Editors

Ross Dannenberg (@GameLawyer)—Ross Dannenberg is an intellectual property (IP) attorney and senior partner with the law firm Banner & Witcoff in Washington, D.C. Ross handles a wide range of IP issues, including patents, copyrights, and trademarks, working primarily with software developers of all types. 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 IP law. Since that time, Ross has helped protect well-known game franchises, including Halo®, World of Tanks®, Guild Wars®, The Witcher, Dying Light, Blue Dragon, Letterpress, Entranced, Perfect Dark®, Flight Simulator®, Project Gotham Racing, Midtown Madness, Bowl-O-Rama®, and RuneScape®, among others.

In addition to his work protecting video games and mobile apps, Ross has extensive experience 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; preparing website terms of use, end-user license agreements, and 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 Intellectual Property Section, a position he held from 2005–2008; he was the 2011–2012 vice-chair of the IT Division and the division chair from 2012–2014. 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 of 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 editor of the American Bar Association’s Legal Guide to Video Game Development, and has been recognized multiple times as a SuperLawyer (by Thomson Reuters) and as an IP Star (by Managing Intellectual Property). Ross is also a member of Mensa.

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Steve has handled utility patents in a wide range of computer and electrical technologies, including Internet services, video games, content delivery networks, user interfaces, wired (e.g., DOCSIS, MoCA, etc.) and wireless (e.g., cellular, Wi-Fi) communication systems, and many others.

He has also handled hundreds of design patent applications to help his clients protect the novel ornamental appearances of their physical hardware and software user interfaces. Sample representations include work to protect operating system user interfaces, computing hardware, and user input devices used by millions of people today.

Outside of work for clients, Steve is an adjunct professor at Georgetown University Law School, teaching its course on IP Pretrial Litigation Skills. Steve has also given speeches and presentations for a variety of organizations, such as the Institute of Electrical and Electronics Engineers, ABA, Entertainment Software Association, Triangle Game Conference, and U.S. Navy Office of the General Counsel, and has authored various articles and book chapters in the IP field.

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In the business/commercial area, Steven represents and advises both local and national clients in resolving contract disputes and business torts, including actions to enforce, and actions seeking relief from, restrictive covenants, the protection of trade secrets, shareholder disputes, and commercial landlord and tenant matters.

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Marc is a frequent author and speaker, and serves in a number of leadership roles in professional organizations. In 2014, Marc spoke at the Game Developers Conference in San Francisco regarding the use of copyrights and trademarks in virtual worlds, and was featured in the Daily Journal cover story “Hired Guns Hunt Hackers for Video Game Makers.” He also serves on the board of directors of the New York Videogame Critics Circle, a nonprofit organization that provides scholarships, workshops, and mentoring for children in underserved communities interested in pursuing careers in the video game industry.
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