Abstract

The Metaverse has been described as “a sort of successor state to the mobile internet” (Ball, 2021). One way of thinking about the Metaverse is as the meeting point of the physical and virtual worlds; as the convergence of virtually enhanced physical reality and physically persistent virtual space (Smart, et al). It has the potential to be at least as transformative as the evolution of the Internet from its early days to what is sometimes referred to as Internet 2.0. While a mature Metaverse is still years away, glimpses of what to expect exist today, most notably in virtual worlds such as Fortnite, Minecraft and Roblox that are gaming platforms that have also become social spaces. For a more fully fleshed out Metaverse to come into being, a number of technological and other constraints have to be overcome. These include computing power and bandwidth, interoperability, environmental considerations, and miniaturization. The Law will also have to adapt to new issues and social problems just as the onset of Internet 2.0 posed and continues to raise challenges that societies are grappling with. This lecture will focus on selected online harms that are likely to be magnified or exacerbated by the Metaverse, and virtual assets including but not limited to cryptocurrencies and non-fungible tokens (NFTs).

Biography