

CANCELED: Unions Launch New Effort to Organize Game Companies - Are you Ready?

Sheppard Mullin San Francisco
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For the past twenty-four months organized labor has been targeting the game development industry. The most recent push called CODE – Campaign to Organize Digital Employees was recently announced to some media fanfare. CODE arises out of the rapidly growing effort to unionize game workers by Game Workers Unite (GWU) and one of the largest unions in the US, the Communication Workers of America (CWA). Sheppard Mullin has put together a team of experienced labor attorneys to study CODE and the effort to organize a unique group of employees not typically associated with organized labor. Come hear the last update on CODE, thoughts on what you should expect related to its effort to organize your game development employees and contractors and tips concerning how you can respond.

Thursday, March 19, 2020

8:00 a.m. - 8:30 a.m. Registration & Breakfast
8:30 a.m. - 9:30 a.m. Program

Sheppard Mullin

Four Embarcadero Center, 17th Floor
San Francisco, CA 94111
Directions

[Please click here to register.](#)

Speakers

James R. Hays, *Partner*, Sheppard, Mullin, Richter & Hampton LLP
Keahn N. Morris, *Associate*, Sheppard, Mullin, Richter & Hampton LLP
John S. Bolesta, *Special Counsel*, Sheppard, Mullin, Richter & Hampton LLP

Questions? Please contact Belinda Ashong via email or 415.774.3171.

Attorneys

John S. Bolesta

James R. Hays

Keahn N. Morris