

Abstract

Study on the Copyright Issues for Use of Architectural Works on Metaverse

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In a virtual world such as the metaverse, architectural works in the real world are duplicated by imitating the real world or fusion with the real world. In this new convergence environment, it was examined whether virtual world buildings infringe copyrights on real world buildings.

Since the virtual world architecture can be recognized for its creativity by imposing creativity on its elements, computer programs and design elements, it is possible to protect such creative expressions by copyright. And, if only the shape of the virtual world building is copied into the virtual world building, there is a high possibility of copyright infringement.

On the other hand, if real-world buildings are implemented in the virtual world, copyright infringement is likely to be denied as it corresponds to 'Freedom of Panorama'.

Nevertheless, it seems necessary to carefully examine whether there is copyright infringement on architectural works implemented in virtual space, and it is necessary to present guidelines for the use of architectural works in virtual space for such services are activated in the near future.

Keywords

Metaverse, Copyright, Architectural Works, Freedom of Panorama, Fair Use

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