National Workshop on Mastering Intellectual Property in the Video Games Industry: Business and Legal Aspects

organized by
the World Intellectual Property Organization (WIPO)

in cooperation with
the Ministry of Tourism and Creative Economy of the Republic of Indonesia

Zoom Platform
https://motce.id/ipclass-zoom

Friday, May 19, 2023
10.30 a.m. to 5 p.m. Western Indonesian Time (WIB)

Saturday, May 20, 2023
10 a.m. to 6 p.m. Western Indonesian Time (WIB)

PROGRAM

prepared by the International Bureau of WIPO
Friday, May 19, 2023 (all times are Western Indonesian Time (WIB))

10.30 – 11.30 Registration

11.30 – 12.00 Opening ceremony

Welcome remarks by: Mr. Robinson Sinaga, Director for IP Development for Creative Industry, Directorate of Intellectual Property Development for Creative Industry, Ministry of Tourism and Creative Economy, Jakarta

Mr. Dimiter Gantchev, Deputy Director and Senior Manager, Information and Digital Outreach Division, Copyright and Creative Industries Sector, World Intellectual Property Organization (WIPO), Geneva

12.00 – 13.30 Lunch Break


Speakers: Mr. Shafiq Husein, Chief Executive Officer, Gambir Studio, Jakarta

Questions and Answer Session

14.30 – 14.45 Break

14.45 – 15.45 Topic 2: Setting the Scene: The Current Video Game Industry Landscape

Speakers: Mr. Dimiter Gantchev

Mr. Cipto Adiguno, President, Indonesian Game Association, Bandung, Indonesia

Moderator: Ms. Sarah Johana, Toge Productions, South Tangerang, Indonesia

Questions and Answer Session

15.45 – 16.00 Coffee Break

16.00 – 17.00 Topic 3: Monetizing your Existing IP Through Games

Speaker: Mr. Gaetano Dimita, Senior Lecturer in International Intellectual Property Law, Centre for Commercial Law Studies, Queen Mary University of London, London

Moderator: Ms. Sarah Johana

17.00 Closing
Saturday, May 20, 2023 (all times are Western Indonesian Time (WIB))

10.00 – 12.00 Opening ceremony in IP Talkshow and Creative Exhibition (IP Topia)
   Welcome remarks by: Mr. Robinson Sinaga

12.00 – 13.00 Lunch Break

13.00 – 14.05 Topic 4: Investing in Video Games, its Risks, and Returns in the Digital Industry
   Speaker: Mr. Eka Chandra, Chief Executive Officer, IOTA Kreatif Media, Jakarta
   Questions and Answer Session

14.05 – 15.05 Topic 5: Legal Framework on Games and Digital Products
   Speaker: Mr. Andy Ramos, Lawyer, Pérez-Llorca, Madrid
   Moderator: Ms. Adam Ardisasmita, Vice-President, Indonesian Game Association, Bandung
   Questions and Answer Session

15.05 – 15.30 Coffee Break

15.30 – 16.30 Topic 6: Video Games as Intellectual Property and its Licensing Potential
   Speaker: Mr. Rachmad Imron, Chief Executive Officer, Digital Happiness, Bandung, Indonesia
   Questions and Answer Session

16.30 – 17.50 Interactive Discussion and Sharing Session – The Future and Challenges of Video Games in Indonesia
   Mr. Dimiter Gantchev
   Mr. Cipto Adiguno
   Mr. Gaetano Dimita
   Mr. Andy Ramos
   Moderator: Mr. Adam Ardisasmita

17.50 – 18.00 Closing remarks by: Mr. Robinson Sinaga
   Mr. Dimiter Gantchev

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