

Dear \*[FNAME]\*,

As the global community deals with a crisis the likes of which we've never experienced, we are fortunate that technology enables us to continue communicating and collaborating -- for most of us, without interruption. It's also become increasingly clear that we're just at the beginning of a revolution in the way we work, live and play, in which physical location and centralized organizations will be increasingly less relevant.

Here are just a few things that come to mind in how our lives will continue to be affected by these developments over the next few years:

- Social and business environments will increasingly shift to VR.
- Immersive content will offer an increasingly rich experience of remote locations, making physical travel unnecessary for many purposes.
- Global communities will play and trade in virtual environments, including those originally built on game platforms.
- Blockchain ledgers with smart contracts will manage shared assets and payments around the world.

All of these things are already underway and adoption will become widespread within a few years.

In this issue of *Gamma Law News and Insights*, we cover how big public companies are now embracing blockchain, and also how a number of U.S. states are moving to expressly legalize esports betting. In addition, you'll see how Japan's esports scene, which had [explosive growth](#) over 2019, might be poised to have an even bigger breakout over 2020. You'll also see how AR will impact our lives in ways we never imagined.

As always, I welcome your feedback and I enjoy the opportunity to chat about the world of emerging technologies and media. Feel free to reach out to me anytime. And be safe.

Best regards,

David B. Hoppe  
Managing Partner  
Gamma Law

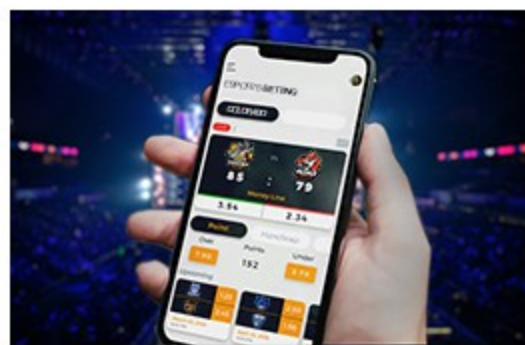
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In 2018, the US Supreme Court struck down a federal law that banned sports betting throughout the country. Since then, a few US states have moved to legalize it. Here are four of the most recent -- and they have their eyes on... [Read more](#)



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The Japanese Esports Union's licensing system, which regulates esports in Japan, is under fire by the country's Consumer Affairs Agency. Is this a cautionary tale about how too much regulation could slow the growth of the industry?... [Read more](#)



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The tech giants -- Google, Apple, and Facebook -- all have augmented reality projects underway, a testament to their conviction that this technology will become ubiquitous in the '20s. Here's what they have in store and how.. [Read more](#)



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As virtual and augmented reality gain traction in the mainstream, demand for engineers who can build applications for these technologies is skyrocketing. In fact, job openings are nearly 10-times that of the next most... [Read more](#)

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[6 video games to help you cope with existential dread from your day job -- Ladders](#)

[A Survival Guide for Startups in the Era of Tech Giants -- Harvard Business Review](#)

[South Korea passes one of the world's first comprehensive cryptocurrency laws -- TechCrunch](#)

[The States Can't Blockchain -- CoinDesk](#)

[The 10 most innovative virtual and augmented reality companies of 2020 -- Fast Company](#)

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**GamesBeat**

**GamesBeat Summit**

April 28 - 29, Los Angeles, CA  
David will be moderating an esports panel at GamesBeat in Los Angeles. If you'd like to connect with David there, please [contact us](#).



**Have David Speak at Your Event**

Gamma Law's founding partner, David B. Hoppe, speaks and writes frequently about legal topics in emerging technologies and entertainment in the US and Japan. If you'd like David to speak at your event, please [contact us](#).

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