

The 4th Games Industry Law Summit will be hosted at Vilnius on May 3-4

It is that time of the year, again. The Games Industry Law Summit is getting ready for its fourth edition, that will take place in Vilnius (Lithuania) during the 3rd and 4th of May. The event offers two days of presentations and panel discussions by legal and business development professionals from the international games industry from over 23 different countries and is hosted at the Kempinski Cathedral Square Hotel.

The Games Industry Law Summit is an annual not-for-profit event that pursues 3 goals:

- Building a stronger network of practicing games industry lawyers by connecting law firms and in-house counsels from around the world.
- Providing access to legal knowledge and experience for younger/smaller studios by connecting them to the international legal network.
- Recruiting talent from law schools by providing subsidized tickets and organizing competitions that allow students to showcase their legal skills and knowledge of industry context.

Here are some facts about the Games Industry Law Summit:

- It has grown from 50 professionals from 17 countries to more than 100 from 23 countries since its first meeting, held in 2015.
- Major studios like Square Enix, Wargaming, GOG, Riot Games, Tencent, Valve, Supercell, CD Projekt Red will be present at the event.

In 2018, the Summit is presented by FKKS, in partnership with PGL, sponsored by Allen & Overy, MSK, Pillar Legal, Purewal & Partners, TaylorWessing, Wargaming and is supported by Beiten Burkhard, IHDE, Osborne Clarke, TOGED and Wiggin.

The Games Industry Law Summit Legal Challenge returns in 2018

Last year saw the birth of the legal challenge, a test for lawyers and people in legal departments to show their skills based on cases that have recently happened. The legal challenge gives lawyers a unique chance to apply their knowledge in games law as well as to meet in person legal and business professionals from high profile game companies.

The participants had to prepare a practical approach to a case, under real circumstances, having in mind that the names, countries, and other personal circumstances had been replaced to protect the privacy of the participants, but the substantial details of the case were based on actual disputes that recently happened, had been litigated in a court of law, and ended with a number of rulings that came into force.

For this edition, the Games Industry Law Summit has redesigned its competition, that has now evolved into a moot court. Four teams that will hit the finals will be invited to participate free of charge in Games Industry Law Summit 2018 which will take place on May 3-4, 2018 in Vilnius, Lithuania. Teams consisting of 1 to 3 persons, both students and graduates, are invited to take part in the challenge.

During the first part of the challenge, the teams are expected to submit a memorandum for claimant and a memorandum for respondent; in the second part, four teams that receive the highest score for the first part will take part in oral pleadings. The Games Law Summit Legal Challenge 2018 case is dedicated to the problem of game cloning and related legal issues.

Last year, the Games Industry Law Summit granted five prizes. The winner, Yahor Yefanau from London, got a 1,000 euros prize and an entry ticket to the summit while the runner-up, Nastassia Parkhimovich, got a 500 euros prize and an entry ticket to the summit. Emanuele Fava, Kacper Banbura and Kathleen Riley, the other finalists, got an entry ticket to the summit.

This year's exact rules, prizes, jury and participants have yet to be published and will be available at the Games Industry Law Summit [website](#).