

# **Civil law in digital reality**

## **Abstract**

This thesis deals with the issue of some selected institutes of civil law, such as legal proceedings, ownership or the concept of things, in the context of the technologies of the so-called augmented and virtual reality, ie collectively the so-called digital reality.

The thesis analyzes in individual institutes and evaluates and predicts their possible application for augmented and virtual reality technologies. It examines how these two worlds, the legal world and the digital world, interact with each other, how they can interact with each other, and finally whether these worlds are compatible with each other.

In the seven chapters of the second part of this thesis, the author analyzes selected institutes of civil and copyright law. Specifically, those institutes that are interesting in the context of these technologies, not all new technologies in general. The first chapter is devoted to legal acts in the context of virtual worlds. In the following three chapters, the author discusses things and rights in rem in the context of virtual ownership and an alternative in the form of intellectual property. Attention is paid here to determining what virtual objects are legally: how the law sees them and what protection applies or does not apply to them. In the fifth chapter, the author deals with the issue of so-called virtual avatars and the possible application of personal rights to them. In chapter six, the author returns to property rights. In contrast to the previous chapters, the author reverses the context and deals not with the application of law to the digital environment, but with the influence of the virtual world on rights in the real world. In the seventh and last chapter, the author examines the institute of panorama freedom in the context of augmented reality.

In the third part, the author examines the possibilities of legal regulation of relationships in the digital world of virtual and augmented reality. It mainly considers two main options for regulation: contractual regulation and legal regulation. As part of the legal regulation, the author also touches on the issue of technology regulation.

The final chapter offers an evaluation and summary of the conclusions of the previous chapters and contains the author's considerations *de lege ferenda*.

## **Keywords:**

virtual reality, augmented reality, law, technology