

Dear \*[FNAME]\*,

Advances in artificial intelligence, machine learning, Internet of Things, and the Metaverse are poised to revolutionize the human experience. This month's newsletter highlights how these technologies are even impacting the creative arts – the most uniquely human of activities. Of course, these innovations also bring new legal challenges and uncertainties that could take a very long time to resolve.

This month we explore the commercialization of the arts through the use of technology. AI has rapidly advanced over the years, allowing for the creation and manipulation of visual art. AI-generated digital paintings can range from realistic to abstract and even near-photographic quality, making it a popular choice for businesses and art enthusiasts. But since AI draws "inspiration" from the works used to train their models, the question arises: can its output be considered original? Should AI-generated art be eligible for intellectual property designation and protection?

Music, as it always has, continues to evolve in tandem with technology. Another article in this edition delves into the potential implications of musical composition and performance in the metaverse. We discuss several business models for music, in various formats, venues, and metaverse media. Furthermore, the article raises the question of whether existing licensing, contract, marketing, and consumer protection laws will be applicable in the virtual space or if new regulations will need to be created.


Finally, we analyze Hong Kong's decision to allow retail crypto trading and whether it will have the desired effect of attracting global finance to the tiny enclave. Spoiler alert: probably not!

Best regards,

David B. Hoppe  
Managing Partner  
Gamma Law

[Gamma Law](#) provides premium legal support to select clients in cutting-edge media/tech business sectors. To discuss how we can support you to achieve your objectives, please [contact us](#).

## YOU SHOULD KNOW




**THE ABSTRACT LEGAL LANDSCAPE SURROUNDING AI-GENERATED ART**

Will artificial intelligence-generated art soon grace gallery walls? More important from a legal standpoint, can AI engines receive copyright protection from the still lifes, sculptures, and seascapes they generate? [Read more](#).



**PLAYING IT BY EAR: MONEY AND MUSIC RIGHTS IN THE METAVERSE**

Music is poised to become one of the metaverse's most fertile grounds for both creativity and litigation. It's time to think about how music production, performance, and licensing will work in the cyber environment. [Read more](#).



**CAN HONG KONG'S RETAIL CRYPTO LAWS TEMPT WESTERN FIRMS?**


Hong Kong's legalization of retail cryptocurrency trading likely won't make the city a hub for American and other Western crypto businesses. Here's why, along with advice for companies exploring crypto business operations there. [Read more](#).

## IN THE NEWS

- [Web3 could seize on the decades-old software-as-a-service business model](#) - Cointelegraph
- [Virtual reality is 'mind-blowing' but even better when shared with other people, researchers find](#) - Clemson News
- [Underlying Infrastructure Will Be Key to Enabling the Metaverse to Reach Its Potential](#) - The Fast Mode
- [New Bitcoin protocol may shake up the NFT market](#) - Yahoo! Finance
- [Meta Wins Court Nod to Buy Virtual Reality Startup in Loss for Khan's FTC](#) - Bloomberg
- [Not Quite Up To Metaverse Yet? Use Web3 Elements Instead](#) - Marketing Insider
- [The Great Risk, and Greater Reward of Adding Video Games to the DCU](#) - IGN
- [Metaverse Investors Remain Bullish Despite Adoption, DEI Concerns](#) - IT Pro Today
- [Virtual reality can inoculate people against the allure of alternative romantic partners, study finds](#) - PsyPost
- [Can virtual reality help athletes improve their performance?](#) - Tulane University

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**SWISSNEX SF**

Virtual, February 16

David's 9 a.m. presentation will advise independent Swiss games developers on best practices when working with publishers, investors, and platforms.



**DICE SUMMIT**

February 21-23, Las Vegas


David will be Las Vegas for this gathering of games business executives. [Register here](#)



**IPR GORILLA**

Virtual, February 23

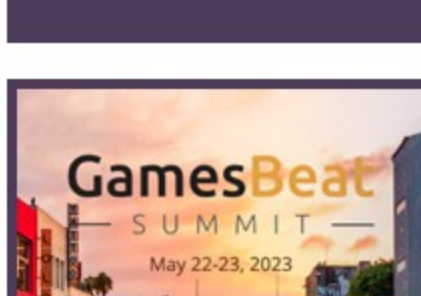
David will participate in a panel discussion, "Challenges and Protection of IPR in Today's Digital Economy" at 8:40 a.m. Pacific. [Register here](#)



**GAME DEVELOPERS CONFERENCE**

San Francisco, March 20-24

David will be mingling with artists, programmers, producers, designers, and business leaders to discuss the legal issues that will shape the industry's future. [Register here](#)



**GAMESBEAT SUMMIT 2023**

Santa Monica, CA May 22-23

GamesBeat Summit brings together the brightest minds within the gaming industry to share updates and opinions on the future of gaming. [Register here](#)



**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](#).

*Gamma Law is a San Francisco-based firm supporting select clients in cutting-edge business sectors. We provide our clients with the support required to succeed in complex and dynamic business environments, push the boundaries of innovation, and achieve your business objectives, both in the U.S. and internationally. [Contact us today](#) to discuss your business needs.*

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