



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**

- [Eric Weiss](#), Perkins Coie LLP

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

## Speakers



### [Eric J. Weiss](#)

Partner

[EWeiss@perkinscoie.com](mailto:EWeiss@perkinscoie.com) [206.359.3456](tel:206.359.3456)

### **Explore more in**

[Digital Media & Entertainment, Gaming & Sports](#)