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*More Than Just A Game III: Games and Interactive Entertainment Law*

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**‘Trusting Ourselves: Freedom of Thought in Virtual Reality’**

Virtual Reality in games is becoming less virtual and more real. At some point not far away technology may produce fidelity so convincing to our brains that the term “Replacement Reality” would be more apt than “Virtual Reality”. Could human freedom of thought itself be challenged in such circumstances? If so what role should law play?

This paper will address the following questions:

1. What is freedom of thought in today’s world?
2. How should we understand and characterize harms relating to freedom of thought arising from virtual experiences?
3. For what legitimate purposes might the law intervene to protect an individual from the consequences of virtual world experiences affecting freedom of thought, including the potential of being manipulated, compelled or other diminishments of free will?
4. What legal principles and remedies could we apply to protect individuals from such harms?
5. How might we determine the point at which free will is endangered so as to require legal intervention?
6. What are the implications for technology and game companies?

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