



General Assembly  
United Nations

YYMUN

Yeni Yol Model UN

# Futuristic General Assembly Study Guide

Creating a secure metaverse

YYMUN  
22

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## **WELCOME LETTER FROM THE SGs**

Dear delegates, advisors, parents, and future diplomats,

It is with utmost excitement that I welcome you to join us for the first-ever iteration of the Yeni Yol Model United Nations. I am honored to serve as the Secretary-General of a conference that embodies traditions of education and excellence, and I could not be more excited to host you at our conference. Over the three days of YY MUN, over 200 delegates from different cities and countries will discuss and solve pressing global issues, engage in diplomacy, and safely interact with their peers in the conditions of the pandemic.

I recommend that delegates with little experience with model United Nations simulations read the entire document carefully, as it will provide a thorough introduction to the dynamics of an actual committee session. Familiarity with the flow of the committee will allow a new delegate to jump into debate immediately upon arrival at the conference.

All the focal points of the committees have to be understood carefully. Please bear in mind that study guides are not a comprehensive total review of the issue, and it merely serves as a path through which every delegate can start researching. The course of the committee will require agile reactions to every event, so it is in the best interest of every member of the committee if you were to complement this study guide with other resources and develop a comprehensive understanding of the issue.

It is my hope that the experiences had during our conference will inspire future leadership, diplomacy, and knowledge that will stay with you for long after our gavel marks the end of closing ceremonies.

On behalf of our entire Secretariat, welcome to Yeni Yol MUN.

Sincerely,

Dicle Naz Acu&Selin Aydın  
Secretaries-General  
Yeni Yol Model United Nations 2022

## **INTRODUCTION**

The General Assembly is the main deliberative, policymaking, and representative organ of the United Nations. Comprising all 193 Member States of the UN, it provides a unique forum for multilateral discussion of international issues including peace and security. Normally, GA committees are usually beginner-friendly committees, however, Futuristic GA is a crisis committee for intermediate/advanced delegates.

Unlike your standard MUN committees, the Futuristic GA is a designed fictional committee that deals with a simulated crisis that can take place some years from now or even far beyond. In YYMUN 2022, we will be in the year 2071 and talking about how to create a secure metaverse. Also, the matter of how countries take place in the metaverse and how their policies work will be discussed.

The metaverse is a potential iteration of the Internet as a single, ubiquitous, and immersive virtual world assisted by the usage of virtual reality (VR) and augmented reality (AR) headsets in futurism and science fiction. A metaverse is a network of three-dimensional virtual environments focused on social interaction.

The term "metaverse" was coined as a combination of "meta" and "universe" in the 1992 science fiction novel *Snow Crash*. Because of the growing demand for immersion, metaverse growth is frequently related to the advancement of virtual reality technologies. Web3, an idea for a decentralized iteration of the internet, has sparked recent interest in metaverse development. Web3 and The Metaverse have been exploited as public relations buzzwords to exaggerate the development progress of numerous connected technologies and projects. Information privacy, user addiction, and user safety are all concerns in the metaverse, arising from problems in the social media and video gaming sectors.

Metaverse technology components have previously been developed in online video games. The 2003 virtual world platform *Second Life* is often described as the first metaverse, as it incorporated many aspects of social media into a persistent three-dimensional world with the user represented as an avatar, however historical claims of metaverse development started soon after the term was coined. *Active Worlds* and *The Palace* were two early concepts. *Habbo Hotel*, *World of Warcraft*, *Minecraft*, *Fortnite*, *VRChat*, and game creation platform *Roblox* are examples of popular games characterized as part of the metaverse. , which has used the word extensively in marketing since then. *Second Life* developer Philip Rosedale characterized metaverses as a three-dimensional Internet populated with actual people in a January 2022 interview with *Wired*.

## **HISTORY OF THE ISSUE& BACKGROUND**

We are at the point in our development of the metaverse where we were with the internet before Netscape. While the metaverse will require massive improvements in processing power, network performance, and AI capabilities, it will not truly mature until the late 2050s. Until then, it will mostly be used for its increasing simulation capabilities, gaming, and, increasingly, for movie creation. By the time we finish this advancement phase, we will have surgically implanted interfaces, AI non-playing characters (NPCs) that present as real people, and a blending of metaverse elements with the real world that will change how we see that world.

By the time we reach metaverse maturity in the late 2050s, we have to decide on related laws, protections, and what we will do with intelligent virtual AIs or things are likely to end very poorly. But for now, the focus should be on building core competencies and understanding what is currently possible with the metaverse and not setting the related expectations unreasonably high.

### The 2030s

By the end of the 2030s, substantial parts of the world is fully digitized and explorable. We see the benefits of working primarily in a virtual environment. We each have one or more photorealistic avatars in the metaverse. We will see the beginnings of virtual immortality as these avatars are increasingly allowed to emulate the behaviors of real people. It is doubtful these avatars will truly be sentient, but we may not be able to tell the difference. These avatars are increasingly able to act, within tightly defined parameters, as our agents, our companions, and some even are considered co-workers.

For many of us, physical travel gives way to virtual travel, and low-cost agencies that supply virtual travel experiences are becoming a thing.

We still will not be at the Holodeck level, but we will start seeing the light at the end of the tunnel.

## The 2040s

In the 2040s, we are able to fully interact with the AIs in the metaverse and become unable to tell the difference between a virtualized real person and an AI-driven avatar. This undoubtedly created some social behavioral problems, as people explore the unlimited freedoms in their personal virtual worlds and forget that those same behaviors are not allowed in the real world. Avatars are able to hold down jobs in this period, but the social implications of this capability may take years, if not decades, to resolve. This once again forces us to consider what is sentience and life because the digital twins of living things, including people, become indistinguishable from the real thing in the metaverse.

While we have been exploring a blend of virtual and real elements going back to the mid-2020s, this blend will become constant by 2040, and surgically implanted interfaces to the metaverse are practical in the 2040 timeframe. Whether or not religious beliefs prevent implementation in some countries, we have the capability in this time range to invasively install metaverse interfaces in people.

## **METaverse: WHAT LEGAL ISSUES CAN WE EXPECT IN THE NEXT CHAPTER OF THE INTERNET?**

In Meta's "Founder's Letter" published on October 28, 2021, Zuckerberg stated that "[his] hope is that within the next decade, the metaverse would reach a billion people, host hundreds of billions of dollars in digital commerce, and support jobs for millions of creators and developers" . As fascinating as the next chapter in the internet's history may be, the metaverse has already sparked global debate over legal issues that have emerged or may come.

The metaverse, according to some, is "neither new nor lawless". For example, Alexander Woon, a lecturer at Singapore University of Social Sciences' School of Law and Of Counsel with RHTLaw Asia, says that "regular criminal and civil law laws do not cease to apply just because you are "in" the metaverse". He claims that if a person harasses someone online while in Singapore, the provisions of the Protection from Harassment Act will apply, and the harasser will be prosecuted. Many others, on the other hand, are concerned about the metaverse's unexpected and unpredictable legal issues. We will present a brief summary of legal problems that will be discussed in the future chapter.

## **Legal Issues**

### Data Security and Privacy:

Data security and privacy are important concerns with metaverse platforms. Smartphone apps and websites are well known for collecting personal data and monitoring user behavior. The list of personal data collected today is vast, and it includes, but is not limited to, users' name, email, location, time spent on a smartphone app or website, things in a shopping basket, previously viewed pages, and so on. Despite the fact that data protection and privacy laws allow users to refuse the collection of their personal data (for example, users can "ask app not to track" or "reject all cookies"), investigations have revealed that even when users "ask app not to track," some iPhone apps ignore this and collect data anyway . Given the existing state of data protection and privacy in the physical world, similar concerns are all the more pressing in the digital world. This is because virtual reality platforms will enable businesses to obtain personal information that would otherwise be unavailable via a smartphone app or a computer screen.

Companies will be able to monitor physiological responses and biometric data, such as facial expressions and vocal inflections, motions, and possibly even brainwave patterns, using virtual reality platforms, according to reports. As a result, according to legal authorities, the emergence of metaverse platforms creates many unsolved problems in terms of data protection and privacy. Who will be in charge of the data processing? Who is accountable for data that is lost or stolen? When and how will consumers give their permission for data processing?

### Intellectual Property and Copyright:

In addition to allowing users to go to work, meetings, and concerts, the metaverse also allows them to collaborate on projects. One of the legal issues of the metaverse will surely be generating intellectual property rights collectively and the issue of joint ownership. As a result, the European Commission is proposing reforms in the area of co-created intellectual property as a result of new technologies.

Intellectual property and copyright infringement issues may arise in the non-fungible token ("NFT") market. Non-fungible assets, as contrast to fungible assets (such as currencies, equities, mutual funds, precious metals, and so on), have an agreed-upon value and are interchangeable with other goods of like value . Real estate, trading cards, paintings, and other non-fungible assets are examples . Non-fungible assets (NFTs) are "certificates of ownership for virtual or physical assets" While traditional artwork such as paintings are valuable because of their rarity, digital files can be simply and indefinitely replicated.

Artwork is "tokenized" with NFTs to create a digital certificate of ownership that can be bought and sold. Despite the fact that many people participate in the NFT market, legal experts claim that most people are unaware of the legal restrictions that apply to copyrighted content. For example, an NFT buyer may believe they have purchased the underlying art linked with the NFT. Unless otherwise stated, the copyright owner is the original author, who maintains the sole right to copy, distribute, modify, publicly perform, and publicly exhibit the art. As a result, an NFT buyer who believes the rights connected with the underlying work were misrepresented and who suffers a loss in value may bring a lawsuit against the NFT seller.

### Sexual harassment:

Sexual harassment is an issue in both the digital and real worlds. In fact, there have already been a number of documented incidences of sexual harassment in the metaverse, which is troubling.

For example, Ms. Siggins was using an Oculus Quest VR headset to play the shooter game Population One when her avatar was groped and ejaculated on by another player's avatar. When Ms. Siggins urged this avatar to cease, she was told, "It's the metaverse - I'll do what I want." Ms. Siggins indicated that she reported the harasser's user account using a form within the game, and that she received an automatic response claiming that "punitive action had been taken." However, there is no information about the disciplinary action taken against this individual.

In the end, there are numerous opportunities in the metaverse. To avoid the aforementioned legal concerns, governments and lawmakers must take the initiative and adapt to the introduction of new technology. For example, the European Commission (EC) has proposed the Digital Services Act (DSA), a new piece of legislation aimed at improving user transparency and safety in online environments while allowing digital firms to grow. In addition, Canada has proposed a new data privacy law called "An Act to establish the Consumer Privacy Protection Act and the Personal Information and Data Protection Tribunal Act, and to make consequential and related adjustments to existing Acts."

## **CURRENT ISSUES IN THE YEAR 2071**

### Hardware

Right now, the metaverse highly depends on VR (Virtual Reality), AR (Augmented Reality), and MR (Mixed Reality) technologies and devices. Since most of these are not lightweight, portable, or affordable, metaverse cannot have a wide-scale adoption.

Apart from hardware accessibility, the challenge lies in having high-quality and high-performance models that can achieve the right retina display and pixel density for a realistic virtual immersion.

### Identity

Have you ever wondered if your social media friend is as interesting as online in real life too? The same thing might happen with metaverse as you will be accessing it through your avatars.

Another problem lies in proving your identity as bots can easily mimic your style, data, personality, and whole identity. You will need different verification methods like facial scans, retina scans, and voice recognition for authentication.

### Addiction and Mental Health

If you have watched Ready Player One, you know exactly how metaverse can affect your mental health. Addiction to the virtual world might not only lead to mental health problems like depression, and anxiety but cause obesity and heart problems due to the sedentary lifestyle.

### Privacy & Data Security

We often hear about some MNC having a data breach. Metaverse will be storing more than your email addresses and passwords. It will store your behaviors too. With a huge data mine, the technology needs to ensure information privacy and personal data security for every user. This will require new security strategies.

### Currency and Digital Payments

Metaverse will not be limited to gaming. It will be another online marketplace connecting billions of users around the world. With so many currencies and different cryptocurrencies, there will be a need for quick and effortless exchanges. Not to mention secure transactions.

### Law and Jurisdiction

With social media already witnessing virtual crimes, metaverse will have its share of lawbreakers too. Rules and regulations that block an account won't be enough. You need to have proper legislation.

But the metaverse is not going to exist in a real location. It will be a virtual world beyond international borders. That means the countries and authorities need to figure out their jurisdiction to ensure a safe space for the users.

## **POSSIBLE CONSIDERATIONS FOR THE FUTURE**

### *How Can We Make The Metaverse Safe?*

#### Virtual sexual harassment

Facebook announced a USD 50 million fund called the XR Programs and Research Fund to help develop a responsible metaverse. Meta stated in a blog that it would collaborate with Women in Immersive Tech, Africa No filter, Electric South, and the Organization of American States as a part of its initiative. The fund will also pour money to conduct external research with the University of Hong Kong and the National University of Singapore. Facebook clarified that it would only provide funds for the research and not the data so that the study remains independent.

The virtual reality online video game Horizon Worlds is Meta's flagship program to create something that is assumed to be close to the company's vision of metaverse. The ease of virtual interaction in the game raised alarms following the sexual abuse allegations of her online avatar made by a metaverse beta tester. On February 4, Meta introduced a tool called 'personal boundary' when they access the Horizon Worlds and Horizon Venues apps using their VR headsets. The tool will ensure a distance of four feet between their virtual avatars to curb incidents of virtual groping and other abusive behavior.

#### Identity theft

Identity fraud and theft pose a major risk in the metaverse, making users' digital identity protection vital. The metaverse will contain far more personal information than our Google accounts. Aside from our credit card and bank account details, Meta was reportedly gathering biometric data, including the users' pupil movements and body poses, to create their avatars and hyper-targeted advertisements.



Source: Pentasecurity

### Crowded space

The metaverse is also an easy target for advertisers to overwhelm spaces. Because of the sensory overload in the metaverse, constant video pop-ups, sponsored content, and repetitive ads could be even more intrusive to users. Critics are expecting the metaverse to be filled with a barrage of ads. Post Facebook's decision to start testing in-headset ads, the company received massive backlash from developers. Bosworth, VP of Facebook Reality Labs, admitted that the criticism was "way too much."

### Physical threats

As technology advances, a host of more serious problems are expected to surface. Research showed that virtual attacks could transform into physical attacks. An attacker could reset the physical boundaries of hardware by manipulating the VR platform like a user could be pushed down a flight of stairs.

As augmented reality arrives on the scene, users could potentially be misdirected into dangerous situations like robberies. Even hypothetical attacks could leave users with a feeling of nausea from motion sickness. Kavya Pearlman, founder, and CEO of XR Safety Initiative explained, "We know that people could experience motion sickness in VR. The creator could have intentionally embedded something that, when you click on it, makes you sick."

### Safety standards

In order to protect the data and privacy of users, companies will need to do more than just policy changes, Pearlman said. A trusted ecosystem must be created that can build algorithms, frameworks, and regulations to address privacy and security issues. Serge Gianchandani, co-founder of MetaMall, a metaverse startup that offers high-end real estate and experiences said, "We feel that the metaverse can be made very secure with the right choice on tech and protocols. We follow both privacy by design and privacy by default methodology. Wherever it is not necessary, default is masking the user details and allowing the user to configure his privacy settings."

But the Global Head of Safety at Meta, Antigone Davis, stated that building a safe Metaverse can't be done alone, companies have to partner with the government, industry, academia, and civil society. Policy experts have set down certain goals that align with the idea of a secure

metaverse: determining who has the authority to make policies, fixing the current infrastructure issues, better management and protection of digital identities, and framing trust policies for virtual reality. The questions about what these rules will be are many, and it will be interesting to see how cybersecurity shapes up to answer them.

## **CONCLUSION/SUMMARY**

Whether you've come across Mark Zuckerberg's eerie virtual replica as he unveiled Facebook-rebranded-as-Meta, live concerts in the immersive Fortnite universe, or a digital art gallery in Decentraland – there's no escaping the internet's favorite buzzword: the "Metaverse."

But what even is this metaverse? Is it a virtual universe with endless possibilities we can escape into? Is it the dystopian future of the internet built on speculative sci-fi? Or is it just a fancy way of categorizing extended reality (XR) – an umbrella term encompassing augmented, virtual, and mixed reality technologies?

Talking about the metaverse feels a lot like talking about the internet back in the 70s and the 80s. As the building blocks of the new form of communication were being laid down, it sparked speculation about what it would look like and how people would use it. Everyone was talking about it but few knew what it really meant or how it would work. Looking back, it didn't turn out exactly as some people imagined.

However, with the metaverse pegged to become an \$800 billion market by 2024, and with tech giants like Facebook, er, Meta, Microsoft, Apple, and Google investing big money in making it a reality, it's time to find out what this vague and complex term means.

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