



## INTERACTIVE ENTERTAINMENT

### Leading Role

Barnes & Thornburg's entertainment attorneys offer video and interactive gaming and app developer clients a full menu of services in a dynamic, robust industry. Our attorneys negotiate industry-wide agreements with SAG-AFTRA on behalf of a group of leading video game companies.

Our clients are as diverse as the industry itself. We represent interactive entertainment developers and manufacturers, companies, entrepreneurs, stakeholders who operate in and across platforms and systems, and video game commentators and personalities. Our clients develop video games, applications and related technology for Internet, social media, computer-based, cloud-based and console-based systems. We match our services to each client's particular needs and our experience includes representation in the following areas:

- Development, distribution, licensing and publishing agreements
- Sponsorship, promotional, advertising and branding agreements
- Mergers and acquisitions involving companies, financing and assets
- E-sports live events
- Litigation
- Intellectual property protection and disputes
- Privacy issues and regulatory compliance in the privacy area
- Negotiation and interpretation of collective bargaining agreements
- Employment issues

### Practice Leaders

### Why Barnes & Thornburg?

Finding new ways to help clients identify solutions and new business opportunities, across industries, is at our core. We are, at times, more than lawyers, we are advisers bringing new ideas to light. We understand what keeps you up at night and work collaboratively to find practical and creative solutions, at the heart of business.

### RELATED PRACTICES

Entertainment



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