

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

02.MAY - 06.JUNE

**ONLINE,
EXCEPT FINAL ROUND TABLE**

1. INTRODUCTION

The vision of the Metaverse

02.MAY

- / References
- / The European Virtual Worlds Initiative

2. TECHNOLOGY FIRST

Technology concepts

08.MAY

- / XR
- / Blockchain
- / IoT/ Sensor

09.MAY

- / 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

15.MAY

- / Health
- / Education

16.MAY

- / Retail (Marketing & Trade) Portugalense)
- / Real Estate

22.MAY

- / Sports and Entertainment
- / Tourism & Hospitality

23.MAY

- / Construction, Urban Planning and Conservation
- / Gambling

29.MAY

- / Gaming
- / Industrial manufacturing

4. EMERGING ISSUES ON LAW&theMETAVERSE

/ eight 1,5H workshops with discussion
2 speakers per WS /

30.MAY

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

05.JUNE

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 /

06.JUNE

- / Social and Regulatory challenges
- / Social implications of XR Technologies
- / Effects on Relationships
- / Effects on Democratic Processes

ORGANIZADORES

CO-ORGANIZADOR

APOIO

CONTACTOS