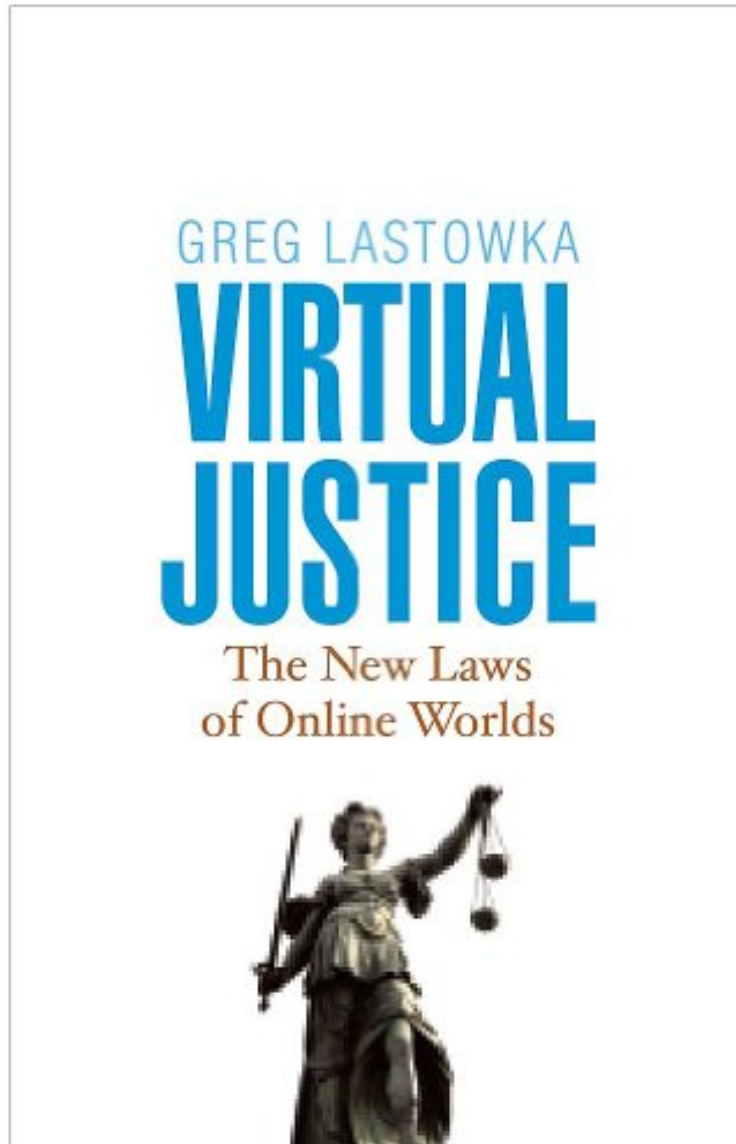


(Read free) Virtual Justice: The New Laws of Online Worlds

Virtual Justice: The New Laws of Online Worlds

Greg Lastowka

*ePub | *DOC | audiobook | ebooks | Download PDF*



 Download

 Read Online

#3328584 in Books 2010-10-26Original language:EnglishPDF # 1 .94 x 6.46 x 9.46l, 1.10 #File Name:
0300141203240 pages | File size: 15.Mb

Greg Lastowka : Virtual Justice: The New Laws of Online Worlds before purchasing it in order to gage whether or not it would be worth my time, and all praised Virtual Justice: The New Laws of Online Worlds:

2 of 2 people found the following review helpful. Done justice to the field.By RaI highly recommend this book. The subject is well researched and right. I am seriously considering this book as a textbook for the Certificate in Virtual Worlds I created and teach at the University of Washington. The book understands the fundamental thing required by law - lower the risk on your company when entering into virtual world business and recognize the contract is the

product not the virtual good. That being said property is property and original ideas and innovation must be patented if you expect to call it yours. Beware the legality of the terms of service. They may not hold up in court as rulings are made on ownership of virtual goods, spaces and server ownership. When information is cocreated and collectively aggregated make sure intent for transferability is super clear and codified If you read this book you are going to reduce your risk and own what is rightfully yours. Don't be caught without it. I would love to meet Lastowka and spend a long dinner chatting over wine. As a consultant and developer and managing partner of 2b3d a book like this keeps dialogue with my lawyer real.

Tens of millions of people today are living part of their life in a virtual world. In places like World of Warcraft, Second Life, and Free Realms, people are making friends, building communities, creating art, and making real money. Business is booming on the virtual frontier, as billions of dollars are paid in exchange for pixels on screens. But sometimes things go wrong. Virtual criminals defraud online communities in pursuit of real-world profits. People feel cheated when their avatars lose virtual property to wrongdoers. Increasingly, they turn to legal systems for solutions. But when your avatar has been robbed, what law is there to assist you?

"As the virtual goods economy explodes, Lastowka's well-reasoned and well-written arguments will acquire ever more importance. Courts and governments have much to decide, and if they are wise they will look here for much guidance."Edward Castronova, author of Synthetic Worlds: The Business and Culture of Online Games "Virtual Justice is the definitive book on the law of virtual worlds. Illuminating as well as entertaining, from castles of bits and hijacked avatars to stolen virtual swords it is what every digital native ought to read."Viktor Mayer-Schnberger, Associate Professor and Director, Information + Innovation Policy Research Centre, Lee Kuan Yew School of Public Policy, National University of Singapore "Virtual Justice provides a great overview and discussion of some of the trickiest issues facing virtual worlds. Its an important and timely contribution to the field well worth a read by academics, designers, and users alike."T.L. Taylor, author of Play Between Worlds "For anyone interested in virtual worlds or massively multiplayer online games, this book will be fascinating on so many levels. Appealing, beautifully-written and chock-full of insight, Virtual Justice sets out the laws for brand new territories, creating the maps that we need to navigate these remarkable places.Of value to everyone lawyers, laypeople, regulators, thinkersLastowka gives us the definitive account of the laws of the virtual worlds."Dan Hunter, Professor of Law Director, Institute for Information Law Policy, New York Law School and Co-founder of Terra Nova blog: terranova.blogs.com About the AuthorGreg Lastowka is a professor of law at Rutgers University.