

Abstract

This thesis provides an analysis of digital platforms and its impact on labour law and related work patterns in general. The main focus is upon description of caused problems and their possible solutions whereas the question of worker's status in the platform economy and its arrangements is predominantly discussed.

The introduction leads the reader to general description of digital platforms and its three main subsets (crowdsourcing, on demand work and passenger transport services). For a better understanding the thesis further gives an idea of working conditions by analysing each working stage affected by platforms. After these initial introductory findings the thesis focuses on potential problems. The possible problems are first being described in general and then discussed from the practical point of view as they were already seen by various courts in the past. The sole analysis of courts decision is rather extensive since the three chosen decisions not only give us answers to some problematic questions but they also provide highly beneficial info about platforms in general and their business models as well.

Finally, after the thesis is done with court decisions it continues to analyze applicable legal frameworks. First are being analyzed the European requirements and frameworks provided by EU itself and some other countries who have already made progress mainly by applying casual work frameworks onto digital platform labour. After this breakdown the Czech frameworks are analyzed only to find out that Czech Republic hasn't advanced much yet in this area. Which is why the next chapter discussing the German framework of homeworkers follows to offer possible inspiration.

The thesis concludes with finding that technology once again overgrew valid legal concepts and thus the best solution would be gradual sector revision enforced also by the Office of the Government of the Czech Republic. The ideal solution *pro futuro* however would be adoption of general law responding to various aspects of digital economy which would provide definiton of digital platforms to start with.