

Games Industry Law Summit – Open Source 2.0

National Museum of Art
09.08.2022

5:30 PM - 6:30 PM

Games Industry Law Summit is the invitation-only conference for games industry's top legal professionals, curated by a collaborative community from 45 countries.

Over the course of three days at the two five-star venues in Vilnius Old Town, more than 70 speakers and panelists talk about regulation and litigation, IP and business, compliance and legal design, best practices and workflow.

Agenda

[Click here to view the full program agenda.](#)

Speakers:

- Carsten Schulz, Taylor Wessing
- Darya Firsava, Wargaming
- Aaron Trebble, DLA Piper
- Chris Ponder, Sheppard Mullin

For more information [click here](#).

Attorneys

Chris Ponder

Industries

Esports & Games