

Summary

This thesis deals with rather comprehensive topic of unauthorized use of the copyright on the Internet. The aim of this work is to present selected specifics of the online environment as well as the challenges this environment represents from legislative point of view. Presented paper is divided into five chapters, among which first three focus on the subjected issue in general, whereas the chapter four presents modern and constantly developing cloud computing technology. Its development has given rise to multiple new challenges including the copyright. Last chapter comprises of *de lege ferenda* ideas regarding this issue.

The aim of the first chapter is to present the specific environment of the Internet and the dangers it represents in respect of the copyright. This chapter therefore deals with the various forms of using the copyrighted work including the analysis of new and unified legal regulation of licensing in the new civil code.

Chapter two describes the international protection of copyrighted work, which is crucial due to the uniqueness of the Internet, as a space that knows no boundaries. This chapter therefore analyzes the development of international cooperation as well as it gives an overview of the most significant international treaties in this area. This chapter reflects the significance of regional regulation, mainly on the territory of the European Union. This is where I present the solutions to the current deficiencies of the European copyright approach and address to the proposal of unified European copyright code.

Chapter three presents some of the legal aspects of ISP liability. Aware of the fact that such issue might be a topic for a paper itself, I briefly address the diversity of attitudes across different countries and demonstrate the different procedures of *notice and takedown* and *three strikes* including the possibility to use the safe harbour shield in order to exclude the liability.

Chapter four presents the extending technology of cloud computing. The reason of focus on this issue is its comprehensive use both in private and public sector. This chapter therefore analyzes the advantages this technology brings as well as the risks and drawbacks linked to online piracy and negative economic effects on entertainment industry. Ultimately, *de lege ferenda* thoughts are addressed in chapter five.