the industry for business models and financing sources
- ~New developments in the IP underpinnings for video games
- ~Tips for building a game as a brand
- ~Analysis of rights of publicity cases and clearance process tips
- ~Virtual/augmented reality opportunities and issues for the game industry
- ~Special privacy and data security issues for the game industry
- ~eSports and fantasy sports: the line between games of skill and gambling
- ~Virtual currency systems and related tax issues
- ~Tips for assembling a package that will be attractive to investors

Register or get more information.

