



Course Syllabus

Course Code META-516	Course Title Social, Legal and Ethical Issues in the Metaverse	ECTS Credits 10
Prerequisites None	Department Digital Innovation	Semester Fall/Spring
Type of Course Required	Field Metaverse	Language of Instruction English
Level of Course 2 nd Cycle	Lecturers Dr. Charis Savvides and Dr. George Koutitas	Year of Study 1 st
Mode of Delivery Face to face	Work Placement N/A	Corequisites N/A

Course Objectives:

The main objectives of the course are to:

1. Explain the legal landscape in emerging digital technologies and metaverse,
2. Analyze legal complexities in digital objects and asset management in virtual worlds,
3. Discuss human to avatar association and identity management
4. Explore social, legal and ethical issues associated to Metaverse

Learning Outcomes:

After completion of the course students are expected to be able to:

1. Understand the legal, social and ethical aspects related to the Metaverse
2. Analyze legal complexities in digital objects and asset management in virtual worlds,
3. Apply ethical concepts relevant to moral issues in business and also peer to peer interactions,
4. Maintain and develop awareness of the social, legal and ethical framework in which they find themselves, through knowledge of the underlying mechanisms of change in these areas.

Course Content:

Main Topics/Thematic Areas

Unit A: Legal topics in Metaverse

- Session 1: Law and Ethics in ICT

- Session 2: Cyber(Meta)Crime
- Session 3: Asset and Marketplace Protection
- Session 4: Data and Privacy Protection
- Session 5: Fair Use of Metaverse Resources

Unit B: Social topics in Metaverse

- Session 6: User Identity and Protection
- Session 7: Spatial Networks and Interactions
- Session 8: Effects of Metaverse in Physical world

Unit C: Ethical topics in Metaverse

- Session 9: Bioethics and Ethical AI
- Session 10: Corporate Ethics & Issues
- Session 11: Ethical Issues in the new Digital Era
- Session 12: Open Legal, Social and Ethical Issues

Learning Activities and Teaching Methods:

- Faculty Lectures
- Guest-Lectures Seminars
- Directed and Background Reading
- Case Study Analysis
- Academic Paper Discussion
- Simulations
- Student-led Presentations
- In-Class Exercises

Assessment Methods:

- Interactive activities and classroom participation
- Assignments
- Final exams

Assessment Methods in alignment with Intended Learning Outcomes:

Assessment Method	Weighting	Intended Learning Outcomes to be assessed			
		LO1	LO2	LO3	LO4
Interactive activities	30%	✓	✓	✓	✓
Assignments	10%	✓	✓	✓	✓
Exams	60%	✓	✓	✓	✓

Student Study Effort Expected:

Student Study Effort Expected	Hours
Lectures	12h
Assignments	25h
Interactive activities and forum participation	70h
Reading and research	140h
Exam	3h
Total	250h

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Law, virtual reality, and augmented reality	Mark A. Lemley, Eugene Volokh	University of Pennsylvania law review	2018	NA
Pandoras Box: Social and Professional Issues of the Information Age	Andrew A. Adams and Rachel McCrindle	Wiley	2007	9780470065532

Recommended Textbooks / Readings:

- Abelson, H., Diamond, P., & Grosso, A. (2013). Report to the President: MIT and the Prosecution of Aaron Swartz. Creative Commons license, MIT.
- Aarsand, P. A. (2007). "Computer and Video games in Family Life: The Digital Divide a Resource in Intergenerational interactions." *Childhood*, 14(2), 235-256.
- Calvert, S. L., & Tan, S. L. (1994). Impact of Virtual Reality on Young Adults' Physiological Arousal and Aggressive Thoughts: Interaction Versus Observation. *Journal of Applied Developmental Psychology*, 15, 125-137.
- Doyle, T., & Veranas, J. (2014). Public anonymity and the connected world. *Ethics and Information Technology*, 16, 207-218.

- Engineering, Business and Professional Ethics by Moodley, K. (2007). Elsevier Science & Technology. ISBN-13: 9780750667418.
- Gilden, A. (2016). Punishing Sexual Fantasy. *William & Mary Law Review*, 58, 419-451.
- Kerr, O. S. (2008). Criminal Law in Virtual Worlds. *University of Chicago Legal Forum*, 415-432.
- Koutitas, G., Smith, S., & Lawrence, G. (2021). Performance evaluation of AR/VR training technologies for EMS first responders. *Virtual Reality*, 25, 83-94.
- Lastowka, F. G., & Hunter, D. (2004). The Laws of Virtual Worlds. *California Law Review*, 92, 1-73.
- Lemley, M. A., & Volokh, E. (2018). Law, virtual reality, and augmented reality. *University of Pennsylvania Law Review*, 166.
- Madary, M., & Metzinger, T. (2016). Real Virtuality: A Code of Ethical Conduct. Recommendations for Good Scientific Practice and the Consumers of VR-Technology. *Frontiers in Robotics and AI*.
- Meyer, B. (2000). Ethics of free software. *Software Development*, March.
- Microsoft v US Department of Justice. (2016). DC Circuit.
- Nguyen Trieu, H., & Nguyen, T. A. (2022). Real Estate in The Metaverse Analysis of Land Prices in The Sandbox. *Center for Finance Technology and Entrepreneurship*.
- Orin S. Kerr. (2008). Criminal Law in Virtual Worlds. *University of Chicago Legal Forum*, 415-432.
- Patel, D. (2022). METAVERSE: The Virtual Real Estate from Beginner to Advanced. Your Metaverse Investment Guide about Virtual Land Investments, NFT, Sandbox & 7 other Crypto Projects Ready to Explode your Business. ASIN: B09TFQRCRD.
- Smith, S., et al. (2019). Virtual Reality Exposure Therapy on Alcohol and Nicotine: A Systematic Review. *Research on Social Work Practice*, 29(8), 104973151882307.
- Smith, S., et al. (2021). A new era of ethics: The use of virtual reality interventions in social work ethics.
https://www.researchgate.net/publication/319914275_A_new_era_of_ethics_The_use_of_virtual_reality_interventions_in_social_work_ethics
- Stewart, R. D. (2022). The Metaverse Real Estate: Virtual Land is Selling for How Much? Beginner's Guide to Investing in Real Estate in the Metaverse. ASIN: B09S6V6HSZ.