



PATENT OFFICE OF THE  
REPUBLIC OF POLAND



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## SESSION

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**WIPO/2021/PROV.1**  
**ORIGINAL: ENGLISH**  
**DATE: NOVEMBER 29, 2021**

## **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-Siwiek, 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. Dimitar Gantchev, Deputy Director and Senior Manager, Information and Digital Outreach Division, Copyright and Creative Industries Sector
- 13.20 – 13.30     **Open debate and conclusion**