Law of the *Metaverse* and *Virtual Worlds* Course

03.OCT _ 07.NOV

2ª a 6ª feira • 10H00 às 13H30 • 14H30 às 18H00

ONLINE, *EXCEPT FINAL ROUND TABLE*

1. INTRODUCTION

03.OCT
The vision of the Metaverse
/ References
/ The European Virtual Worlds Initiative

2. TECHNOLOGY FIRST

Technology concepts
09.OCT
/ XR
/ Blockchain
/ IoT/ Sensor

10.OCT
/ AI
/ Cloud computing/Edge
/ Network 5G/6G
/ AR Clouds

3. LAW, THE MARKET AND REGULATION

Market Use Cases, Business Cases and Research needs
/ Vertical Use cases

16.OCT
/ Health
/ Education

17.OCT
/ Retail (Marketing & Trade)
/ Real Estate

23.OCT
/ Sports and Entertainment
/ Tourism & Hospitality

24.OCT
/ Construction, Urban Planning and Conservation
/ Gambling

30.OCT
/ Gaming
/ Industrial manufacturing

4. EMERGING ISSUES ON LAW&theMETAVERSE
/ 1,5H workshops with discussion - 2 speakers per WS /

31.OCT
1st WS
XR Data Diversity, Privacy and Surveillance

/ Personal Identifiable Data
/ Personal Data Inferences

2nd WS
User Identity and Intellectual Property

3rd WS
Competition issues

4th WS
Consumer rights

06.NOV
1st WS
Child Safety

2nd WS
Human Rights?

3rd WS
Cybersecurity

/ XR Attacks
/ XR Crime

4th WS
Governance, Accountability and Responsibility

5. FINAL ROUNDTABLE / 1,5H in person /

07.NOV
Social and Regulatory challenges
/ Social implications of XR Technologies
/ Effects on Relationships
/ Effects on Democratic Processes