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®, Dying Light, Halo®, Guild Wars® 2, The Witcher, Blue Dragon, Letterpress, Entranced, Perfect Dark®, Flight Simulator®, Midtown Madness, Bowl-O-Rama®, and RuneScape®, 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.


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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
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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 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 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 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.

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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.
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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.

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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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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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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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