

“Playing to win or the game’s the thing? Competition and human rights in Virtual Worlds”

GikII II

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Abbe E. L. Brown
abbe.brown@ed.ac.uk

The eternal questions



- “The important thing in life is not victory but combat; it is not to have vanquished but to have fought well.” Pierre de Coubertin



- “Show me a good loser and I’ll show you a loser” Vince Lombardi



Legal relevance?



- Human rights

- to take part
- to win



- Competition

- overpowerful
- cartel



A brave new world v1



- Is it a game? Is it a world?
- DOESN'T matter
 - Lausanne, Community Standards, EULA
 - Cf international competition and human rights

A brave new world v2



- DOES matter
 - WoW/SL IP cases
 - gambling
 - Microsoft, Apple
 - Guilds
 - avatars
 - right to dominate
 - right to move?
 - cf provider right to control?

Conclusions



- Games means success
 - Success means money
 - Money means fights
 - COMPETITION LAW
- Games mean fun
 - fun means all taking part
 - HUMAN RIGHTS
- The way forward: very old and very new

Closing Thought



- It doesn't matter if you win or lose – until you lose

