



# MICAELA MANTEGNA

INNOVATION LAWYER



Micaela Mantegna is an attorney specialized in artificial intelligence and video game policy.

After being a Google Policy Fellow at the Center for Technology and Society, University of San Andrés, she continued serving as an affiliate researcher in intellectual property, video games and AI

She holds a degree with a specialization in Internet Law from the University of Buenos Aires, with a dissertation on artificial intelligence ethics and algorithmic governance. Also holds a diploma in Internet Governance from the University of San Andrés, with a paper on online freedom of expression and automated content moderation.

Her thesis on computational creativity, GAN's and copyright for the Master's Degree in Intellectual Property and Innovation at WIPO/University of San Andrés, is currently being reviewed for publishing.

As a lecturer, she has been invited to different local and international events, including the Internet Freedom Festival (Spain), the Internet Governance Forum (Argentina) and RightsCon (Canada), to lecture on algorithmic governance, public AI policy, streaming and video game law, being author of several articles on these topics.

Combining her passion for intellectual property, technology, geek culture and video games, she founded "Geekylegal", an outreach initiative to engage people outside academia on topics related to law, entertainment and tech policy. She is also involved in the growth and development of the local video game industry by teaching legal issues to devs, and working on the empowerment of women all across the industry, having co-founded and being board member of "Women in Games Argentina". vKnown as "Abogamer", she has been a columnist on tech policy at radio Vorterix, as well as a correspondent at E3, The Game Awards, GDC and other industry-related events.

She co-hosts and produces several podcasts on technology, law, videogames and Internet: Control de Cambios with Javier Pallero (Access Now) and Miguel Morachimo (HiperDerecho), GameCentrica and Geekylegal Podcast.

Starting 2020, is a Berkman Klein Center Affiliate, researching on video game policy, copyright, AI and streaming.

She has been a Law Court Clerk in the Federal Judicial Branch since 2005, where she has also served as a Project Manager and Users Trainer in digital transformation and automation processes.

## CONTACT .....

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🌐 <http://www.geekylegal.com>

📍 Buenos Aires, AR

## SKILLS .....

- Tech Policy
- Intellectual Property
- Video Game Law
- Internet Governance
- Artificial Intelligence ethics



- Empathy
- Creative Thinking
- Accuracy
- Teamwork

## SOCIAL MEDIA .....

🐦 @whoisgallifrey

📺 <https://twitch.tv/geekylegal>

🌐 <http://bit.ly/inMicaMantegna>

## EDUCATION

### Lawyer

- <1998/2003>** National University of Comahue, Argentina. Graduated on August 15, 2003. Final GPA: 8.41/10 YPF Foundation scholarship.
- <2021>** **The Complete Python Course**  
Udemy.
- <2019>** **AI For Everyone**  
Andrew NG, DeepLearning.ai, Coursera. Grade: 96.3%: Verified Certificate 943XBUKWP4R4, < Link>
- <2018>** **Master's Degree in Intellectual Property and Innovation**  
World Intellectual Property Organization (WIPO).
- <2017 >** **Software Licensing, Open Source included**  
World Intellectual Property Organization (WIPO) - Final grade: 83/100.
- <2017>** **Diploma in Internet Governance**  
Center for Technology and Society, University of San Andrés / CABASE, Argentina.
- <2017>** **CopyrightX**  
Twelve-week networked course on American Copyright Law, from Harvard Law School, the HarvardX distance-learning initiative, and the Berkman Klein Center for Internet and Society. Final grade: 4/5.
- <2016>** **Cyberwar, Surveillance and Security**  
Verified Certificate, University of Adelaide, MOOC Final grade: 92/100 EdX Adelaide.
- <2016>** **Intellectual Property Law and Policy: Part 2**  
Verified Certificate, University of Pennsylvania, MOOC, Final grade: 96/100, EdX UPenn.
- <2016 >** **Intellectual Property Law and Policy: Part 1**  
Verified Certificate, University of Pennsylvania, MOOC. Final grade: 98/100, EdX UPenn.
- <2016>** **Internet Law and Communications Technology Program**  
University of San Andrés, Argentina.
- <2016>** **General Course on Intellectual Property**  
World Intellectual Property Organization (WIPO) - Final grade: 86/100.
- <2015//  
2016>** **Specialization in Computer Law**  
University of Buenos Aires, School of Law, Argentina. Dissertation: "Machine Intelligence and Algorithmic Governance."
- <2015>** **The Rise of Superheroes and their Impact on Pop Culture**  
Verified Certificate, EdX, Smithsonian-X.
- <2013>** **Training Program for Magistrate Applicants**  
National Judiciary School, Council of Argentinian Magistracy.
- << <2012 //  
2013>** **Specialization in Criminal Law**  
National University of Comahue, Argentina.
- << <2011 //  
2012>** Coordinator of the Neuquén III Cohort of the Master's in Procedural Law  
National University of Rosario, Argentina, in coordination with the Neuquén Bar Association, Neuquén Province, Argentina.

**2010** <2009 // 2010> Master's degree in Procedural Law  
National University of Rosario, Argentina (Neuquén II Cohort), Research paper: "Admissibility of Amparo Proceedings against Judiciary Decisions."

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## JUDICIARY EXPERIENCE

**<2015 - present>** Law Clerk, Federal Court of Social Security No. 9, City of Buenos Aires, Argentina.

**<2013 // 2015>** Implementation Coordinator and Users Trainer, Judicial Management Software Lex-100 for the Federal General Roca District Court.  
Jurisdictional representative on behalf of the Federal General Roca District Court before the National Commission of Judicial Management.

**<2007 // 2015>** Court Clerk, Tax Executions, First Instance Court, General Roca, Argentina.

**<2005 // 2007>** Court Clerk, Civil, Commercial and Administrative, First Instance Court, General Roca, Argentina.

**<2003 // 2004>** Professional practice, Etcheverry y Asoc. Law Firm, located at 810 Miter, 1st Floor, Off. 7, Gral. Roca, Río Negro.

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## ACADEMIA & RESEARCH EXPERIENCE

**<2020/2021>** **Berkman Klein Center at Harvard** [<Link>](#)  
Affiliate researcher, Video Games Policy working group lead.

Topics of research:

- Video game policy
- Copyright and innovation
- Computer creativity, generative artificial intelligence and copyright
- Negative spaces of intellectual property
- Streaming
- Virtual worlds and metaverse governance
- Blockchain and artificial scarcity (art, crypto gaming, first sale issues)

**<2018/2020>** **Guest Lecturer Artificial Intelligence and Videogames**  
Master's Degree in Audiovisual Communication (MACA) at Pontificia Universidad Católica Argentina.

**<2018 - now>** **Professor, "Law and Artificial Intelligence"**  
Internet and Telecommunications Law Program (DITC), University of San Andrés.

**< 2018 - now>** **Assistant Professor, Intellectual Property and Innovation**  
University of San Andres, School of Law.

**< 2018>** Extended Reality Committee member  
Global Initiative on Ethics of Autonomous and Intelligent Systems, IEEE.

- <2017> Guest Lecturer, "Expert Systems, Machine Learning and Artificial Intelligence"  
Master's Degree in Computer Law, University of Buenos Aires.
- <2017 - now> Researcher, Machine Intelligence Lab  
Center for Technology and Society (CeTyS), University of San Andrés.
- <2017> Google Policy Fellow  
Center for Technology and Society (CeTyS), University of San Andrés.
- <2014 // 2015> Assistant Professor, Civil Law II - Obligations and Civil Liability  
(National University of Comahue Law School, Rio Negro, Argentina.)
- <2004 // 2015> Assistant Professor, partial dedication, Civil Law II - Obligations and Civil Liability  
(National University of Comahue Law School, Rio Negro, Argentina.)
- Assistant Professor, partial dedication, Seminar on Civil Liability  
(National University of Comahue Law School, Rio Negro, Argentina.)
- <2004> Teaching Assistant, Civil Law II - Obligations and Civil Liability  
(National University of Comahue Law School, Rio Negro, Argentina.)
- < 2000> Student Assistant, Civil Law II - Obligations and Civil Liability  
(National University of Comahue Law School, Rio Negro, Argentina.)

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## FELLOWSHIPS, SCHOLARSHIPS & AFFILIATIONS

- <2020> **Affiliate, Berkman Klein Center at Harvard**  
Video game policy, intellectual property, AI and streaming.
- <2017> **Google Policy Fellowship**  
Center for Technology and Society (CeTyS), University of San Andrés.
- <1999// 2003> **YPF Foundation Scholarship,**  
Undergraduate scholarship program.

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## ADVOCACY, COMMUNITY BUILDING & VOLUNTEERING

- <December 2020> **Leyline** [<Link>](#)  
Non profit creating a digital marketplace that rewards gamers for contributions to real-world causes.  
*Pro-bono legal counsel*
- <2020> **Women In Games (WIGJ)** [<Link>](#)  
Non profit organisation for women in video, mobile, online games and esports.  
*Ambassador*
- <2020> **Member of Asamblea del Futuro**  
Advisory Council at Editorial Perfil [<Link>](#)
- <2019/now> **Women in Games Argentina (WIGAr)** [<Website>](#), [<YouTube>](#)  
Advocacy group working on diversity and inclusion in the video game industry, through networking, outreach, and education.  
*Co-founder. Current board member and pro-bono legal counsel.*
- <2016/now> **Geekylegal**

Founder of Geekylegal, an advocacy and outreach initiative designed to use pop culture to explain tech policy topics to non-policy audiences..

[<Website>](#), [<Podcast>](#), [<Twitch>](#), [<YouTube>](#)

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## WRITTEN PRODUCTION

### **Please share and subscribe! Video games streaming as a case of a negative space in copyright**

Upcoming publication at "Consideraciones en torno a la propiedad intelectual en el ecosistema digital en la región.", CETYS, CPINN,

[<Link>](#)

### **Call for comments: Artificial Intelligence and Intellectual Property Policy/ WIPO**

Submission at individual capacity for the "Call for Comments on Artificial Intelligence and Intellectual Property Policy", World Intellectual Property Organization (WIPO) [<Link>](#)

### **Artificial intelligence and copyright: What is AI?, authorship and originality issues.**

WIPO's Artificial Intelligence Interactive Exhibition [<Link>](#)

### **Using third-party trademarks in video games: Fair Use cases**

Geekylegal, [<Link>](#)

### **Video Games are not a Game: The Unknown Successes of Studies in Latin America and the Caribbean**

Quotations on intellectual property protection of video games

Published by "Inter-American Development Bank" September 2019. [<Link>](#)

### **OK Computer: What is IA ,really?**

Article for the book "*Ideas for 2030 Argentina*"

Published by the "Argentina 2030" initiative, National Presidential Office of Argentina. [<Link>](#)

### **The New Fab Five: Dota2 and OpenAI**

Malditos Nerds, (2019). [<Link>](#)

### **Don't Panic! Brief Legal Guide for Game Devs**

Geekylegal, (2018). [<Link>](#)

### **Predictions for 2019: The Future of the Video Games Industry**

Malditos Nerds, (2018). [<Link>](#)

### **The Multiple Facets of Artificial Intelligence**

Mercado Magazine, (2018). Anniversary edition [<Link>](#)

### **Freedom of Expression Online. Social Media, Algorithms and Automated Content Moderation**

Reactions of Internet Platforms and Institutions against Online Supremacist Discourse:

The Emergence of a "Techno-moral"? [<Link>](#)

### **Let's Play, YouTubers, streaming and Fair Use [<Link>](#)**

### **Ready Player Two: Artificial Intelligence and Videogames**

Use of the challenges of video games and use of virtual worlds in different techniques of artificial intelligence. [<Link>](#)

### **Network Monitoring Software and Predictive Crime, #BlameCanada**

Geekylegal. [<Link>](#)

### **Pokémon Go, Legal Questions of Augmented Reality and Geotagging**

Geekylegal. [<Link>](#)

### **Blockchain vs. Right to Oblivion: Get the Popcorn**

Geekylegal, [<Link>](#)

[www.clausurado.com.ar](http://www.clausurado.com.ar): Internet Blocking Project in Argentina

Geekylegal, [<Link>](#)

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## LECTURING & PUBLIC SPEAKING EXPERIENCE

**TEDx Talk “Five prejudices against video games that I learned as an abogamer”**

[<Link>](#)

Recorded at TEDx Nuñez, November 2020.

### < 2021 >

**“Artificial Intelligence and copyright” and “Video Games and Intellectual Property”**

Workshop and training for intellectual property offices, WIPO Academy

### < 2020 >

**“Computer creativity, artificial intelligence and authorship”**

Vancouver Biennale, Art and technology expo, Canada [<Link>](#)

**“ARTficial: machines as tools or creators?”**

Bit Bang Festival [<Link>](#)

**“Twitch, DMCA and Copyright”**

Women in Games Argentina, “Cuarentalks” [<Link>](#)

**Fashion in video games. Intellectual property, gender and female representation through fashion.**

Universidad de Palermo, Argentina [<Link>](#)

**“Videojuegos, género y copyright”**

Festival Ludopolis, Chile [<Link>](#)

**“Videojuegos y propiedad intelectual”**

Ciclo de Charlas de Diseño, Universidad Santo Tomás, Chile [<Link>](#)

**From Fortnite to Hong Kong: Video game policy and Human Rights**

Panel at RightsCon Online, July 2020 [<Link>](#)

**AI & Sustainability**

World IP Day 2020, San Andres University, April 2020

### < 2019 >

**Discussion on antitrust regulatory frameworks, the Internet and artificial intelligence**

Lunch with professor **Tim Wu** from Columbia Law School, held at the Government Palace of Argentina, within the framework of the Argentina 2030 program, March 2019

**“Players’ Relationships in the Time of AI”**

Panel on matchmaking, procedural generation and the use of AI tools to mediate gamers’ relationships. **More than Just a Game Conference**, London, UK. April 2019. [<Link>](#)

**“Developing an Ethical Artificial Intelligence”**

Panel at **Artificial Intelligence Un-Conference**, organized in the framework of the National AI Strategy, Buenos Aires, Argentina. July 2019.

[<Link>](#)

### **"Automated content moderation and impact of the European Copyright Reform on AI Ethics"**

Panel at **International Symposium on Internet and the European Copyright Directive: Debates and Crossroads**, organized by the University of San Andrés, Center of Technology and Society, Buenos Aires, Argentina. July 2019. [<Link>](#)

### **Interview with the President of the Argentine Republic, Engr. Mauricio Macri**

Within the framework of the Argentina 2030 program agenda. It included the topics of Artificial Intelligence, ethics and the impact of technology on judges. [<Link>](#)

### **"Women in Games Argentina Keynote"**

Panel Moderation. Presentation of Women in Games Argentina (WigAr) collective at EVA 2019 (Exposición de Videojuegos Argentina). [<Link>](#)

### **"Intermediaries Liability & Ethical AI"**

Keynote at UCEMA University, "Law and Information Technology: The Technological Revolution and its Impact on Today's World," October 2019. [<Link>](#)

### **"Social Implications of the Use of AI: Ethical Governance"**

Panel on **Human Rights and AI**, CITEP LAB, University of Buenos Aires, October 2019. [<Link>](#)

### **"Video Games Industry: Key Policy Issues"**

III Workshop on Consumer Protection Strategies in Argentina and the USA. Joint activity of the Argentinian Ministry of Production and the U.S. Federal Trade Commission. November 2019. [<Link>](#)

### **"Video Game Law for Developers"**

Four-hour workshop at Globant, Argentina, sponsored by ADVA (Video Game Developers Association Argentina) and Argentine Investment and International Trade Agency. November 2019. [<Link>](#)

### **"Ethics in Digital Transformation Processes"**

Deep Digital Training at Usina del Arte. November 2019. [<Link>](#)

### **"Ethics for those who Build AI Systems"**

Class at Cluster AI, UTN University. November 2019. [<Link>](#)

### **"Female Representation in Video Games"**

Women4Tech, Media Chicas, Movistar Foundation. November 2019.

### **"AI Ethics and Healthcare"**

Conference on Health Informatics, Hospital Italiano, Buenos Aires. November 2019. [<Link>](#)

### **"Video Games and Law: What do I Need to Know to Start Making Games?"**

Keynote at FanGames Mendoza, invited by Federal Investment Council, and the Mendoza Provincial Government. [<Link>](#)

### **"Artificial Intelligence and Digital Transformation"**

Interview panel at "Artificial Intelligence, Second Edition," hosted by Globant and La Nación at Malba Buenos Aires. [<Link>](#), [<Link2>](#)

## **< 2018 >**

### **"Artificial Intelligence: Data Explosion and Law at the Forefront of Technology"**

Debate on Internet Governance, sponsored by Nic.ar, April 2018. [<Link>](#)

### **"Deconstructing Black Boxes: Understanding What's Behind the AI Models and Automated Decision Processes, and how they could Affect your Digital Self"**

Internet Freedom Festival 2018, Valencia, Spain. [<Link>](#)

### **"Live Recording: Listen up! Podcasting your rights"**

RightsCon 2018, Toronto, Canada. [<Link>](#)

### **"Artificial intelligence and its implications"**

Internet Governance Forum 2018, Buenos Aires, Argentina. [<Link>](#)

### **MOOC "Algorithms and Social Inequalities"**

Class on algorithms, video games, youth and social inclusion, Conectados al Sur, Institute of Technology and Society of Rio, Institute of Communication and Image of the University of Chile. [< Link >](#)

#### **"AI, Privacy, & Open Data"**

Panel at the International **Open Data Conference**, September 2018. [< Link >](#)

#### **"Legalese Level-1: Learning before Undertaking"**

Legal panel on the development of video games, Exhibition of Argentine Video Games 2018 (Eva), 2018. [< Link >](#)

#### **"Women 4 Tech Women who Turn Ideas into Action: AI & Video Games"**

Diario La Capital Auditorium, Rosario, Argentina. October 2018. [< Link >](#)

#### **Discussion on Artificial Intelligence**

Lunch with **Kate Crawford** from the Artificial Intelligence Now Institute (New York), held at the Government Palace of Argentina, within the framework of the Argentina 2030 program, November 2018.

#### **"Fake News, Algorithms and AI"**

Regional Forum on AI - LATAM, Centro Cultural Borges, November 2018. [< Link >](#)

#### **"Fortnite 360: Addressing the 'Fortnite phenomenon' from different perspectives"**

Baikal Foundation. November 2018. [< Link >](#)

#### **Workshop on Data Ethics, Opportunities and Challenges of Data Management for Social Purposes**

Inter-American Development Bank (IDB). [< Link >](#)

## **< 2017 >**

"Internet of Things and digital consumers"

Conference of the Consumer Law Institute, Lomas de Zamora Bar Association.

#### **"Intellectual Property in Video Games 101: What a Dev Needs to Know"**

Meet the Devs Event, San Martin Cultural Center.

#### **"Let's Play! Streamers and Fair Use: Intellectual Property and Video Games Culture"**

Center for Intellectual Property and Innovation, University of San Andrés.

#### **"AI and Algorithmic Governance: The Future of Intelligence?"**

Artificial Intelligence Conference, Electronic November Cycle, San Martin Cultural Center. [< Link >](#)

#### **"Streaming and Gamer Culture: Sociological Aspects, Negative Spaces and Self-regulation on Intellectual Property"**

University of San Andrés

#### **"Machine Learning and Governance of Algorithms"**

The regulatory backbone of Internet advancement, Workshop on Introduction to Internet Governance, University of Buenos Aires.

[< Link >](#)

#### **"North American Intellectual Property Law in Technology and Innovation"**

Intellectual Property master class, University of San Andrés.

#### **"Vanguard Debates: Governance of Algorithms and Blockchain"**

Roundtable, Argentina Internet Governance Forum 2017.

"Machine Learning and Algorithmic Governance"

Buenos Aires KnowledgeNet Chapter meeting, International Association of Privacy Professionals (IAPP).

"Current Challenges and Artificial Intelligence Possible Futures"

Institute of Computer Law, Public Bar Association of the Federal Capital.



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## INTERVIEWS

### < 2020 >

Deep fakes and generative AI  
El Cuartico Podcast [<Link>](#)

### < 2019 >

#### "Video Games, AI and the Impact of the European copyright Reform"

Interview at "Alive and Making History, Women for Change."

<https://ar.radiocut.fm/audiocut/vivas-y-haciendo-historia-episodio-6-entrevista-a-micaela-mantegna-abogamer/?replay=11#evtCat=AudioCutDetail&evtAct=Progress&evtLabel=ExitReplay>

### < 2018 >

"Artificial Intelligence and Algorithms" interview by Nic.Ar  
<https://nic.ar/en/enterate/novedades/entrevista-micaela-mantegna>

#### "Algorithmic Awareness"

Interview by the Berkman Klein Center for Internet & Society at the Artificial Intelligence and Inclusion Symposium, Rio de Janeiro, Brazil.

<https://youtu.be/gntn4o2kETo>

"Debate on Artificial Intelligence, Nic. Argentina"  
Mercado Magazine, <http://www.mercado.com.ar/notas/8026601>

"The Algorithms of Automation and Artificial Intelligence should be Transparent, say specialists"  
Agency TELAM, April 2018.  
<http://www.telam.com.ar/notas/201804/268125-nic-argentina-conclusiones-algoritmos-inteligencia-artificial.html>

"How do we Relate to Algorithms?"  
Mouton Magazine, University of San Andrés, April 2018.  
<https://revistamoutonblog.wordpress.com/2018/04/18/como-nos-relacionamos-con-algoritmos/>

"Artificial Intelligence in Everyday Life"  
Radio Andina Mendoza.  
<https://soundcloud.com/mediosandinosmza/todo-por-la-tarde-micaela-mantegna-03-04-18>

"Impact of the European Copyright Reform on the Internet and AI"  
Radio Andina Mendoza.  
<https://soundcloud.com/mediosandinosmza/todo-por-la-tarde-micaela-mantegna-17-09-18>

"Video Games and Streaming: We are Creators, not Infringers"  
Interview on Malditos Nerds, Radio Vorterix, March 21, 2018.

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## MEDIA EXPERIENCE

#### Co-host and general production of "Geekylegal" Podcast, 2019/2020

Weekly podcast focused on the dissemination of tech policy, through the lenses of pop and geek culture, featuring the "I am not a robot: AI for Humans" section, from my upcoming book with the same title [<Link>](#)

#### News editor at "Machine Intelligence Lab Newsletter," 2019/now

Weekly newsletter on Artificial Intelligence News and Policy, Machine Intelligence Lab, Center for Technology and Society, University of San Andres [<Link>](#)

**Co-host at "Control de Cambios" Podcast**

A conversation about technology, human rights and public interest from Latin America, with Javier Pallero (Access NOW) and Miguel Morachimo (HiperDerecho). [< Link >](#)

**Journalistic coverage of the "Electronic Entertainment Expo" (E3),**

Malditos Nerds, Radio Vorterix. Los Angeles, USA, 2015, 2016, 2018, 2019

**Journalistic coverage of "The Game Awards"**

Malditos Nerds, Radio Vorterix. Los Angeles, USA, December 2018

**Journalistic coverage of the "Game Developers Conference" (GDC),**

Malditos Nerds, Radio Vorterix. San Francisco, USA, 2019

**Streaming in "Pandamonium"**

Malditos Nerds, Twitch. [< Link >](#)

**Interview with David Greenspan, "Video Games Law"**

Radio Vorterix, Argentina. [< Link >](#)

**"Café Con Java" Podcast**

Guest Episode: "The Abogamer": IT LAW. [< Link >](#)

**"Geekylegal"**

Weekly column on intellectual property, video games and entertainment law, Radio Vorterix, Argentina [< Link >](#)

**Streaming in "GameChangers"**

Streaming and discussion of video games with social and policy impact, Malditos Nerds, Twitch [< Link >](#)

**Co-host of "Good Game Magic"**

Streaming of Magic The Gathering Arena, Twitch ([< Link >](#)) and spoiler analysis in Spanish ([< Link >](#))