



## Workshop: Games, Law, and Society

February 11, 2020, 13.15 – 15.00

Lecture Hall 16, University of Lapland

Organized by Law, Technology and Design Thinking Research Group

Analog and digital games constitute a significant part of our daily lives. When understood broadly, human interactions of all kinds can also be understood as games. This includes not only interaction like conversation and team sports, but also more complex processes like legal procedures. Traditional games such as chess contain their own rules on what is allowed and what is not. Furthermore, popular competitive digital games like Counter-Strike and Fortnite have created an array of legal problems of their own, when examined from the perspective of prevailing law. Online gaming communities, established within and around games, practice curious forms of rulemaking and enforcement. Naturally, games give rise to and examine by themselves a great variety of non-legal social phenomena, which has inspired research in both ludology, narratology, and sociology.

The Law, Technology, and Design Thinking research team will host a minor workshop on some of the given issues on the 11th of February 2020. Tentative schedule:

13.15 – 13.30 Introduction to the research agenda – Mikko Huttunen

13.30 – 14.00 Lootboxes Under Finnish Law – Anssi Kärki

14.00 – 14.30 Publishing Games in China: Legal Limitations for Content and Gameplay – Jaakko Rastas

14.30 – 15.00 Valvontaa ja verotusta: oikeudellinen näkökulma striimauslahjoituksiin – Aleksi Kojo (in Finnish)