

The LCA Associate Board Presents:

Pixellism: the Art of Video Games

Once a controversial medium that was declared to "never be art" by several prominent art critics, video games have evolved as an artistic medium. Dovetailing with that rise are several legal issues unique both to video game developers, creative professionals and museum curators. Come join Lawyers for the Creative Arts' Associate Board to discuss these trends.

TIME & PLACE

Date: Wednesday,
October 24, 2018

Time: 6:00pm

Location: The John Marshall
Law School
Room 1200
315 S. Plymouth Ct.
Chicago, IL 60604

Registration Fee: \$10*

Questions? Contact:
Kenny Matuszewski
kenneth@rabilaw.com

Featured Speakers

Bill Ford

The John Marshall Law School

Ross Hersemann

Loading Law

Jonathan Kinkley

The Art Institute of Chicago, VGA Gallery

Michael Reed

The Law Offices of Michael Reed

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About the Panel

Moderator

Kenny Matuszewski

Kenneth "Kenny" Matuszewski is an associate at Rabcicoff Law LLC and concentrates his practice in the area of intellectual property, with a particular emphasis on patent litigation. Kenny has extensive experience litigating software, electrical, and mechanical patents arts in federal court and the PTAB. He graduated from the University of Notre Dame with a B.S. in Biological Sciences and Spanish, earned his law degree from Chicago-Kent College of Law, and is obtaining a Post-Baccalaureate degree in Computer Science from Oregon State University. Currently, Kenny serves as a member of Lawyers for the Creative Arts' Associate Board. He has also been featured in Law360, where he discussed the intersection of eSports and intellectual property.

Speakers

Jonathan Kinkley

Jonathan Kinkley (VGA Gallery Executive Director and Co-Founder) is a writer and museum professional with more than 15 years of experience working in galleries and museums across the world. Academically trained as an art historian, Kinkley holds a BFA in art history from University of Illinois Urbana-Champaign and an MA in art history from University of Illinois at Chicago with a thesis focus on the art and architecture of virtual worlds. His writing has been widely published in academic journals like Leonardo and magazines and online media like Time Out Chicago, A.V. Club and Newcity, and he has presented papers on new media at art history conferences at Columbia University, York University Toronto, and the City University of New York. Kinkley has served as organizer and curator for dozens of exhibitions including Game Art VS Art Game, Dateline: Bronzeville and the upcoming Gun Ballet: the Aestheticization of Violence and Chicago New Media: 1973-1992. Currently, he works full time in development at the Art Institute of Chicago.

Michael Reed

Michael Reed is an attorney, consultant, and art enthusiast working in solo practice to assist business owners, freelancers, and creatives manager their businesses and understand their intellectual property rights. He is an alumnus of the John Marshall Law School and received a Master of Laws in Intellectual Property from Chicago-Kent. He is a chair on the CBA's Cyber Law and Data Privacy Committee and a member of the current cohort of the Justice Entrepreneur Project. He is currently a fellow with Lawyers for the Creative Arts where he provides in-house consulting and drafting services for artists. He is also a staff member of the Video Game Art Gallery where he oversees the production of a peer-reviewed art history journal, The Video Game Art Reader.

Ross Hersemann

Ross is an attorney, writer, and gamer.

Ross is the Founder of Loading Law, a Chicago-based law practice, and provides legal counsel to video game developers and entrepreneurs in the tech sector. Ross is also the Organizer of the Chicago Video Game Law Summit and an Adjunct Professor of Video Game Law at DePaul University. He speaks frequently on hot topics in law and technology and his book on Video Game Law will be published soon. Ross also serves as Co-Chair of the CBA YLS Creative Arts Committee, Vice Chair of IGDA-Chicago, and as a Board Member of the VGA Gallery.

Bill Ford

William K. Ford is an Associate Professor at the John Marshall Law School in Chicago. He teaches courses in contract law and intellectual property. He has published law journal articles or book chapters on copyright issues in the early video game industry, the right of publicity and games, trademark issues and video games, and the litigation over state restrictions on minors' access to violent video games. Professor Ford received his J.D. from the University of Chicago in 2003.