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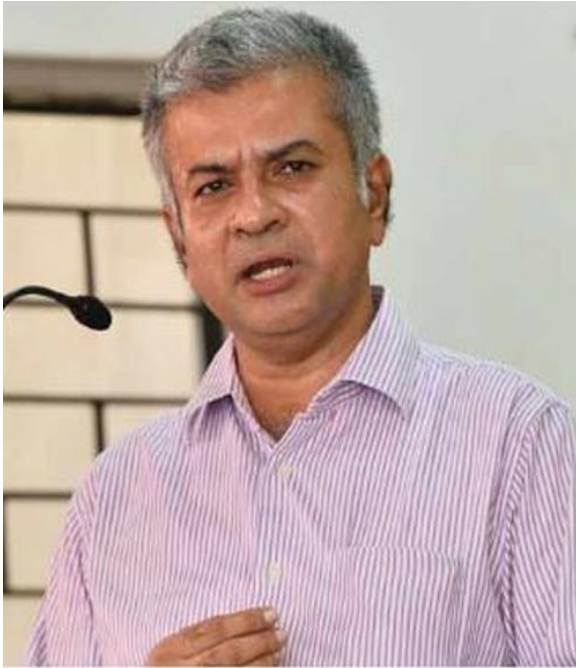
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WHITE BLACK LEGAL is an open access, peer-reviewed and refereed journal provided dedicated to express views on topical legal issues, thereby generating a cross current of ideas on emerging matters. This platform shall also ignite the initiative and desire of young law students to contribute in the field of law. The erudite response of legal luminaries shall be solicited to enable readers to explore challenges that lie before law makers, lawyers and the society at large, in the event of the ever changing social, economic and technological scenario.

With this thought, we hereby present to you

GROWING WORLD OF METAVERSE AND CHALLENGES FOR INDIAN LAWS

AUTHORED BY - ADITI BHUSHAN

ABSTRACT

The most recent technological advancement, known as web 3.0, promises to alter how people view the internet. The metaverse promises to use blockchain technology, which has already revolutionized global finance with cryptocurrencies, much like the internet did to exert influence and bring about real-world changes outside the bounds of the virtual world. The current concept of centralized data structures would be entirely destroyed if the same system were employed with social media sites. Although the developers of the envisioned Web 3.0 have not yet offered many ideas, certain important ones have. This paper will illustrate how Indian rules around technology and electronic evidence are inconsistent with current global norms. In-depth research has been done on databases and how blockchain technology might serve as a stepping stone for the metaverse.

The Indian Evidence Act has been examined in an effort to see how well it can accommodate the submission of electronic evidence and the postulated metaverse. In order to do this, a timeline of decisions interpreting certification of electronic evidence has been created. The shortcomings of the Information Technology Rules, 2021 have been mitigated by a discussion of how the current emphasis of Indian laws differs greatly from what is required for them to be futuristic.

INSIGHT TO METAVERSE

Matthew Ball's defines Metaverse as, "*The Metaverse is a massively-scaled and interoperable network of real-time rendered 3D virtual worlds which can be experienced synchronously and persistently by an effectively unlimited number of users with an individual sense of presence, and with continuity of data, such as identity, history, entitlements, objects, communications and payments.*"¹

The first use of the phrase "metaverse" was in the science fiction book Snow Crash from 1992.

¹ Matthew Ball, 'Framework for the Metaverse' (Matthew Ball, June 29, 2021) <<https://www.matthewball.vc/all/forwardtothemetaverseprimer>> accessed 25 November 2021.

This science fiction idea is quickly replacing our current reality thirty years later. What is it then? In its most basic form, the metaverse is a virtual environment where everything will appear connected, immersive, three-dimensional, and real. We are ready to replace flat screen Zoom and Microsoft Teams meetings with virtual environments that mimic the feeling that everyone is present at the same time.

After years of being involved in data mining and false news issues in Europe, North America, and Asia, Mark Zuckerberg is trying to reinvent Facebook with Metaverse. There is no question that millions of users still spend several hours each day on virtual social media platforms, and there are rules governing their interactions with and inside these places, even though the platform is still under development and is projected to take another decade to be improved.

Complete immersion in a virtual environment, autonomy, mobilization, real-time action, decentralization, and automation are some of the primary Metaverse features. To weave together independent virtual reality experiences using visual, audio, and haptic technology, as well as proprietary and open-source solutions, a number of companies and technologies must operate seamlessly in unison. In emerging digital contexts, this combination is anticipated to give rise to original forms of involvement, content creation, sociability, and monetization.

According to Bill Gates, the majority of our work will be done in the metaverse in three years. Knowing that, it seems incredibly shortsighted for us to continue debating the merits of a full return to office as leaders. Web 3.0 will generate significant changes in the employee experience, culture, employer brand, and recruitment over the next few years. Along with blockchain, AI, and machine learning, the metaverse would also necessarily require the appropriate changes to legal and regulatory frameworks. The rules that will govern business, the arts, culture, and various other economic activities must first be established, and only then can they be put into practice. This process is likely to involve many obstacles.

HOW THINGS WORK INSIDE METAVERSE

The Internet of Things (IoT), blockchain technology, and artificial intelligence (AI) work together to create the metaverse, an experience that spans the physical and digital worlds. In a world where our personal, commercial, and professional lives are conducted digitally, connected, and in sync with the physical environment, it will be a disruptive force in the field of technology, altering how interactions between people, businesses, and both take place.

- **Artificial Intelligence of Things**

The Internet of Things (IoT) is a network of interconnected and related computing devices with embedded systems that may transport data over a network without requiring human-to-human or human-to-computer interaction. These embedded systems include sensors, processors, and communication hardware. Smart homes (Amazon Echo, Google Home), smart TVs, wearables (Apple Watch, Fitbit), and other IoT applications are a few examples.²

IoT is needed for the dynamic, real-time data interchange with our avatar, or "digital twin," in the framework of the metaverse. Artificial Intelligence of Things (AIoT) is what results from fusing IoT and AI³. The "brain" of the "digital nervous system," or Internet of Things, is AI. Combining these two technologies enables computing equipment to gather, analyze, make decisions, and interact based on data without the need for human involvement. The incorporation of AIoT enables complicated simulations to take place and maximize the use of the metaverse by interpreting a physical object in its digital representation with real-time superimposed data. With the aid of real-time data, the physical world can be replicated on the metaverse.

- **Blockchain Based Metaverse**

Blockchain is vitally essential for the metaverse to function because it was developed using it. A distributed ledger made possible by the Blockchain technology allows for the recording of transactions between numerous users across the internet. On a blockchain, many blocks of information need to be present on each user's computer base, so a transaction can be completed (node). Each node must verify or authenticate the transaction, eliminating the need for a centralized trusted organization like a bank. The "time-stamping" and "hash" components that make up blockchain technology stand out. Blockchain is an irreversible and infallible information repository as a result of these qualities, making it an extremely helpful type of proof⁴.

The blockchain has a paramount importance in the field of economy. Without blockchain, it will be challenging for resources in the metaverse to be valued appropriately or to engage in economic exchanges comparable to those found in the mainstream economy. As technology develops

² Dave Evans, 'The Internet of Things: How the Next Evolution of the Internet is Changing Everything' (Cisco, April 2011) <https://www.ibm.com/in-en/topics/what-is-blockchain>

³ Gerry Christensen, 'Artificial Intelligence of Things (AIoT)' (TechTarget, February 2019) <https://internetofthingsagenda.techtarget.com/definition/Artificial-Intelligence-of-Things-AIoT>

⁴ Maggie Tillman, 'Amazon Go and Amazon Fresh: How the 'Just walk out' tech works', POCKET LINT (March 2021) < <https://www.pocket-lint.com/gadgets/news/amazon/139650-what-is-amazon-go-where-is-it-and-how-does-it-work>>.

quickly, blockchain standards will increase, increasing profits over time and, as a result, expanding the metaverse economy. Without the need for a third party to act as a payment middleman, cryptocurrencies can be traded instantly throughout the globe. These transactions are secured by cryptography, and users are not need to have a bank account or to submit to a central authority that takes commission for handling payments and always runs the risk of being hacked online. One such network that uses its own blockchain to run numerous decentralized applications is Ethereum. In order to ensure uniqueness, Non-Fungible Tokens (NFT) permanently store the encrypted transaction history on the blockchain⁵. Each token has a distinct recognition value that serves to both authenticate the ownership of digital assets and give the transaction a value.

- **Avatars Representing Users**

When he advocates for a more "embodied" Internet, Zuckerberg is referring to this fundamental component of the metaverse idea. You may be represented by a thumbnail image or username on a website or social media network. You are represented in the metaverse via a movable, talkative, and/or animated avatar that you can customize. Since the 1990s, these avatars have become widespread in a variety of online gaming and social environments. However, the fidelity and skills of an avatar can differ greatly between services. Recent developments in virtual reality have made it possible for users to fully inhabit their fantastical avatars, seeing with their virtual eyes and interacting with virtual objects with hand-tracking controllers. Spaces like VRChat show exactly how elaborate VR avatars are.

METaverse FINDING IT'S WAY TO INDIAN FINTECH FIRM

The idea that the metaverse was more than just an environment for MMORPGs first emerged in 2005. Currently, a number of B2B, B2C, and C2C applications on the Indian market have begun to incorporate elements of augmented reality, virtual reality, and the "metaverse." Indian tech companies and start-ups have reacted quickly.

DEVELOPMENTS IN THE B2B, B2C AND C2C

In order to assist businesses in developing a distinctive metaverse environment or integrating user experiences with an existing one to support their operations, Infosys developed a metaverse

⁵ Swarnendu Das, *The Rise of Metaverse: Challenges for the Indian Laws*, METACEPT (February 14, 2022) https://metacept.com/the-rise-of-metaverse-challenges-for-the-indian-laws/#_ednref4.

foundry in February 2022⁶. Other potential B2B applications have been identified by a number of start-ups and established companies in the IT industry. One such application is the creation of "digital twins," which enables businesses to accurately predict and make decisions by creating a digital replica of a physical space, processes, and participant behavior. According to reports, TCS assisted the Pune Municipal Corporation in building a digital twin to enhance its COVID management⁷.

With virtual reality stores, retail shopping can now imitate in-store experiences as closely as possible. This represents a significant advancement for B2C use-cases as well. Customers may be able to buy, access, and use NFTs (or non-fungible tokens) through online marketplaces. Many startups are focusing on letting customers create their own digital "avatars" that they may use to navigate the metaverse (s). Recently, the Australian Open and Decentraland collaborated to create a virtual recreation of Grand Slam Park and the renowned Rod Laver Area as part of the event's Metaverse hosting.⁸

A rising degree of marketplace decentralization is likely to support the C2C industry. There is likely to be a market where people could trade things through a digital token native to the metaverse (or numerous metaverses), without explicit interference from an intermediary, when unique NFTs and metaverse items arise. Users will be able to cooperate, work, and engage in other types of interaction in the metaverse, and in their most basic forms, these behaviors are likely to resemble actual physical interactions.

INSIGHT TO THE REAL WORLD LAWS, DISRUPTED BY **VIRTUAL WORLD**

It is unquestionably anticipated that the development of an alternative virtual environment that will imitate a variety of interactions between individuals in the actual world would pose several significant legal issues that countries may not yet be fully prepared to manage. Intellectual property continues to be a top priority for the metaverse's developers and producers because, in a setting where many users and creators interact to alter the surroundings and produce new material,

⁶ *Launching Infosys Metaverse Foundry*, INFOSYS (February 24, 2022) <https://www.infosys.com/newsroom/press-releases/2022/launching-metaverse-foundry.html>.

⁷ Akhil George, *How Indian cos, big & small, are building tech for the metaverse*, TIMES OF INDIA (Mar 2, 2022, 12:38 IST) <https://timesofindia.indiatimes.com/business/india-business/how-indian-cos-big-small-are-building-tech-for-the-metaverse/articleshow/89940303.cms>.

⁸ *What is metaverse in blockchain?*, COINTELEGRAPH <https://cointelegraph.com/news/the-australian-open-swings-into-the-metaverse-on-decentraland>.

authorship and ownership of specific objects may occasionally be elusive. If the avatars are intentionally pseudonymous, this could make enforcement more difficult, especially without the administrator of the metaverse's assistance or if the infringer of an intellectual property is located outside of a certain jurisdiction.⁹ The availability of this new conceptual vector for human behavior is not free from vices and may unleash a Pandora's box of legal difficulties because accountability in virtual space becomes more difficult to establish.

- **PRIVACY CONCERN**

The breach of a person's right to privacy is one of the most prominent arguments against the Metaverse. Critics worry that integration with the Metaverse may cause us to breach boundaries that are best not crossed because major corporations and social media sites already have access to the majority of a person's data. The Metaverse offers a breakthrough, even if India may have been mostly depending on foreign laws to update its own digital laws. Currently, if we start an app, we typically allow access to it. Because privacy policies are now so covert, that simply visiting a website constitutes consent to have their data accessed. It is frightening to consider how far these regulations might be implemented in a time when VR is a regular component of daily life. It's possible that future technology may allow users to fully access their virtual lives, study their brainwave patterns, and scan their retinas while wearing a headset¹⁰.

Most importantly, the Central Board of Secondary Education and Meta recently announced a partnership to reach 10 million students who will be taught curriculum through Augmented Reality experience¹¹. This partnership is likely to cause a substantial revolution in the Indian education sector. There is no clause on handling sensitive and private data of minors in the existing Information Technology Act (IT Act). Despite having the similar provision (Section 16 of the PDP Bill), the bill does not consider the impact of virtual reality and augmented reality. As a result, under the current legal system, children's sensitive and private information on metaverse platforms is not protected.

⁹ Anu Tiwari & Ganesh Gopalakrishnan, *Into the Metaverse: Legal and regulatory considerations in India*, CYRIL AMARCHAND BLOGS (March 22, 2022) <https://corporate.cyrilamarchandblogs.com/2022/03/fig-papers-no-11-series-1-into-the-metaverse-legal-and-regulatory-considerations-in-india/>.

¹⁰ *The Metaverse: The evolution of a universal digital platform*, NORTAN ROSE FULLBRIGHT (July 2021) <https://www.nortonrosefulbright.com/en-us/knowledge/publications/5cd471a1/the-metaverse-the-evolution-of-a-universal-digital-platform#section3>.

¹¹ *Meta, CBSE expand partnership to enable over 10 million students to embrace immersive tech*, THE ECONOMICS TIMES (Dec 15, 2021) <https://economictimes.indiatimes.com/tech/technology/meta-cbse-expand-partnership-to-enable-over-10-million-students-to-embrace-immersive-tech/articleshow/88295116.cms?from=mdr>.

- **COMMERCE & SMART CONTRACT**

Smart contracts are another another application of the Metaverse that has gained popularity in recent years. Smart contracts¹² are agreements that automatically carry out when certain criteria are met. Payment to the parties may be made effectively upon receipt of the merchandise if the transaction involves a sale. Such agreements do away with the necessity for middlemen, saving the parties time and money.

Additionally built on blockchain technology, smart contracts guarantee security and transparency. An open, distributed ledger that stores transactions in code is known as a blockchain. A blockchain is made up of a "chain" of these blocks. Transactions are stored in "blocks."¹³ Since these ledgers are encrypted, it would be incredibly difficult to hack them.

The Metaverse has already begun to resemble some aspects of the commercial world. Numerous retail and clothing websites use augmented reality (AR), which enables customers to test out things in real time without actually owning them. NFTs also have a place in business in addition to smart contracts. NFTs can also stand in for digital real estate, which is becoming more and more popular these days. The cost of a single plot of land in the Metaverse has risen to thousands of dollars.

Some challenges have emerged as a result of these advancements. How much of this "virtual property" can be considered real estate? If so, will land in the Metaverse be governed by current land laws? Will this land eventually be subject to separate taxes? The most crucial question is whether these plots constitute moveable property (because to their freedom of transfer) or immovable property (assuming they are truly "land").

Smart contracts also have a number of problems. Their decentralized and encrypted nature is both a benefit and a drawback. The blockchain is independent of any centralized authority since it is decentralized. It would be extremely challenging to track down the perpetrator in the event of fraud or misbehaviour so that charges could be brought against them.

- **CONCERN OVER DIGITAL ASSETS**

Because of the interest that tech Giants like Meta and Google have shown in the metaverse,

¹² *What are smart contracts on blockchain?*, IBM <https://www.ibm.com/topics/smart-contracts>.

¹³ Kate Ashford, *What Is Cryptocurrency?* FORBES (Jun 6, 2022)<https://www.forbes.com/advisor/investing/cryptocurrency/what-is-cryptocurrency/>.

regular individuals have begun investing in digital assets. The most expensive piece of virtual real estate ever sold in the metaverse just sold for 4.3 million dollars in the sandbox¹⁴. Additionally, one of the requirements listed on the website where the aforementioned land is acquired states that it can only be purchased with cryptocurrencies, and if the company's server goes down, the land will cease to exist. This raises the reasonable concern that fraud against innocent parties may be carried out via virtual assets.

The work of bringing the perpetrators of such a crime to justice will be difficult for the investigating agencies because bitcoin is not recognized as legal tender and no formal registration deed is issued when a person purchases a virtual asset. The demand for virtual assets has massively boosted thanks to the Metaverse, giving criminals who engage in money-laundering a safe harbour to conceal their stolen goods. The offenders can use cryptocurrencies to buy virtual assets after converting their illicit gains into it. Since cryptocurrencies operate using blockchain technology, the true identities of offenders will remain concealed, making it difficult for law enforcement to track down all the proceeds of crime.

- **SEXUAL HARRASHMENT IN VIRTUAL REALITY**

In the real world, people harass strangers sexually and expose themselves indecently; the same holds true in the metaverse. In fact, the difficulty of the legal authorities holding them accountable makes this more likely to occur. While criminals can escape the confines of the physical world by using cyberspace as a means of harm-infliction, the goals they pursue and the harm they cause are nonetheless rooted in physical reality.¹⁵

Meta had launched Horizon Worlds, a metaverse platform, in December of last year¹⁶. The incident of a man avatar touching a female avatar on this site has gained attention. Later that month, a female avatar in Meta's Horizon Venues metaverse claimed that four male avatars had gang-raped her. This raises the question of whether the virtual body is legally equivalent to the physical body and if it is proper to refer to offences against the virtual body using terms like "rape."

¹⁴ CARLA MOZÉE, *A plot of virtual land that went for \$4.3 million in The Sandbox is the most expensive metaverse property sale ever*, THE BUSINESS INSIDER (NOV 30, 2021) <https://www.businessinsider.in/stock-market/news/a-plot-of-virtual-land-that-went-for-4-3-million-in-the-sandbox-is-the-most-expensive-metaverse-property-sale-ever/articleshow/88015620.cms>.

¹⁵ Harsh Agrawal & Rashi Jain, *Expounding the Contours of Sexual Harassment in Virtual Reality*, RMLNLU BLOG <https://rmlnlulawreview.com/2022/05/20/metaverse/>.

¹⁶ Siddharth Chaturvedi, *Why India should start framing a law for the Metaverse*, THE LEAFLET (FEB. 10, 2022) <https://theleaflet.in/why-india-should-start-framing-a-law-for-the-metaverse/>.

There are far more ways to engage in sexual harassment in virtual reality than there were on earlier web platforms. Examples exist, including instances of virtual rape and groping. Federal prosecutors in Belgium invited the Belgian Federal Computer Crime Unit to visit the location of a crime in the virtual reality game Second Life in order to look into a "virtual rape" involving a Belgian victim. According to the Belgian police's response to a reported virtual rape, such an event is traumatising for some people. It is crucial to talk about the current legal options available to us to combat these modern crimes. The ability for users to select clothing for their avatars is one of the characteristics of the Metaverse. And this is where the grey area arises as to whether the female avatar is modest or not as per the clothes they select to wear. There is no set legal standard by which one can determine if a virtual female avatar is "modest." The current IT Act that governs cybercrimes against women was not written with the possibility of crimes in the metaverse in mind. Additionally, there is currently no law that sanctions online sexual assault. Given that everyone in the metaverse has a unique identity, it is also challenging to track down the person who does such criminal activities.

REMEDIES

The Indian Penal Code (hereinafter referred to as "IPC") and the Information Technology Act (hence referred to as "IT Act") are the two pieces of current legislation that deal somewhat with internet harassment. Sexual harassment in virtual reality (VR) is a subset of online harassment and may therefore be prosecuted under the IPC and IT Act as a criminal offence because it is conducted through a very specialised electronic medium, namely VR. Because the IT Act of 2000 is specialised legislation dealing with electronic communication and technology, crimes committed in VR can be brought under the purview of provisions such as Section 66E, which deals with violation of privacy by capturing, transmitting, and publishing an image depicting a person's private area. Similarly, protection can be sought under Sections 67 (publishing and transmission of obscene and lewd materials), 67A, and 67B. (transmission or publication of sexually explicit acts or conduct including engagement of children). Because virtual space actions occur through electronic means, the IT Act 2000 is the best legal alternative we have to combat such criminal activity.

Though the IPC does not specifically criminalise online harassment against women, it is prohibited under Sections 354D and 509, which deal with stalking and insulting a woman's modesty, respectively.¹⁷

¹⁷ Harsh Agrawal & Rashi Jain, *Expounding the Contours of Sexual Harassment in Virtual Reality*, RMLNLU BLOG <https://rmlnlulawreview.com/2022/05/24/metaverse-2/> .

- **INTELLECTUAL PROPERTY RIGHTS INFRINGEMENT**

The Metaverse is made up of numerous technologies, each with its own set of IPR implications. Virtual Reality (VR) and Augmented Reality (AR) are being used by artists to produce previously unimagined artworks. These artists' works are clearly unique and would be entitled to appropriate IP protection under the law. Since Metaverse's creation, the market for virtual accessories has grown; as people's commitment to their avatars grows, they are increasingly willing to spend real money on virtual fashion items for them. In fact, a virtual Gucci handbag was considerably more expensive than its actual equivalent and was sold on the virtual game Roblox for a whopping \$4,100.¹⁸

TRADEMARK - Because of the simplicity with which virtual products can be copied, Metaverse has received a wave of trademark infringement complaints. Businesses are now concerned about the internet extension of their physical product trademarks. The laws that will regulate business, the arts, culture, and various other economic activities must first be established, and only then can they be put into practise. There will probably be a lot of challenges throughout this process. And the market for virtual accessories has been continuously expanding since the Metaverse was founded. In India, a mark must be distinctive and able to be represented graphically in order to meet the basic requirements for the status of a "trademark." As a result, the law may need to change to protect tactile and smell markings that lack a direct mechanism for visual representation.

With the emergence of a new class of brands, the branding space may be shaped by non-conventional trademarks like sound, 3D, scent, motion, and tactile marks. These brands also need suitable classification and protection. this is due to the possibility that IP protection in the metaverse will likewise experience unforeseen difficulties. To include a wide range of virtual goods and services, the Nice classification, an international categorization with 34 classes of goods and 11 classes of services, may need to be expanded.

Classification methods for non-conventional markings would also be necessary, since there is a Vienna codification to classify logos and marks. Because a digital property can be used in the metaverse in countless different ways, IP licencing will be a difficult undertaking. To maintain sufficient control over how the asset is used, the license's scope must be clearly stated. NFT- Non-Fungible tokens serve as a bridge between intellectual property law and the metaverse

¹⁸ Mohit Kapoor, *The Metaverse: Legal conundrums*, BAR & BENCH(30 Mar, 2022) <https://www.barandbench.com/view-point/the-metaverse-legal-conundrums> .

(NFTs).

A NFT is a digital asset that simulates real-world products including in-game stuff, music, art , and film. NFTs are typically traded and purchased online using cryptocurrencies, and they share the same underlying software as many cryptocurrencies in their encoding. The idea is implied by the name: a non-fungible token is one that is distinct from other tokens and cannot be exchanged. Non-fungible tokens on a blockchain can also be referred to as cryptographic assets since they include distinctive identifying numbers and non-transferable metadata that set them apart from one another. Numerous companies have started creating virtual accessories and non-fungible tokens as a result of people's greater willingness to pay real money for virtual fashion items for their avatars (NFTs). Additionally, the Metaverse has had to deal with a large number of trademark infringement claims due to how simple it is to copy virtual goods. Companies like Nike have decided to file separate trademark registrations for their virtual goods to ensure that they cannot be duplicated because it is unclear whether trademarks on real-world products would also cover their virtual versions. Even if businesses are able to assert trademark protection, doing so effectively in a virtual environment would be challenging.

COPYRIGHT- Copyright laws apply to digital artwork, and digital structures. Given that everyone can see what is done in this digital society, fraudulent actors may falsely pass for someone else or unfairly use someone else's designs to make money.¹⁹ It is possible for someone to claim ownership over real-world trademarks, personalities, and artistic creations in the metaverse. In this instance, it is possible to violate copyright if one makes anything in a metaverse that is similar to a work that is protected by it in the actual world. Additionally, the courts will compel you to stop and may even demand payment from you if it is discovered that your avatar impersonates another company, brand, or organisation.

POSITIVE ASPECTS

According to Bill Gates, the majority of our work will be done in the metaverse within the next three years. Because of web 3.0, there will be significant changes in the culture, employee experience, employer brand, and recruitment over the next five years.

DIFFERENT MEETINGS: Meetings in the metaverse will be considerably more interactive,

¹⁹ Rahul Hingmire ,*The metaverse and legal frameworks around it*, FORBES (Jul 26, 2022) <https://www.forbesindia.com/blog/legalese/the-metaverse-and-legal-frameworks-around-it/> .

collaborative, immersive. The concept of co-creation will be continuously experienced at work, and that crucial component of human connection promises to return. As a result of this change, VR glasses, avatar apparel, virtual reality workstations, and interview areas will all feature employer brand design and branding.

WORK FROM ANYWHERE: Employees and managers will be able to carry their office with them wherever they go thanks to virtual reality and augmented reality technologies. Employees will be able to set up virtual screens exactly how they like them, summon virtual keyboards just when necessary, and receive alerts and notifications that will only bring them into a live collaboration when necessary. Imagine being able to bring your entire staff together in a single space and giving them the impression that their foreign coworkers are physically all around them.

DIVERSITY: Employers will have access to an unlimited range of talent demographics in the metaverse. Employers will be able to hire abroad thanks to a virtual office and team, giving them access to the best and most varied people on the planet.

Each person will use an avatar that they believe best captures who they are in the metaverse. As employees can choose and switch out their avatars on a frequent basis, we expect that there will be a greater celebration of our differences and a growing sense of inclusion and belonging. People may be able to express themselves more fully and bring a little more of their whole self to work thanks to the risk-free option to try on multiple personalities.

CONCLUSION

Despite listing above all the merits, the lacunas of metaverse and its effect on India laws still is at par. Damages (emotional, and , physical even psychological) become more and more real as the Metaverse gets closer to resembling the physical world. Our laws must be prepared for the Metaverse since it is approaching more quickly than we anticipate.

The Metaverse is a new technological development that, depending on how it is used, might either be a blessing or a curse. To keep up with the brisk rate of growth, quick modifications to the law and regulations may be necessary. The Metaverse would undoubtedly advance human society to new levels of advancement if proper corporate accountability was guaranteed and consumer privacy and security were protected.