


Name:			
Enrolment No:			
UPES End Semester Examination, May 2025			
Course: Legal Framework: Metaverse, Blockchain Program: B.A,LL,B/B.B.A,LL.B/B.Com,LL.B Course Code: CLDT3001		Semester: VI Time : 03 hrs. Max. Marks: 100	
Instructions:			
SECTION A (5Qx2M=10Marks)			
S. No.		Marks	CO
Q 1	List two key legal challenges of regulating open metaverse ecosystems.	2	CO1
Q 2	Mention one constitutional right that is likely to be impacted in immersive VR interactions.	2	CO1
Q 3	Identify a specific example of psychological harm that may arise in virtual environments.	2	CO2
Q 4	Outline how copyright protection may be challenged in the metaverse.	2	CO2
Q 5	Discuss the applicability of doctrine of Trespass to Chattels in the metaverse.	2	CO2
SECTION B (4Qx5M= 20 Marks)			
Q 6	Explain the formation and enforceability of e-contracts with the help of legal provisions or case law.	5	CO3
Q 7	Describe how trademark disputes could arise in the metaverse using real-life branding as avatars or skins.	5	CO2
Q 8	Interpret the legal provisions in case of injury to property in the metaverse.	5	CO3
Q 9	Apply the principles of negligence to a situation where a VR platform fails to warn users of psychological risks associated with immersive horror content.	5	CO3
SECTION-C (2Qx10M=20 Marks)			
Q 10	<p><i>A blockchain-based digital land registry is implemented in a metaverse-like city simulation. Later, a user discovers that a coding error allowed another avatar to “own” their virtual plot and delete structures built using NFTs.</i></p> <p>Decide the case in terms of injury to property by analysing the relevant Indian provisions and doctrines.</p>	10	CO4

Q 11	<p><i>A popular virtual reality dance game, Groove Galaxy, becomes a global hit. To unlock your dance DNA, it secretly tracks players' eye movements, voice pitch, and reaction time to match them with a dance style. However, users were never directly asked for permission—just nudged to accept a long, boring Terms of Service that no one read. When a privacy advocate discovers the extent of data tracking, they accuse Groove Galaxy of violating data protection norms.</i></p> <p>Critically examine whether this data collection complies with the consent and transparency requirements under the DPDP Act, 2023.</p>	10	CO4
SECTION-D (2Qx25M=50 Marks)			
Q 12	<p><i>In the bustling metaverse platform Artopia, user PixelPablo has painstakingly created a lavish virtual art gallery called MuseOverse. With NFTs from digital creators, interactive AI-guided tours, and even a virtual juice bar, the gallery attracts hundreds of visitors daily. One day, a notorious avatar named GlitchGremlin unleashes a rogue script disguised as a flying banana, which hacks into the space, spray-paints over artworks, corrupts NFT files, and redirects visitors to a cat video portal. The gallery's reputation suffers, and PixelPablo loses sponsorship deals and ad revenue. PixelPablo now seeks to take legal action for "injury to property" and is determined to restore both his gallery and his dignity.</i></p> <p>a. Determine whether this act qualifies as “injury to property” under tort law doctrines (10 marks).</p> <p>b. Critically evaluate the challenges of applying traditional tort law to virtual property. (15 marks)</p>	25	CO5
Q 13	<p><i>In a spooky metaverse world called ShadowScape, players must accept a terms-of-use agreement displayed in an immersive haunted house format. The text appears slowly and is embedded within a game challenge. Most users just scream “YES!” on mic to skip the process. Later, user Zara finds her avatar image being used in promotional horror storyboards and claims no informed consent was given. She also discovers that her heart rate and scream frequency were sold to AI horror game developers.</i></p> <p>Analyze whether the clickwrap or voice-based consent obtained from Zara can be legally upheld under Indian contract law and the DPDP Act.</p>	25	CO5