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| **Session**  |
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| **WIPO/2021/PROV.1** |
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**Videogames and their Uniting Power.**

**Everything you need to know about enabling environments and new trends.**

the World Intellectual Property Organization (WIPO)

and

the Patent Office of the Republic of Poland

**Katowice (hybrid), December 8, 2021**

Provisional program

*prepared by the International Bureau*

Wednesday, December 8, 2021

12.00 – 12.02 Movie on IP and Videogames

12.02 – 12.05 **Welcome**

Ms. Edyta Demby-Siwek, President, Patent office of the Republic of Poland, Warsaw

12.05 – 12.08 **Introduction by Moderators**

Ms. Anna Dachowska, Director, International Cooperation, PPO

Mr. Rafael Ferraz Vazquez, Copyright Law Division, Copyright and Creative Industries Sector, WIPO

12.08 – 12.20 **Topic 1: Never stop growing: Will the videogame industry continue to grow?**

Ms. Andreea Medvedovici Per, Vice-President, European Game Developers Federation (EGDF), Bucharest

Q&A

12.20 – 12.55 **Topic 2: The circle of IP: How is IP created and shared in videogames and beyond?**

Ms. Deborah Papiernik, SVP New Business & Strategic Alliances, Ubisoft, Paris

Ms. Anna Piechówka, Senior Legal Counsel, IP, Business & Marketing, CD Projekt Red, Warsaw

Ms. Masha Stolbova, Head of Legal, Natus Vincere, Kyiv

Q&A

12.55 – 13.15 **Topic 3: What are the main challenges or opportunities today and in the future?**

Dr. Andres Guadamuz, Senior Lecturer in IP Law, University of Sussex, Editor in Chief of the Journal of World Intellectual Property, Sussex, UK

Mr. Olivier Piasentin, Founder, Ikimasho, Paris

 Q&A

13.15 – 13.20 **What’s next in WIPO?**

Mr. Dimiter Gantchev, Deputy Director and Senior Manager, Information and Digital Outreach Division, Copyright and Creative Industries Sector

13.20 – 13.30 **Open debate and conclusion**