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50 Ways to Get in Trouble: Enforcement of Consumer Protection Law XC 2024



Consumer protection law dictates what game designers, as well as marketing and business development teams, can use in their products.

When and how this law is enforced, has a huge impact on the revenue of the studio. The risk thresholds are often unclear. This session looks at how consumer law is enforced in the key regions, and what are the risk thresholds for attracting enforcement action.

Speakers

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- Konni Ewald, Osborne Clarke
- Katya Nemova, Wargaming
- Leonie Schneider, Osborne Clark

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