- 8:00 a.m. 8:45 a.m. Registration / Continental Breakfast
- 8:45 a.m. 9:00 a.m. Opening Remarks

• 9:00 a.m. – 10:00 a.m.

The State of Regulatory Issues Impacting Digital Media and Video Games.

This panel will discuss how recent regulatory actions impact the digital media and video game industries. Topics will include the timeline and procedural history of the US vs. Microsoft case; the Relevant Sports case; loot boxes; dark patterns; and truth in advertising. The panel's closing remarks will focus on a look at the proverbial crystal ball in terms of what to expect going forward.

- Nicholas McMann, Moderator, Principal, McMann Law LLC
- Ben Golant, Senior Director, Global Games Policy, Tencent America
- Sara F. Hawkins, Assistant General Counsel, Commercial Law and Regulatory Affairs, Aristocrat Technologies, Inc.
- o Joaquin Hernandez, Senior Counsel, Pixel United / Big Fish Games

• 10:00 a.m. – 11:15 a.m.

Investment Activity in the Digital Media and Video Game Industries: Current Trends, Strategies, and Considerations.

Executives from leading private equity and video game publishers will discuss the current trends in investing in and acquiring companies in the digital media and video game industries. Among other things, the panelists will discuss the strategies and considerations involved in such investment activities.

- Rusty Weiss, Moderator, Partner, Sidley Austin LLP
- Dan Emerson, General Counsel, Take-Two Interactive
- Michael Metzger, Managing Director, Drake Star
- Greg Richardson, Managing Partner, Juno Capital Partners
- Patrick Russo, Partner, Shamrock Capital
- 11:15 a.m. 11:30 a.m. Break

• 11:30 a.m. – 12:45 p.m.

Artificial Intelligence – AI-mpacting Digital Media, Video Games, Sports and Entertainment: A Tale of Many Prompts.

A discussion of the business and legal implications arising from the Wild World of Generative AI.

- Seth J. Steinberg, Moderator, Principal, Digital Arts Law
- Felix Hilgert, Partner, Osborne Clarke (EU/UK)
- Emma C. Smizer, Associate, Frankfurt Kurnit Klein & Selz
- Rusty Weiss, Partner, Sidley Austin LLP
- Hailun Ying, Head of Privacy, Legal, Roblox

- 12:45 p.m. 2:00 p.m.
 - Lunch (hosted)

Brown Bag Lunch Breakout Session for Law Students and Attorneys Early in Their Careers (Concurrent)

- Andrea Yelle, COO / Managing Partner, Forshay
- Haden Blackman, CEO Escape Velocity Entertainment
- Special Presentation: "Production Incentives: They are not Just for Film Anymore"
 - Stephen Weizenecker, Partner, Barnes & Thornburg

• 2:00 p.m. – 3:00 p.m.

Safety and Inclusion in Cyberspace and the MeatSpace: A Discussion of Diversity, Equity, Inclusion and Bias Matters.

Panelists will address, among other things, (a) the lack of inclusivity in virtual gaming spaces as well as real-life environments; (b) the underlying causes and aggravating factors thereof; (c) why legal professionals should care; and (d) how best to address these issues and the elimination of bias.

- o Sarah Briglia, Moderator, Corporate Counsel, Consumer Experience, PlayStation
- Maria Abesa, Senior Counsel, Square Enix Group
- Erica Carter, Senior Counsel, Epic Games
- Veda Cruz, Corporate Counsel, Gearbox Entertainment
- Joan Williams, Distinguished Professor of Law Emeritus, UC Law SF Foundation Chair and Director of the Center for WorkLife Law

• 3:00 p.m. – 4:00 p.m.

Music, Music, More Music... and some Licensing

A look at the integration of music in games and digital media, past, present, and future. Discussion will include a look at the state of the music industry and what can be done online and in-game to take it to the promised land (if permitted by the music companies), as well as some of the current legal issues and a look at what licenses are needed, or not.

- Seth J. Steinberg, Moderator, Principal, Digital Arts Law
- Haden Blackman, CEO, Escape Velocity Entertainment
- o Steve Schnur, Worldwide Executive and President, Music, Electronic Arts
- Oana Ruxandra, EVP Business Development and Chief Digital Officer, Warner Music (invited)
- o Danny Walvick, Senior Corporate Counsel, Music, Sirius XM + Pandora.

• 4:00 p.m. – 4:15 p.m. Break

• 4:15 p.m. – 5:45 p.m. Litigation Update

Part I – The "Top 10" Copyright Cases Impacting Digital Media from the Past Year; An Examination of the Leading Cases From Europe and its Impact at Home Part II – An In-depth Look at First Amendment and Infringement; Plus a Bonus Primer on Employment Law Developments.

Discussion will continue to be led by leading litigators and will cover, among other

things, some of the most significant decisions impacting the digital media and video game industry over the past 12 months.

- William S. Coats, Lead Speaker, Sole Practitioner
- Emily F. Evitt, Partner, Mitchell Silberberg
- Kwan Park, Associate, Morrison & Foerster LLP
- Eric Tate, Partner, Morrison & Foerster LLP
- 5:45 p.m. 6:00 p.m. Closing Remarks
- 6:00 p.m. 7:00 p.m. Cocktail Reception, hosted by Osborne Clarke