

The Coming Wave: Preparing for the Rise of Patent Litigation in the Augmented and Virtual Reality Sector

As the Augmented Reality/Virtual Reality (AR/VR) industry matures and becomes more standardized, developers of all sizes are becoming more concerned about legal issues regarding intellectual property. In particular, as those in the AR/VR industry bring products (both software and hardware) to market, they are increasingly worried about potential patent infringement suits brought by non-practicing entities (NPEs).

The concern in the industry is reflected in the recent [2018 Augmented and Virtual Reality Survey Report conducted by Perkins Coie LLP](#). Comparing results from that survey (conducted at the end of 2017 and the beginning of 2018) to the inaugural survey conducted in 2016 shows that intellectual property infringement—and patent infringement in particular—is a large and growing concern. [Read the full White Paper.](#)

Authors



[Gene W. Lee](#)

Partner

GLee@perkinscoie.com [212.261.6825](tel:212.261.6825)



[David R. Pekarek Krohn](#)

Senior Counsel

DPekarekKrohn@perkinscoie.com [608.663.7496](tel:608.663.7496)

Explore more in

[Intellectual Property Law](#) [Patent Prosecution & Portfolio Counseling](#) [Patent Litigation](#) [Immersive Technology](#)