

Intellectual Property Considerations for Entering Online Gaming Markets

Because the scope of patent protections in the US for game features differ from European protections, companies entering the US iGaming market face unique issues. Likewise, US content providers must understand the limited IP protections available in Europe. This panel will discuss:

IP protections in the US, the scope of patent protections on game features that are available to game developers in the US that are not available in the rest of the world;

- How European content providers work with US companies in obtaining IP licenses;
- How the process of “clearing” content differs between European and US markets
- Additional considerations in evaluating what content an operator utilizes, and types of indemnities from game developers;
- Brand licensing and related IP rights

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