

3-5-2015

**IP LUNCH: ENTERTAINMENT AND VIDEO GAME LAW with JIM
CHARNE '79**

New York Law School



WE ARE NEW YORK'S LAW SCHOOL

IP LUNCH

Date:

Thursday, March 5, 2015

Time:

12:45 p.m. – 1:45 p.m.

Location:

New York Law School
185 West Broadway
Boardroom, W204

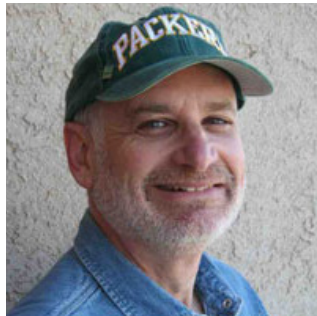
Lunch:

Will be provided for free

RSVP:

By March 1 to
sarah.ross@nyls.edu

ENTERTAINMENT AND VIDEO GAME LAW with JIM CHARNE '79



Jim Charne is solo practitioner in Santa Monica, California, focusing on intellectual property, entertainment, technology, music, and commerce. His experience in software entertainment, video games, and other technology-based entertainment extends back to the formative days of the category. He

began his career in the 1970s at CBS Records and at Arista Records, both in New York.

Mr. Charne was the first President of the Academy of Interactive Arts and Sciences (interactive.org); was recognized as a "Most Valuable Player" by the International Game Developers Association (igda.org); was honored three times for work on behalf of games industry composers by the Game Audio Network Guild (audiogang.org); served as program leader and organizer 15 times for all-day legal and business tutorial programs at Game Developers Conference (gdconf.com); will co-present the lawyers' professional responsibility program at the Video Game Bar Association's May 2015 Los Angeles conference (vgba.org), presented in conjunction with UCLA Law School; and is organizer and co-chair of the annual October PLI program in San Francisco, "Representing the Games Industry Client."