



Legal Summit
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October 6, 2022



Poznan, Poznan International Fair

09:00 - 10:30	Registration and badges pick-up
10:20 - 10:35	Opening statement
10:40 - 11:00	It all starts with an idea for a video game! - Piotr Łada , Eversheds Sutherland Poland
11:05 - 11:25	Common pitfalls and obstacles in VC agreements—contractual and IP perspective - Jakub Kowal , Maruta Wachta
11:25 - 11:40	Coffee Break
11:40 - 12:45	Why Game Dev Law is a separate branch of law? Moderator: Yaraslau Kot Panelist: Andrea Rizzi , Andrea Rizzi & Partners; Nav Sunner , Navatron; Michał Pękała , Maruta Wachta; Kamila Dulska-Maksara
12:50 - 13:30	Lecturer at Queen Mary University of London – Overview of the global game dev law Dr Michaela Macdonald , Tlecturer at EECS, Queen Mary University of London
13:30 - 14:30	Lunch Break
14:35 - 15:00	Overview of problems of relocating game dev studios in EU - Yaraslau Kot
15:05 - 16:20	Legal specific issues of doing business in video games industry in Poland Moderator: Vlad Micu Panelist: Anna Atanasow , Head of Legal at Huuuge Games; Dr Jakub Zagrajek , Rymarz Zdort IP at People Can Fly; Michał Pękała , Head of Video Games & Entertainment at Maruta Wachta
16:25 - 17:00	The legal mess to get ready for - the EU copyright reform Jari Pekka-Kaleva , European Games Developer Federation
17:00 - 17:15	Coffee Break
17:15 - 18:00	Building More Inclusive Worlds through Game Culturalization Kate Edwards , Game Industry Advocate, Event Speaker, and Writer Geographer, CEO & Principal Consultant, Geogrify LLC CXO & Co-Founder, SetJetters Former Executive Director, IGDA & Global Game Jam
18:05 - 18:20	Closing remarks