

## About the Authors

### » ROSS DANNENBERG (Editor; Introduction and Chapters 1, 2, 3, 9, and 13)

Ross Dannenberg is an intellectual property attorney and senior partner with the law firm of Banner & Witcoff in Washington, D.C. Ross handles a wide range of intellectual property issues, including patents, copyrights, and trademarks, working primarily with software developers. Ross has been working extensively with the video game industry since 2005, when he started PatentArcade.com, the web's only blog dedicated to the cross section of video games and intellectual property law. Since that time, Ross has helped protect well-known game franchises, including *World of Tanks*<sup>®</sup>, *Dying Light*, *Halo*<sup>®</sup>, *Guild Wars*<sup>® 2</sup>, *The Witcher*, *Blue Dragon*, *Letterpress*, *Entranced*, *Perfect Dark*<sup>®</sup>, *Flight Simulator*<sup>®</sup>, *Midtown Madness*, *Bowl-O-Rama*<sup>®</sup>, and *RuneScape*<sup>®</sup>, among others. He has also helped protect a wide variety of mobile apps such as *Tweetie* (now *Twitter for iPhone*), *Textie*, *Entranced*, *Letterpress*, and many more.



In addition to his work in the video game and mobile app arenas, Ross has extensive experience not only with obtaining patents and other intellectual property rights but also with enforcing those rights against infringers, including experience enforcing and defending legal rights involving claims of patent infringement, copyright infringement, trademark infringement, Digital Millennium

Copyright Act (DMCA) violations, computer fraud and abuse, unfair competition, and related business torts. Ross also assists clients with business and development-related issues, including licensing third-party content and music, preparation of website terms of use, End User License Agreement, copyright and DMCA policies, as well as ensuring that game publishers are compliant with the Children's Online Privacy Protection Act (COPPA).

Ross was the founding chair of the American Bar Association's Committee on Computer Games and Virtual Worlds in the IT Division of the Intellectual Property Section, a position he held for three years from 2005–2008; he was the 2011–2012 vice-chair of the IT Division and the division chair from 2012 to 2014. Ross is a member of the International Game Developers' Association, a founding member of the Video Game Bar Association, a former member of the Lawyer Pilots Bar Association, and fellow of the American Bar Foundation. Ross has also served as an adjunct professor teaching patent and copyright law at George Mason University School of Law. He earned a bachelor's degree in Computer Science from the Georgia Institute of Technology in 1994 and a juris doctor from The George Washington University Law School in 2000, where he was a member of the *Environmental Lawyer* legal journal.

In addition to a wide variety of articles and interviews appearing in publications such as *USA Today*, *ABC News*, *Bloomberg*, *PC Magazine* and *Gamasutra*, Ross is also the executive editor of *Computer Games and Virtual Worlds: A New Frontier in Intellectual Property Law*, a book published by the ABA IPL Section in 2010, and has been recognized multiple times as a *SuperLawyer* (by ThomsonReuters) and as an *IP Star* (by Managing Intellectual Property). Ross is also a member of Mensa.

For more information, please visit [www.bannerwitcoff.com](http://www.bannerwitcoff.com) and [www.PatentArcade.com](http://www.PatentArcade.com).

## » FRED FIERST (Chapter 12)

Frederick U. Fierst is the founder and senior partner of Fierst, Kane and Bloomberg LLP in Northampton, Massachusetts. A graduate of Tufts College and Columbia Law School, Fred is a well-known entertainment, intellectual property, corporate, and licensing attorney with a worldwide clientele. He has counseled and represented the producers of many dozens of television series and feature films and has handled all manner of negotiations and deals resulting in billions of dollars of sales in the interactive, television, film, toy, publishing, and merchandising fields for almost 40 years. He also



oversees his clients' portfolios of trademarks and copyrights. He has been the point person on the acquisition or sale of numerous studios and intellectual properties, and he represents some of the leaders in the licensing industry. Among the hundreds of interactive entertainment development contracts he has negotiated and drafted are those for the creators or publishers of some of the major intellectual properties of our time, including *Batman*, *James Bond*, *Bioshock*, *Conan the Barbarian*, *Chivalry*, *Earthworm Jim*, *Europa Universalis*, the *Ice Age* and *Robots* films, *The Matrix*, *Pirates of the Caribbean*, *Mount and Blade*, *TMNT*, *Top Eleven*, *Witcher 3*, and *World of Tanks*.

Fred is counsel to the largest agency in the digital/interactive world and has represented leading interactive studios in Australia, Belgium, Belorussia, Brazil, Canada, Colombia, Cyprus, the Czech Republic, Germany, India, Italy, Japan, Poland, Russia, Serbia, Sweden, Turkey, the UK, the Ukraine, and of course the United States. He is a frequent and highly rated speaker at law schools and universities, as well as at national and international conferences in the entertainment and licensing fields including, with respect to interactive entertainment, the Game Developers Conference, GDC Europe, the Electronic Entertainment Expo, the Games Law Summit in Vilnius, Lithuania, the KRI in Moscow, a conference on the German Interactive Industry in Berlin, the Gamer Technology Law Conference in Seattle, and The Law of Digital Games Conference in Boston, which he co-chaired.

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## » SHAWN GORMAN (Chapter 6)

Shawn Gorman is a principal shareholder in the Chicago office of Banner & Witcoff, Ltd., and specializes in strategic portfolio management, client counseling, and prosecution. He assists both start-ups and multinational corporations in formulating efficient and effective global patent procurement procedures. Shawn also works directly with clients to combine multiple forms of intellectual property protection. In this regard, he obtains domestic and international patent rights to protect clients' core technologies, trademark protection, and enforcement of those rights through licensing and purchasing agreements. Throughout his career, he has assisted clients with diverse technologies, including video games, gambling systems, media content distribution systems, wearable devices, medical technologies, and aerospace materials. When litigation has become necessary, Shawn has handled the various aspects of patent litigation, including being part of a trial team defending a



leading manufacturer of VoIP devices. He also coordinated the strategy used in a multi-patent reexamination, resulting in invalidating every claim.

Shawn earned his Juris Doctor from the Franklin Pierce Law Center, where he was senior staff editor of the *Pierce Law Review*, contended in the Jessup International Law Moot Court, and was honored to receive the Rapee Intellectual Property Scholarship.

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### » GREG ISRAELSEN (Chapter 3)

Greg Israelsen is an attorney in the Washington, D.C., office of Banner & Witcoff, Ltd. He focuses on intellectual property litigation, representing clients in patent disputes related to electrical, computer hardware, computer software, and mechanical arts. He also represents clients in actions involving copyright and trademark infringement. In addition, Greg has assisted clients in procuring patent protection in a wide range of technology areas, including mobile apps, cable television, speech recognition, remote computing, networking, printers, and medical devices, among others.



Before law school, Greg formed his own company and developed smartphone apps for mobile platforms. Several of his apps won awards from a well-known smartphone manufacturer and were featured on a top technology website.

During law school, Greg worked as a summer associate at Banner & Witcoff. He also clerked for a patent boutique, where he drafted and prosecuted patent applications for a Fortune 50 client and was part of a litigation team in a trademark infringement action for a nationwide food franchise.

Greg studied Electrical Engineering at the University of Illinois at Urbana-Champaign and at Brigham Young University. He earned a Bachelor of Science, with University Honors, from Brigham Young University. He earned a Juris Doctor, cum laude, from the J. Reuben Clark Law School at Brigham Young University. He served as senior editor on the *Brigham Young University Law Review* and as managing articles editor on the *BYU Journal of Public Law*. He also received the Faculty Award for Meritorious Achievement and Distinguished Service and the John S. Welch Award for Outstanding Legal Writing.

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## » RAJIT KAPUR (Chapters 9 and 11)

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Rajit Kapur is a patent attorney and partner in the Washington, D.C., office of Banner & Witcoff, Ltd. His practice encompasses multiple aspects of intellectual property law, including the procurement and enforcement of trademarks, copyrights, design patents, and utility patents in a variety of technical fields. He is particularly specialized in preparing and prosecuting patent applications directed to computer software, including patent applications for video games, social networking apps, and other mobile apps, including writing Twitter's "pull to refresh" patent, which has now become a ubiquitous user interface technique on mobile devices.



Rajit received his Bachelor of Science in Mechanical Engineering, magna cum laude, from Tufts University and his Juris Doctor from The George Washington University Law School.

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## » PREETI KHANOLKAR (Chapter 10)

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Preeti R. Khanolkar works in product management and publishing in the video game industry. Before her career in games, she was an Honors Attorney for the National Labor Relations Board in Washington, D.C., and published *100-Percenting It: Videogame Play Through the Eyes of Devoted Gamers* in an academic journal. Preeti received her Bachelor of Arts, summa cum laude, from Rutgers University and her Juris Doctor from Cornell Law School.



## » SCOTT M. KELLY (Chapter 13)

Scott M. Kelly is an intellectual property attorney and shareholder in the Washington, D.C., office of Banner & Witcoff, Ltd. Scott helps large and small game studios protect their intellectual property by applying for patents, registering copyrights, and assessing risks presented by asserted IP rights. He has worked with technologies including user interfaces, virtual worlds, television program guides, mobile devices, client server architectures, network routing, and virtualization. In addition to preparing and prosecuting patent applications, Scott regularly counsels clients regarding validity, infringement, and other issues presented by asserted patents or potential acquisitions. Scott also advises clients on registration strategies and enforcement of copyrights in creative works, such as video games.



Scott has helped protect games such as Wargaming's *World of Tanks* and Techland's *Dying Light*. He serves as an assistant editor at PatentArcade.com, where he writes about the intersection of games and IP law.

Scott is a former examiner with the U.S. Patent and Trademark Office and previously founded a company that developed an intelligent patent search engine using document similarity analysis. Before law school, he worked at a start-up company developing gigapixel-resolution video cameras for use on drone aircraft.

Scott received his Juris Doctor from the University of Virginia School of Law. He received his Bachelor of Science degree, with honors, in Computer Science from Virginia Tech.

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## » MAURINE KNUTSSON (Chapter 11)

Maurine Knutsson is an attorney in the Chicago office of Banner & Witcoff, Ltd. She focuses her practice on protecting, enforcing, and managing clients' trademarks, copyrights, designs, and cyber rights. She works with clients to develop effective strategies for establishing and enforcing U.S. and global trademark rights, and represents clients in opposition and cancellation proceedings before the Trademark Trial and Appeal Board. She also helps protect clients from Internet trolls through online brand enforcement, DMCA, anti-cybersquatting procedures, and UDRP arbitration proceedings. Additionally, Maurine represents clients in federal courts in intellectual property claims involving trademark infringement, unfair competition, copyright



infringement, design patent infringement, counterfeiting, rights of publicity, and false advertising.

Maurine earned her Juris Doctor from the University of Notre Dame Law School and her Bachelor of Science in Engineering Mechanics from the University of Illinois at Urbana–Champaign.

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## » CHUNHSI ANDY MU (Chapter 9)

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Before law school, Andy worked with various divisions at the National Institute of Standards and Technology. He earned dual Bachelor of Science degrees in Computer Science and Mechanical Engineering from the University of Maryland and his Juris Doctor from The George Washington University Law School.

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## » SARA OWENS (Chapter 5)

Sara Owens is a senior vice president and the leader and champion of Game Guard™ at HUB International. Game Guard™ is a first of its kind risk management and insurance program specifically tailored to the unique needs and risks of the video game industry. It was Sara's passion for both video games and business management that led her to create this innovative program. Since the inception of Game Guard™ Sara has worked in conjunction with start-up developers, multinational publishers, and everyone in between. Sara has an unwavering commitment to the gaming



industry. She understands the gaming revolution, with its explosive growth and its effect on the broader entertainment industry, and how it requires new ideas, new solutions, and new perspectives.

Sara is a graduate of Miami University of Ohio and currently resides in Santa Monica, California. For more information, Sara can be reached at Sara.owens@hubinternational.com, 818-912-0131, or <http://www.hubinternational.com/entertainment-solutions/>.

## »» BINAL J. PATEL (Chapter 13)

Binal Patel is a partner in the Chicago office of Banner & Witcoff, Ltd. He has a broad range of experience in intellectual property matters including procurement, litigation, and counseling, and he represents clients in various industries including financial services, insurance, automotive, and heavy equipment technologies. Binal actively manages the patent procurement programs for a number of large and medium-sized corporations in the United States and internationally. He also has significant experience managing complex litigation matters involving the enforcement and defense of intellectual property rights.



Binal is the co-founder of the Indian-American Bar Association of Chicago and the South Asian Bar Association of North America. He earned his Bachelor of Science degree, with highest honors, in Electrical Engineering at the University of Illinois Urbana–Champaign. He earned his Juris Doctor from Northwestern University, where he was a member of the *Journal of International Law and Business*.

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## »» CHRISSIE SCELSE (Chapters 4, 8, and 11)

Chrissie Scelsi is U.S. General Counsel for Wargaming (USA), Inc., where she is responsible for legal and business matters for the company's operations in the United States, including esports and licensing. Before joining Wargaming, she practiced in entertainment and new media law as principal of Scelsi Entertainment and New Media Law. Ms. Scelsi has served as in-house counsel for an international game-based simulations company, where she was responsible for advising on software licensing matters, government contracting and regulatory compliance, trademarks, copyright, and corporate issues.





She has served as an editor of the book *Computer Games and Virtual Worlds: A New Frontier in Intellectual Property Law*, which was published by the ABA Section of Intellectual Property Law, and she is the author of PunkLawyer Blog. Ms. Scelsi has served as the chair of the Entertainment, Arts and Sports Law Section of the Florida Bar. She has been named as one of the top eight Central Florida attorneys with Twitterati status by the *Orlando Business Journal* based on number of followers for her @punklawyer handle. Ms. Scelsi received her Bachelor of Business Administration in Marketing from Loyola University New Orleans, a Juris Doctor from Saint Louis University School of Law, and a Master of Laws in Entertainment and Media Law from Southwestern School of Law.

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## » BENJAMIN J. SIDERS (Chapter 7)

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Benjamin J. Siders practices at Lewis Rice LLC in St. Louis, Missouri, focusing on intellectual property, licensing, and technology law. Ben works extensively with entrepreneurs and start-ups, and enjoys a niche practice working with video and board game clients. Ben has worked on a variety of gaming technologies, including fantasy sports, board games, mobile device games, publishing services, and maker products. Before law school,



Ben was a software engineer, and did extensive design and development work for a number of free-to-play on-line games. Ben received his Bachelor of Arts in English from the University of Iowa, and earned his Juris Doctor at Washington University in St. Louis. Ben has been published in the American Bar Association's *Landslide* journal on IP law about emerging legal issues in board gaming. He is also the secretary of the St. Louis Game Developer Cooperative, and owns a patent on a geogaming technology for creating parallel reality games. When not playing games with his five children, he occasionally dabbles in game development. For more information, see <http://www.lewisrice.com/benjamin-j-siders/>.

## » DAVID DIXON (Illustrator)

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Dave Dixon is a freelance illustrator, designer, and fabricator whose work includes book illustration, video game concept art, character art, and storyboarding, as well as logo and branding work for game streamers and podcasts, and costume and prop fabrication for convention enthusiasts. Additionally, he is a business intelligence analyst, formerly in wireless telecom and IT, and currently on contract with the United States Patent and Trademark Office. For more information, contact Dave directly at [ddixonva@gmail.com](mailto:ddixonva@gmail.com).

