
[Webinar Recording: Videogaming and IP](#)

Behind every video game, there is an intricate bundle of technical and non-technical IP rights. Against the background of a rapidly evolving design, development and commercialisation landscape, identifying what to protect and how to protect it can be something of a challenge.

On 25 February 2020, the European Patent Office (EPO) and the European Union Intellectual Property Office (EUIPO) hosted a webinar focusing on the technical and non-technical IP rights involved in video games. The webinar features Stephan Hanne from the EUIPO's International Cooperation and Legal Affairs Department and Peter Verhoef from the EPO and is now available online.

For more, see

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