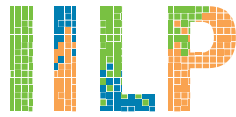


3-28-2012

Current Trends in the Video Game Industry

New York Law School



Institute for
**INFORMATION
LAW & POLICY**
at New York Law School

presents:

Current Trends in the Video Game Industry

Interested in a career in the video games industry? Curious about where the highest grossing entertainment industry is headed in the near future?

Our discussion will center on both of these questions as panelists discuss how they became successfully involved in the field and what they believe the future holds. So whether you're unsure about your plans, but are in law school and enjoy Mario Kart, or you're an avid reader on everything tech, you will be sure to leave this event with more direction toward your career.

Speakers include:

Brian Pyne '09, Attorney for the ESRB and Former Counsel of Take-Two Interactive

Janelle C. Bonanno '09, Executive Director of the Video Game Bar Association and Business Development Manager for Themis Group

Patrick Meyers, Intellectual Property and Patent Attorney for Proskauer Rose LLP

Moderated by:

Professor S. Gregory Boyd, Video Game and Intellectual Property Attorney with Davis & Gilbert LLP and Adjunct Professor at New York Law School

Wednesday, March 28, 2012

6:00 p.m.—8:00 p.m.

Events Center, 185 West Broadway

Refreshments will be served.

Networking Reception to follow.

To RSVP, please e-mail Naomi Allen at naomi.allen@nyls.edu.

