

WORLD GAMING LAW SUMMIT

HOTEL EUROSTARS
BERLIN, GERMANY

25-26 September 2025

CHAIR



Ewa Lejman
Head of Polish Desk
WH Partners



Ieva Kovarskyte
Legal Director
Remedy
Entertainment



SPEAKER LINE-UP



Lucie Duté
Privacy Manager
Riot Games



Jacopo Liguori
Partner
Withers LLP



Michal Wach
General Counsel
Techland



Devon Dalbock
Chief Operating Officer - EMEA
Gaming Laboratories
International



Mike Llewellyn
Partner
Squire Patton Boggs



Alexandre Rudoni
Partner
Hogan Lovells



Cybelle Fernandes
Global Head of Legal and
Compliance, Senior Director
Wildlife Studios



Carla Bedrosian
Global Chief Legal Officer
Xsolla



Nick Allan
Partner
Mishcon de Reya



Jürgen Bansch
Senior Director of Policy
& Public Affairs, Europe
VideoGamesEurope



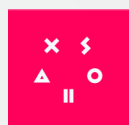
Elizabeth Schweitzer
Games Compliance Manager
Sybo



Christian Rauda
Partner
Artana



Natalia Voziyan
VP of Legal & Operations
Xsolla



Zdenek Kucera
Partner
Dentons



WORLD GAMING LAW SUMMIT

HOTEL EUROSTARS
BERLIN, GERMANY

25-26 September 2025

We are excited to announce the launch of the **World Gaming Law Summit**, taking place on **September 25–26, 2025**, in **Berlin, Germany**, where we will explore the latest legal advancements shaping the gaming industry. The summit will address critical issues, including data privacy, digital rights, regulatory compliance, contractual agreements, IP protection, responsible gaming policies, the impact of emerging technologies on compliance, and evolving regulatory frameworks across jurisdictions, and more. This must-attend event will bring together top legal experts, policymakers, industry leaders, and tech innovators to discuss the latest developments, regulatory challenges, and business opportunities transforming the gaming sector. Join us for this two-day event packed with expert-led panels, real-world case studies, and interactive discussions, and gain essential insights to navigate the complexities of gaming law, build valuable connections, and drive your business forward.

Key Practical Learning Points

- Navigating the Complexities of Cross-Jurisdictional Regulatory Challenges
- Mastering the Art of Safeguarding Player Data in the Digital Age
- Balancing Innovation and Regulation: Legal Perspectives on Tech-Driven Gaming
- Tackling Legal Issues in AI-Powered Gaming from Intellectual Property to Consumer Protection
- Ensuring Ethical and Responsible Gaming Practices in the Age of Innovation
- Addressing Cybersecurity Issues and Legal Risks in the Online Interactive Space
- Protecting Digital Rights: Navigating Legal, Ethical, and Regulatory Challenges in the Interactive Entertainment Landscape
- Enhancing Copyright and IP Protection Across Multi-Platform Gaming Ecosystems
- Overcoming Legal Challenges in Monetization and In-Game Purchases

Explore Our Legal Event Series



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Partnering with Luxatia International means more than making the right contacts – it means being an insider, connected to the right people with the right level of influence, and being allied with a globally respected organization and leader within your industry.

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Venue

Hotel Eurostars Berlin



Friedrichstraße 99, 10117 Berlin, Germany
+49 30 7017360 | info@eurostarsberlin.com

Who Should Attend

The summit is a must-attend event for lawyers, regulators, gaming executives, compliance officers, policymakers, and other industry professionals with expertise in the following areas:

- Gaming Law and Regulation
- Intellectual Property and Digital Rights
- Data Privacy and Security
- Responsible Gaming and Compliance
- AI and Emerging Technologies in Gaming
- Corporate Law
- Contract Management
- Gaming Licensing and Jurisdictional Affairs
- Dispute Resolution and Arbitration
- Consumer Protection and Player Advocacy
- Marketing and Advertising in Gaming
- Cross-Border Gaming and International Law
- & Others!



X 12+ Industry Case Studies



X 20+ Hours of networking:

forge new professional contacts during numerous networking breaks between sessions & during the special Networking Dinner on Day 1



X 100+ Pages of the Post-Summit Materials
documentation package available upon demand*

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This agenda is not for public distribution

08:30 Check-In and Welcome Coffee ☕

09:00 Opening Address from the Event Chair

09:10 “Breaking the Ice” Speed Networking Session

Meet your colleagues, exchange business cards and have a maximum number of 1-on-1 talks in a short amount of time! Our Speed Networking session will help you to form those initial relationships early, find out who is facing the same challenges as you and get a nice preview of what a longer conversation could bring!

EXPLORING THE COMPLEXITIES OF GAMING REGULATION

09:50 Case Study: 🔍

European Data Regulations in Video Games

Data is the lifeblood of the video game industry, which relies on user data to enable gameplay, enhance the interactive experience for players, and develop new game content. As a result, data protection law has become a central legal issue for the industry. In the European Union, the General Data Protection Regulation (GDPR) and the ePrivacy Directive are key instruments of EU law for the protection of individuals' personal data and privacy. These harmonized regulations have, in general, proven effective, even if interpretation issues sometimes cause problems. This presentation analyzes the current legal framework and outlines some of the key legal and regulatory challenges faced by the video game industry.

Jürgen Bänsch

Senior Director of Policy & Public Affairs, Europe
VideoGamesEurope



10:30 Case Study: 🔍

Tackling Cross-Border Regulatory Challenges in the Gaming Industry

- Global Regulatory Landscape: Differences between local regulations and the challenges of harmonizing them for a company operating in multiple countries. (For example, GDPR in Europe, LGPD in Brazil, specific rules on loot boxes, and restrictions on game advertising and marketing).
- Compliance and Regulatory Challenges: Implementing a Trust and Safety policy: (Incorporating cultural differences, complying with local laws that have varying standards for monitoring, and developing strategies to mitigate regulatory risks and avoid penalties).
- Intellectual Property and Copyrights: Protecting trademarks, characters, and in-game content across different countries.

Cybelle Fernandes

Global Head of Legal and Compliance,
Senior Director
Wildlife Studios



11:10 Morning Coffee and Networking Break ☕

11:40 Case Study: 🔍

Privacy at Scale: Operationalizing Trust in Free-to-Play Games

Practical challenges of embedding privacy-by-design in a live-service, ad-driven game environment.

Lessons learned from global compliance across multiple jurisdictions, with a player base that spans children, teens, and adults.

Balancing innovation, monetization, and privacy in free-to-play mobile games.

Elizabeth Schweitzer

Games Compliance Manager
Sybo



12:20 FIRESIDE CHAT 🔥

The Impact of AI on Game Development and Legal Compliance

This fireside chat explores how AI is reshaping game development—from automating design processes to generating dynamic content. We'll examine the legal risks tied to AI-generated assets, including copyright and compliance challenges. The discussion will also touch on emerging regulations and the ethical boundaries of AI in gaming. A must-attend for developers, legal teams, and anyone navigating the future of interactive entertainment.

13:00 Business Lunch 🍽️

NAVIGATING LEGAL BOUNDARIES OF EMERGING TECHNOLOGIES

14:00 Case Study: 🔍

AI - From Theory to Practice

Every day we hear about improvements and new applications of AI tools. The tricky part is their actual implementation, application and management in the company's day-to-day operations. The purpose of this presentation is to share insights in managing AI tools, focusing on practical aspects and challenges.

Michal Wach

General Counsel
Techland



14:40 Case Study: 🔍

Legalities of Using Facial Recognition, Emotion Tracking, and Gesture Analytics for Gameplay or Safety

The integration of biometric technologies such as facial recognition, emotion tracking, and gesture analytics in gaming and safety systems raises complex legal challenges. While these innovations enhance user experience and provide new security measures, they also pose significant concerns regarding privacy, data protection, and regulatory compliance. The processing of biometric data falls under the category of sensitive information, subject to strict regulations. Key legal issues include the lawfulness of processing, the necessity of explicit consent, data retention and security, and the potential risks of discrimination or surveillance. Emotion tracking, in particular, raises concerns about user profiling and possible behavioral manipulation, while gesture analytics presents challenges related to data minimization and the protection of fundamental rights. To mitigate legal risks and ensure compliance, adopting a Legal-by-Design approach is essential, with a strong focus on transparency, proportionality in data processing, and robust security measures. In a rapidly evolving industry, striking the right balance between innovation and the protection of user rights will be crucial for the future of gaming.

Jacopo Liguori

Partner
Withers LLP



15:20 Afternoon Tea and Networking Break ☕

15:40 Case Study: 🔍

Shaping the Legal Landscape of the Metaverse and Its Integration in Gaming

- Intellectual property ownership and licensing issues faced in the metaverse
- NFTs and transacting in the metaverse
- Gaming specific regulatory issues

Mike Llewellyn

Partner
Squire Patton Boggs



16:20 PANEL DISCUSSION 🗣️

Exploring the Legal Horizons of Emerging Technologies in Gaming

Join us for an in-depth exploration of the legal implications of cutting-edge technologies in the gaming industry. This session will examine the regulatory challenges and opportunities presented by innovations such as virtual reality, augmented reality, and blockchain. Gain valuable insights into how these emerging technologies are reshaping the legal landscape, and learn best practices for ensuring compliance while fostering innovation.

17:00 Chair's Closing Remarks and End of Day One

18:00 Networking Dinner 🍷

08:30 Check-In and Welcome Coffee 

09:00 Day Two Opening Remarks from the Chair

SAFEGUARDING PRIVACY, SAFETY, AND RIGHTS IN THE GAMING SECTOR

09:10 Case Study: 

Keeping Players Safe Online: Is the UK Leading the Way and Will Others Follow?

- Overview of the new Online Safety Act law in the UK
- How can developers/publishers with players in the UK comply with the new requirements legally and practically?
- Examples and case studies of legal projects worked on for games companies
- Discussion of what the future may hold for the UK and other markets on player online safety

Nick Allan
Partner
Mishcon de Reya

Mishcon de Reya

09:50 Case Study: 

Balancing Privacy and Online Safety: Tackling Toxicity in Video Games

This case study explores how the Video Games Industry tackles online toxicity in text and voice chat while balancing player safety and privacy rights. It examines the regulatory and ethical considerations shaping moderation practices, the role of AI-driven tools, and the challenges of ensuring transparency. A case study on voice chat moderation and GDPR will highlight real-world approaches to navigating these complexities.

Lucie Duté
Privacy Manager
Riot Games



10:30 Morning Coffee and Networking Break 

11:00 Case Study: 

Copycats and Cross-Border Challenges - Fighting Imitation in (Mobile) Gaming

The session focuses on how to cost-efficiently attack copycats and to ban them from Google/Apple/STEAM. We will look into the weapons of copyright and unfair competition law as well as the options for obtaining preliminary injunctions.

Christian Rauda
Partner
Artana



11:40 Case Study: 

Licensing and IP Considerations in Game Development

- Understanding the Essentials: Key components of licensing and IP considerations in game development, from ownership rights to usage terms.
- Navigating Common Pitfalls: Practical tips to avoid issues with IP ownership and management.
- Building Strong Partnerships: How well-structured agreements foster collaboration between developers, publishers, and licensors.
- Future-Proofing Your Deals: Strategies to adapt licensing agreements for expanding game universes, AI integration, and other evolving technologies.

Ieva Kovarskyte
Legal Director
Remedy Entertainment



12:20 Case Study: 

Protecting Digital Rights: Navigating Legal and Ethical Issues in Gaming *

Explore the intricacies of copyright management in multiplayer online games. This session will provide valuable insights into protecting intellectual property, including in-game assets and storylines. Learn practical strategies to address copyright infringement, establish solid licensing agreements, and stay compliant with evolving copyright laws. Gain knowledge from legal experts on safeguarding creative content while fostering innovation and maintaining player engagement.

Alexandre Rudoni
Partner
Hogan Lovells



13:00 Business Lunch 

FUTURE-PROOFING GAMING LAW COMPLIANCE AND STRATEGY

14:00 Case Study: 

The Compliance Glow-Up: Fast, Flexible, Fearless

- **Fast:** Streamlining contracts and policies through automation, centralized dashboards, and clear accountability to keep compliance agile.
- **Flexible:** Designing legal operations that evolve with products, platforms, and regions while enabling speed and scalability.
- **Fearless:** Embedding risk evaluation, policy development, and legal education into daily operations to lead with confidence.
- **Modern:** Running Legal as a strategic business unit with data-driven insights, efficient knowledge sharing, and smart resource allocation.

Carla Bedrosian
Global Chief Legal Officer

Natalia Voziyan
VP of Legal & Operations

Xsolla



14:30 Case Study: 

Navigating the Future of iGaming Compliance: Balancing Innovation, Regulation, and Market Growth in Emerging Regions

- **Emerging Market Growth:** iGaming is booming in regions like Africa, Latin America, and Southeast Asia, fueled by smartphone penetration, young populations, and rising incomes, with billions in projected revenue.
- **Innovation vs. Regulation:** Cutting-edge technologies (AI, blockchain, mobile, VR/AR) drive the industry, but fragmented regulations, weak enforcement, and high taxes (e.g., India's 28% GST) challenge progress, while smart policies (e.g., Colombia's framework) unlock opportunities.
- **Path Forward:** Balancing innovation and compliance requires collaboration, education, flexible regulations, and sustainable focus, with a call to shape a thriving iGaming future in emerging markets.

Devon Dalbock
Chief Operating Officer - EMEA
Gaming Laboratories International, LLC



15:00 Case Study: 

Mastering the Complexities of Securing and Sustaining Gaming Licenses *

Explore the intricate process of obtaining and maintaining gaming licenses across various jurisdictions. This session will provide an in-depth look at legal requirements, compliance challenges, and best practices for navigating the ever-changing regulatory landscape. Learn from industry experts about effective strategies to secure licenses and ensure long-term success in the gaming industry.

Zdenek Kucera
Partner
Dentons



15:30 Chair's Closing Remarks and End of Summit

* TBC

SPOTLIGHT ON OUR SPEAKERS

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Ewa Lejman
Head of Polish Desk
WH Partners

Ewa is a Polish attorney at law, who heads WH Partners' Polish Desk as part of a strategic partnership under the WH Partners brand with Izabella Żyglicka and Partners. She specialises in serving companies with an international focus. Ewa manages complex projects carried out in several countries in parallel. Ewa advises investors and shareholders starting up in Poland and in business acquisitions or M&A transactions. She is an expert in the gaming and gambling industries in Poland. She constantly advises on and analyses contracts of foreign entrepreneurs operating on the Polish market. In tax matters, she specialises in handling investment funds (ASI, ZASI).



Mike Llewellyn
Partner
Squire Patton Boggs

Mike is a partner in the Intellectual Property & Technology Practice and the Sports & Entertainment Industry Group. His practice focuses on advising clients on IP, commercial and regulatory matters in the gaming industry. He has acted for a broad range of gaming operators on the development and licensing of games and platforms, as well as technical suppliers to those operators. He also frequently acts on regulatory matters, including licensing arrangements with the GB Gambling Commission, a broad range of gaming compliance matters and on gaming sector issues in M&A transactions. Mike also regularly advises on matters spanning both the sports and gambling operators, including a broad range of technology and commercial arrangements. Mike has been recognised by The Legal 500 UK 2025 as a key lawyer in both sports and gambling. He has also been described in leading legal directories as "a standout star"; "superb and commercial, as well as being [a] great lawyer"; and as "[going] the extra mile to help".



Nick Allan
Partner
Mishcon de Reya

Nick is a Partner who leads Video Games practice within the Interactive Entertainment division.

Nick's practice focuses on the \$200 billion global video games industry, including PC, console, mobile, web-browser and VR/AR games, as well as all other areas where interactive entertainment intersects with other industries. He specialises in commercial contract negotiations, including development, publishing and licensing deals, as well as advice in respect of intellectual property and regulatory matters affecting the industry, including consumer laws, data privacy, online safety, loot boxes and age ratings.

He has been recognised by Chambers and Partners and the Legal 500 as a leading practitioner in respect of video games and interactive entertainment, as well as IT, telecoms and outsourcing.



Devon Dalbock
Chief Operating Officer - EMEA
Gaming Laboratories International

Devon Dalbock has over 35 years of management-level experience with organizations ranging from entrepreneurial ventures to multi-national companies, the past 15 years of which have been in the gaming industry. He has held various management roles during his professional career, including Account Manager, Business Unit Manager, Sales Director, Country Manager and Chief Executive Officer.

At the current moment Devon works closely with GLI's Technical Compliance Division regarding consultations from Regulators relating to current technical standards and new regulatory developments and promotes regulatory training in the technical aspects of the gaming industry.



Cybelle Fernandes
Global Head of Legal and Compliance, Senior Director
Wildlife Studios

With over 20 years of experience as a lawyer, Cybelle specializes in Corporate Law, Contracts, Mergers & Acquisitions (M&A), Intellectual Property (IP), Information Technology (IT), E-Commerce, Telecommunications, and Data Protection. She has worked in law firms and multinational companies, developing expertise in legal strategy, risk mitigation, and business-oriented solutions.

Currently serving as Head of Legal - Senior Director at Wildlife Studios, she leads a global legal team, overseeing corporate governance, compliance, privacy, intellectual property, and strategic transactions. Previously, she was Senior Legal Manager at Mercado Livre, where he structured legal operations and led key innovation projects, including the platform's intellectual property protection program.

Cybelle holds a Global Executive MBA from OneMBA/FGV, an LL.M. in International Law with a focus on Technology and Intellectual Property from the University of Lisbon, and a specialization in Environmental Law and Strategic Sustainability Management from PUC-SP.

With a strategic and results-driven approach, Cybelle continues to be a key player in the legal field, driving innovation and business growth through effective legal solutions.



Michal Wach
General Counsel
Techland

Michal Wach is General Counsel at Techland S.A. For most of his legal career, he was an advisor at Olesiński i Wspólnicy law firm, providing services to numerous companies with Polish and foreign capital. For the last few years, he has been providing services as an in-house lawyer, initially at LG Energy Solution Wrocław, and currently at Techland S.A. He specializes in issues related to the new technology and gaming industry, including intellectual property law, data protection, contracts and strategic consulting. Privately, a game enthusiast with an increasingly long list of overdue titles.



Jacopo Liguori
Partner
Withers LLP

With a distinguished career spanning over 20 years, Jacopo stands as a leading lawyer in the fields of intellectual property, technology, and privacy law. He currently spearheads the Italian IP, Tech & Privacy team at Withersworldwide, a prestigious global law firm renowned for its commitment to providing top-tier legal services to successful individuals and businesses around the world. Operating from the firm's Milan and Padua offices, Jacopo delivers strategic legal counsel to a diverse clientele across multiple industries, including fashion, luxury, insurance, finance, automotive, food, electronics, software, sports, entertainment, life sciences, and pharmaceuticals. Jacopo's vast expertise encompasses a wide array of contentious and non-contentious intellectual property matters, including the creation, acquisition, exploitation, protection, and enforcement of IP rights. His technological expertise extends to comprehensive services in e-commerce development, software development, licensing and maintenance agreements, commercial and technology joint ventures, as well as the facilitation of digital transformation processes and the adoption of emerging technologies such as IoT, blockchain, AI, NFTs, and the Metaverse. He adeptly manages complex legal challenges associated with IT platforms (CRM, ERP, etc.), IT due diligence, and IT litigation. In the realm of data protection, Jacopo is a trusted advisor on GDPR compliance, cybersecurity and data breach management, dispute resolution with individuals and regulatory authorities, data protection audits, and the data transfers and international export to the US and other countries. An esteemed author, speaker, and lecturer, Jacopo is actively involved in the legal and academic community, contributing to numerous scientific committees and master's courses at leading institutions.

SPOTLIGHT ON OUR SPEAKERS

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Natalia Voziyan
VP of Legal & Operations
Xsolla

Natalia Voziyan is the Vice President of Legal and Operations at Xsolla, a global leader in video game commerce. Over nearly a decade in the industry, she has built Xsolla's legal function from the ground up developing scalable structures, processes, and compliance systems that support the company's expansion across the U.S., EMEA, APAC, and LATAM.

She has successfully embedded legal strategy into the core of the business, aligning it with product development, commercial deals, and international operations. By bridging legal rigor with business execution, Natalia has helped Xsolla navigate complex global regulations, close high-value partnerships, and ensure long-term sustainability.

Her leadership combines strategic foresight, systems thinking, and a deep understanding of the fast-evolving tech and gaming landscape. Under her guidance, legal and operations have become key enablers of growth, velocity, and trust across the entire organization.



Zdenek Kucera
Partner
Dentons

Zdenek Kucera is partner at Dentons' Prague office and Head of the local TMT practice. He has over 15 years of experience in ICT law, corporate and commercial law, and dispute resolution.

His expertise in ICT law encompasses the structuring of complex projects, IT company acquisitions, software law, digitalization of processes, regulation of new technologies, personal data protection, intellectual property law, cybersecurity and media law. Additionally, he provides clients with guidance on the implementation of AI.



Lucie Duté
Privacy Manager
Riot Games

Lucie Duté is EMEA Compliance Manager at Riot Games, and a qualified French Data Protection Officer (DPO). With a legal background and expertise in GDPR, online safety, and AI governance, she advises on regulatory challenges in video games and esports, focusing on player protection. Collaborating closely with trust & safety, information security, player support and development teams, Lucie helps navigate the complexities of chat moderation, privacy, and EU compliance. Based in Ireland, she is dedicated to ensuring that regulatory requirements support safe and engaging gaming experiences.



Jürgen Bänisch
Senior Director of Policy & Public Affairs, Europe
VideoGamesEurope

Jürgen Bänisch is the Senior Director Policy and Public Affairs of Video Games Europe. He drives the sector's public affairs agenda in relation to a wide range of policy areas, including but not limited to data protection and privacy, cybersecurity and artificial intelligence, consumer and minor protection, as well as e-commerce, payment and platform regulations.

Jürgen also leads the government relations program of PEGI S.A., the organization that manages the pan-European age rating system for video games PEGI. In that capacity, he oversees the establishment of a co-regulatory framework that addresses societal concerns on behalf of almost 3000 companies in close cooperation with European Institutions and Member States.

Jürgen's previous professional background includes positions in the European trade and telecommunications sectors. Jürgen holds two master's degrees in history and in political science from the Catholic University of Leuven, Belgium.



Alexandre Rudoni
Partner
Hogan Lowells

For more than 20 years, Alexandre has represented clients in the technology, media and entertainment industries in copyright, trademark, design and unfair competition litigation and in connection with their most strategic IP transactions. Alexandre has become the trusted advisor of some of the leading businesses in the games sector. Before joining Hogan Lovells, he was the head of the Global Video Games practice in another international law firm.



Ieva Kovarskyte
Legal Director
Remedy Entertainment

Ieva Kovarskyte is a seasoned legal professional with over a decade of experience in corporate law, IP wrangling, and entertainment deal-making. As the Legal Director at Remedy Entertainment, Ieva keeps the creative chaos in check to ensure the magic of game development stays on solid legal ground. From untangling complex contracts to protecting big ideas, Ieva loves working at the crossroads of law and creativity in the ever-evolving world of gaming.



Carla Bedrosian
Global Chief Legal Officer
Xsolla

Carla Bedrosian is the award-winning Global Chief Legal Officer at Xsolla, a leading video game commerce company powering developers and publishers worldwide. With deep expertise in global legal strategy and with nearly 25 years of legal experience in entertainment, finance and tech industries, Carla has played a key role in driving Xsolla's growth while ensuring regulatory compliance across markets and regions. Known for her sharp legal acumen and forward-thinking leadership, she is also an active and highly sought after voice in the legal community, sharing insights and mentoring the next generation of legal professionals.



Elizabeth Schweitzer
Games Compliance Manager
Sybo

Elizabeth Schweitzer is the Games Compliance Manager at SYBO Games, the studio behind Subway Surfers, the world's most downloaded mobile game. Licensed as an attorney since 2012 and specializing in privacy for the past seven years, she leads global privacy and compliance efforts across SYBO's portfolio, with a focus on operationalizing trust, transparency, and player protection in large-scale, free-to-play environments.



Christian Rauda
Partner
Artana

With over 20 years of experience and as professor for computer game law and entrepreneurship at HTW Berlin, Prof. Dr. Christian Rauda is one of the leading experts in computer game law in Germany. Christian is a board-certified specialist for IT law, IP law and copyright and media law and founding and managing partner of the IP and Tech law boutique ARTANA. He wrote 20 legal text books and books (over 100,000 copies sold in total) and over 50 journal publications and book contributions on intellectual property law and computer games law. Christian held over 200 lectures in Germany and abroad.

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