

## Ready Player Two ? for Tort Liability in the Metaverse?

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In the past few years, augmented reality (AR) and virtual reality (VR) platforms have seen rapid expansion. The metaverse uses AR and VR to create a parallel virtual world where users can work, play, and interact. With one of the world's largest tech giants pivoting to the metaverse?described as an \$800 billion market opportunity?new advances are bound to make the metaverse more interactive and immersive than it already is. Developments in the field of AR and VR that might add sensory cues to create highly immersive and realistic environments have the potential to evoke real-world stimuli and a complete sense of presence and bodily embodiment in the virtual environment. In a highly immersive and realistic virtual environment, if a harmful event occurs, users may receive real-world sensory cues, including taste, smell, and touch, and react to those events, actively experiencing and embodying the harm. These environments pose compelling legal and ethical questions for practitioners and law students alike. This article proposes integrating AR- and VR-based case studies into legal education to enhance student engagement and critical thinking, illustrated by the hypothetical case of *Olivia v. Thomas*<sup>442</sup>, in which a VR user experiences emotional and physical distress following a virtual attack. The article demonstrates the pedagogical value of such hypothetical scenarios in preparing future practitioners for emerging challenges in technology-driven contexts.

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