

A person is seen from behind, wearing a headset and sitting at a desk in a dimly lit room. The room is illuminated with vibrant, colorful lights in shades of purple, blue, and green. A computer monitor is visible in the background, displaying a bright, colorful image. To the left, there is a large black cabinet with three glowing green circular lights. To the right, a small, colorful, rainbow-like object is visible on the desk. The overall atmosphere is futuristic and high-tech.

Real Life Supporter

Oppenhoff

Level up in gaming & e-sports

- Business Model 4.0: What are the contractual rules of the game for cryptocurrencies, NFTs and virtual items?
- The transparent player: may algorithms be used to detect cheat software?
- Digital athlete: what counts as an e-sportsman's place of work and how are entry and prize money taxed?
- Securing the future: how can I effectively protect my intellectual property?
- Metaverse perspective: what do companies already need to look out for?

A young Oppenhoff team with the (private) licence to play advises streaming platforms, publishers, event organisers, sponsors and teams, as well as management and sports agencies, on all relevant legal issues in the field of gaming & e-sports.

With more than 100 lawyers, Oppenhoff advises on all important areas of commercial and tax law.



Further information about our consulting services and current legal topics in the field of gaming and e-sports can be found [here](#).

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