

The IPIGRAM (10 August 2017) Feature Posts

August 10-11, 2017
**Intellectual Property
Scholars Conference**

At Cardoza School of Law,
New York. Visit the [event
website](#) for details.

September 11, 2017
**IP Osgoode Student
Information Session**

Come meet your fellow IP
students and receive some
information on how you can
volunteer and participate in IP
Osgoode's activities and
programs. 12:30 – 1:30 PM @
OHLS Room 2008.

September 25-26, 2017
**2017 Accessibility Innovation
Showcase**

The event will profile
innovative accessibility
technologies and assistive
devices through interactive
exhibits. IP Osgoode's
Innovation Clinic with Norton
Rose Fulbright LLP will be on
hand to provide IP information
to the events' exhibitors. Visit
the [event website](#) for details.

September 25-27, 2017
**Unitary Patent and UPC Road
Show**

A CIPO and EPO seminar on
the Unitary Patent and the
Unified Patent Court in
Gatineau, Toronto and
Montreal, featuring Margot
Fröhlinger, Principal Director
for Unitary Patent, European
and International Legal Affairs
at the EPO. Visit [CIPO's
website](#) for details.

October 11-13, 2017
91st IPIC Annual Meeting

Niagara Falls, Ontario. Visit
the [meeting website](#) for details.

Copyright Board Reform Consultations

Consultations on proposed
legislative and regulatory
changes to the Copyright
Board's decision-making
processes will be open from
August 9 to September 29.
Those interested can share
their views until September 29
by emailing
CBconsultations@canada.ca.
[Click](#) for details.

The USPTO published a [new
report](#) synthesizing public
comments on an important
question for innovators in a
wide variety of industries:
What are the appropriate
boundaries of patent eligible
subject matter?

Just Laugh It Off: Trademark Parody and the Expansion of User Rights

August 9, 2017 by [Sebastian Beck-Watt](#)

I was invited to attend the [Canadian Bar Association](#) Intellectual Property
section's IP Day 2017 and Judges' Dinner, on May 11, 2017 in Ottawa. It was
an honour to be invited as the winner of the Intellectual Property Law student
essay contest for my paper "Just Laugh It Off: Trademark Parody and the
Expansion of User Rights", a research paper I originally wrote as part of
Osgoode's [Intellectual Property Law & Technology Intensive Program](#).

[Read more](#)

*Sebastian Beck-Watt is Senior Editor of the IPilogue and a graduate of
Osgoode Hall Law School.*

IP Osgoode Call for Applications

August 9, 2017 by [IP Osgoode](#)

We are pleased to announce a call for applications for a
number of exciting opportunities with IP Osgoode including
IPilogue Editors and Innovation Clinic Fellows. See below for
more information.

Osgoode students are invited to attend the **IP Osgoode
Student Information Session** on [Monday, September 11,](#)
[from 12:30 pM to 1:30 PM in room 2008](#). This will be a great
opportunity to mingle with IP Osgoode team members and
fellow IP students, and learn more about IP Osgoode and how
you may get involved in our activities and programs.

[Read more](#)

SCC Rules in Favour of Plaintiffs in Class Action Against Facebook

August 8, 2017 by [Roger Angus](#)

On June 23 the Supreme Court of Canada (SCC) delivered
its decision in [Doeuz v Facebook Inc.](#), ruling in favour of the
plaintiff. This decision affirms that the privacy rights of
Canadians override forum selection clauses contained in
contracts of adhesion, which are becoming increasingly
prevalent in places such as online service agreements.

[Read more](#)

*Roger Angus is an IPilogue Editor and a JD Candidate at
Osgoode Hall Law School.*

RECENT POSTS

Having Skin in the Game – How Video Games are Entering the World of Gambling

August 8, 2017 by [Alexandria Chun](#)

Gambling has accompanied sports-watching for hundreds of years. In Canada
alone, it was reportedly [estimated](#) that \$500 million are spent annually on
provincially-regulated sports gambling. Similar gambling activities are now
prevalent in digital arenas. Popular strategy video games, such
as [Starcraft](#) and [Dota 2](#), have given rise to the massive industry of eSports, or
professional competitive video gaming. Much like how sports fans can bet on
the outcome of a game or series, eSports fans can place online bets on the
performance of individual gamers or teams.

[Read more](#)

*Alexandria Chun is an IPilogue Editor and a JD Candidate at Osgoode Hall
Law School.*

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