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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 seenrapid expansion. The metaverse uses AR and VR to create a parallel virtual world whereusers can work, play, and interact. With one of the world's largest tech giants pivoting tothe metaverse?described as an $800 billion market opportunity?new advances are boundto make the metaverse more interactive and immersive than it already is. Developments inthe field of AR and VR that might add sensory cues to create highly immersive and realisticenvironments have the potential to evoke real-world stimuli and a complete sense ofpresence and bodily embodiment in the virtual environment. In a highly immersive andrealistic virtual environment, if a harmful event occurs, users may receive real-worldsensory cues, including taste, smell, and touch, and react to those events, activelyexperiencing and embodying the harm. These environments pose compelling legal andethical questions for practitioners and law students alike. This article proposes integratingAR- and VR-based case studies into legal education to enhance student engagement andcritical thinking, illustrated by the hypothetical case of Olivia v. Thomas442, in which aVR user experiences emotional and physical distress following a virtual attack. The articledemonstrates the pedagogical value of such hypothetical scenarios in preparing futurepractitioners for emerging challenges in technology-driven contexts.

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