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Firm Contacts:

Iris Jones, Chief Business Development & Marketing Officer, ijones@mcneeslaw.com (717) 237-5224

Toshiko Macaluso, Media/Communications Coordinator, tmacaluso@mcneeslaw.com (717) 237-5444

McNees Launches Esports Practice Group



HARRISBURG, Pa. – (Friday, June 15, 2018) McNees Wallace & Nurick LLC has announced the addition of its Esports Practice Group. The group, chaired by McNees attorney Langdon Ramsburg, will be supported by 10 other practice groups within the firm.

“Esports is currently estimated to be a \$900 million industry just in the United States and growing at a rapid pace. It is an area in which several of our clients already are involved and participating. And it is an area where other clients have expressed interest in getting involved, perhaps as sponsors or team owners,” said McNees Management Committee Member, Brian Jackson. “At McNees, our mission is to anticipate client needs and opportunities and then address those needs and opportunities with creative and innovative solutions. We believe that the assembly of this multi-disciplinary Esports Team is exactly consistent with that mission and with our clients’ expectations.”

Esports, or competitive video gaming, is the result of a successful video gaming industry and involves professional gamers and oftentimes spectators. As esports grows, so does the number of complex legal issues that surround the industry. These issues include intellectual property protection, gambling, acquisition of sports properties, labor standards, and privacy and data security.

Cross-practicing at McNees enables the Esports Practice Group to advise clients with the help of other McNees practice groups including higher education, labor and employment, trademark, intellectual property, commercial litigation, mergers and acquisitions, real estate, data protection and gaming law. This allows McNees to provide its clients with focused problem-solving and specialized attention. In addition, the firm’s size and established connections with esports industry coalitions and leaders help McNees’ clients achieve their goals, navigate challenges and proactively identify opportunities as the esports industry continues to expand.



Esports is rapidly approaching a billion-dollar industry, with growth of thirty percent year over year. From collegiate teams to professional leagues to endorsement contracts, esports is on trajectory to follow traditional sports and forge some of its own unique paths. McNees, always forward-looking, recognizes the myriad legal issues that will arise from esports and has the expertise to address those needs.

In addition to being Chair of the McNees Esports Practice Group, Langdon practices in the Labor & Employment Group. His experience counseling employers on collective bargaining, contract administration, and labor arbitration has equipped him with knowledge to better serve clients within the esports industry.

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McNees is a full-service law firm based in central Pennsylvania with more than 130 attorneys representing corporations, associations, institutions and individuals. The firm serves clients worldwide from offices in Harrisburg, Lancaster, State College and Scranton, PA; Columbus, OH; Frederick, MD; and Washington, D.C. McNees is also a member of the ALFA International Global Legal Network.

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