

Post-Pandemic workplace/Labor Relations Issues

Sheppard Mullin San Francisco Office

03.22.2023

Event Sponsor: Video Game Bar Association

This panel will be a look at the various legal issues arising in our post Pandemic societies at gaming and interactive entertainment offices globally. What is the new "normal?" What pandemic inspired policies being are being kept, and what policies should be phased out? Do employees need boosters' vaccinations to stay in the office? How are meetings being held? Can office presence be made mandatory? While these and other legal questions about labor and employment in a post-pandemic world are hardly limited to the United States, this panel will focus on some of the issues above and variations between federal and state law across jurisdictions.

Panelists include:

- John Bolesta: Special Counsel, Labor and Employment Practice Group, Sheppard Mullin
- Heather Sager: Partner, Labor and Employment, Perkins Coie
- Glenn Plosa: Senior Counsel, Nissan
- Kate Edwards: Former IGDA Executive Director & Studio Practices Advocate
- Moderator: Joseph Olin, Executive Director Video Game Bar Association

Program:

7:30 a.m. - 8:00 a.m. Registration & Breakfast

8:00 a.m. - 10:30 a.m. Networking and Panel

Location:

Sheppard Mullin Four Embarcadero Center

17 Floor

San Francisco, CA 94111

[Register Here](#)

Attorneys

John S. Bolesta

Practice Areas

Labor and Employment

Industries

Esports & Games