



### **Ross A. Dannenberg**

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With a background in computer science, Ross handles all facets of intellectual property procurement, counseling, and enforcement. In addition to working on thousands of software patent prosecution matters, Ross has extensive experience with contentious patent, copyright and trademark matters, including litigation, counseling and licensing, for companies in virtually every industry, including video games, software development, automobile parts and manufacturing, healthcare, medical devices, and craft brewing. Ross has also led numerous copyright litigations defending firm clients from accusations of infringement by performance rights organizations (e.g., ASCAP) and other copyright enforcement entities.

Ross, a lifetime fellow of the American Bar Foundation, is a recognized leader in video game intellectual property issues. He is an adjunct professor of Copyright Law and Video Game and Immersive Entertainment Law; the founder and editor-in-chief of the [PatentArcade.com](#) legal blog; editor and principal contributor of The American Bar Association's [Legal Guide to Video Game Development](#); editor of The American Bar Association's [Computer Games and Immersive Entertainment: Next Frontiers in Intellectual Property Law](#); and founding chair of the American Bar Association's IP Section Committee on Computer Games and Virtual Worlds. He also serves on the editorial board for the Interactive Entertainment Law Review (IELR), and has been a member of the Video Game Bar Association since its inception.

**“Experienced in all facets of computer science, Ross has carved a niche in the video gaming world, setting high scores with his work, even when faced with fiendish levels of difficulty.” – IAM Patent 1000**

Having obtained a patent of his own, Ross has prepared and/or prosecuted thousands of patent applications for others over his 20+ year legal career. He has patent experience with user-interfaces, mobile apps, web services, APIs, Internet routing and networking, blockchain, cryptocurrency, video game, telecommunications, embedded systems, and a multitude of other computer software-related technologies.

Ross' clients include multinational software, networking, and telecommunications companies, multiple video game companies having user bases of over 20 million users, video game developers and publishers of various sizes, and emerging technology companies.

### Education

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Georgia Institute of Technology  
1994, B.S., Computer Science

The George Washington University Law School  
2000, J.D.

### Admissions

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**Bar Admissions**  
2000, Virginia  
2001, District of Columbia

## **Court Admissions**

District of Columbia Court of Appeals  
Superior Court of the District of Columbia  
Supreme Court of Virginia  
U.S. Court of Appeals for the Federal Circuit  
U.S. Court of Appeals for the Fourth Circuit  
U.S. District Court for the Eastern District of Virginia  
U.S. Patent and Trademark Office  
U.S. Supreme Court

## **Practices**

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Copyright  
Design Patents  
Litigation  
Patent Prosecution  
Trademarks

## **Industries**

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Electrical + Computer Technologies  
Internet, E-Commerce + Business Methods

## **Accolades**

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- Named an "IP Star" by Managing Intellectual Property, 2013-2022
  - Recognized for his patent prosecution work, IAM Patent 1000: The World's Leading Patent Professionals, 2013-2023
  - Named to "Washington D.C. Super Lawyers," Super Lawyers, Thomson Reuters, 2013-18

## **Representative Matters**

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Since 2011, Ross has led the Banner Witcoff team that represents Citrix Systems in various intellectual property matters, including patent prosecution, portfolio management and counseling matters. The firm handles a significant portion of Citrix's patent prosecution matters and has secured patents in a number of different technologies, including remote desktops, virtualization, enterprise mobile security, online meeting and messaging applications, as well as design patent matters. Represents a unicorn software startup in all intellectual property matters, helping to assess patentable inventions based on its innovative scalable distributed simulation management architecture, and develop a worldwide portfolio of patents, copyrights, and trademarks. Lead the firm's ongoing representation of a major video game developer and publisher in patent prosecution, portfolio management, counseling and litigation. Helped the client quickly develop an initial portfolio of 20-plus video game patents in a number of different technologies, including user input techniques, user training, player matchmaking, and in-game features for its award winning and internationally successful franchise games. Represented a regional craft brewery in a Trademark Trial and Appeal Board (TTAB) opposition proceeding, successfully defending its house mark against a third party claim of seniority, resulting in the third-party changing its name outright after a favorable decision following trial. Secured favorable outcomes in several other disputes regarding the brewery's house mark to lock down nationwide rights to the name, as well as other matters regarding individual beer names.

## **Recent News + Events + Related Publications**

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### **NEWS - 07.06.22**

**Banner Witcoff's Patent Prosecution and Litigation Practices Recognized in IAM 1000**

Ross A. Dannenberg

**EVENT - 04.04.22**

Banner Witcoff Attorneys to Speak at More Than Just a Game Conference in London

**NEWS - 09.12.21**

The History of Video Game IP: A Challenging Level of Law

**NEWS - 08.03.21**

Managing IP Recognizes Banner Witcoff in 2021 “IP Stars” Guide

**NEWS - 07.09.21**

IAM Patent 1000 Recognizes Banner Witcoff for Patent Prosecution and Litigation