

MIT Special Interest Group: Interactive Entertainment

2007-12-05

Hear from some of the top VC firms investing in the gaming industry as they share with you their insight on what kinds of deals they find interesting and the questions to consider when creating a new property and/or studio. A market “state of the nation”, mobile, online, licensed intellectual property (IP) versus unique and the best way to seek funding will all be addressed.

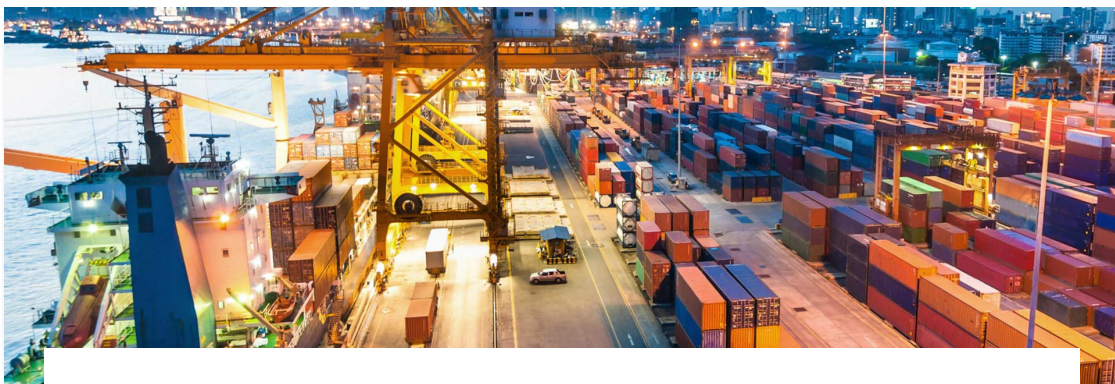
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