

ARE YOU INTO IP GAMES?

INTELLECTUAL PROPERTY IN THE WORLD OF GAMES

CONFERENCE ON THE OCCASION OF THE WORLD INTELLECTUAL PROPERTY DAY
CO-ORGANIZED BY THE PATENT OFFICE OF THE REPUBLIC OF POLAND
AND THE UKRAINIAN INTELLECTUAL PROPERTY INSTITUTE

26 APRIL 2022, ONLINE



Conference on the occasion of the World Intellectual Property Day

ARE YOU INTO IP GAMES? INTELLECTUAL PROPERTY IN THE WORLD OF GAMES

The Patent Office of the Republic of Poland, 26 April 2022

Co-organizer: Ukrainian Intellectual Property Institute (Ukrpatent)

**Partners: World Intellectual Property Organization,
European Union Intellectual Property Office**



**The Conference is held under the honorary patronage
of the Polish Ministry of Culture and National Heritage**

9:00-10.30	Opening speeches
	<p>Edyta Demby-Siwiek, President of the Patent Office of the Republic of Poland Daren Tang, Director General, World Intellectual Property Organization Andriy Demchuk, Director, Department for IP Sphere Development, Ministry of Economy of Ukraine Mariusz Jerzy Golecki, Undersecretary of State, Polish Ministry of Economic Development and Technology Karol Zgódka, Director of Department of Media and Creative Sectors in the Ministry of Culture and National Heritage Andrew Kudin, Director General, Ukrainian Intellectual Property Institute (Ukrpatent)</p> <p>Special speeches:</p> <p>Innovations in a digital world Maciej Kawecki, PhD, President of the Stanislaw Lem Institute</p> <p>Gamification of IP education Nataliia Huro, IP Academy, Ukrainian Intellectual Property Institute</p>
10:30 – 10:45	Break
10:45 – 11:45	<p>How to support and protect youth innovation and creativity</p> <p>Joanna Gogolińska, Vice-President of the Advanced Technology Foundation Barbara Halska, Teacher of the Year 2014, Computer science and programming teacher at the King Jan III Sobieski School Complex No. 6 in Jastrzębie-Zdrój Anna Chrościcka, Polish Ministry of Education and Science Anna Shtefan, PhD, Intellectual Property Scientific Research Institute,</p>
11:45 – 12:00	Break
12:00 – 13:30	<p>Challenges for the intellectual property system in the gaming industry</p> <p>Marcin Balicki, PhD, attorney Piotr Mierzwiński, patent attorney Kinga Palińska, CD Projekt RED Mariia Stolbova, Natus Vincere Anna Dachowska, The Patent Office of the Republic of Poland</p>
13:30 – 13:45	Break
13:45 – 15:00	<p>GameDev support</p> <p>Mateusz Witczak, PolskiGamedev.pl Tomasz Topolewski, GovTech Poland Marcin Sowa, Polish Ministry of Economic Development and Technology Andriy Zozuliuk, Ukrainian Intellectual Property Institute Ryszard Frelek, World Intellectual Property Organization</p>
15:00	Closing remarks