Virtual reality: technologies, use cases, and legal challenges

Lecturer:

Massimo Ballerini (Bocconi lecturer, media and communication expert)
Stefano Gallarini (journalist and radio and television presenter)
Nick Rosa (Technology Innovation Director Europe - Accenture)
Barbara Indovina (lawyer and Bocconi lecturer)
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Language

English

Course description and objectives

The course begins by tracing the technological evolution of immersive devices and then presents the main Virtual Reality solutions currently available. It examines their concrete capabilities and limitations, and clarifies the role they actually play in the (increasingly distant) promise of enabling meaningful interaction between individuals in dedicated metaverse environments.

Particular attention will be paid to how VR can function as an access point to new forms of consumption and exchange based on blockchain technologies and NFTs, highlighting both opportunities and risks. The course will also address the impact of VR in more traditional domains, exploring its potential as well as its technical, social, and ethical criticalities. The final part of the course will focus on the delicate legal issues raised by VR technologies, including questions of responsibility, data protection, and the regulation of digital spaces.

Throughout the course, invited experts from different professional fields will contribute insights on the topics discussed.

By the end of the course, participants will be able to:

- Identify the main categories of VR tools and recognize their specific characteristics and typical use cases.
- Understand the meaning and implications of the concept of the Metaverse, particularly in relation to social interaction and the exchange of goods and services in virtual environments.
- Critically assess the challenges associated with the development and deployment of VR applications and metaverse platforms, including technical, social, economic, and legal aspects.

Recipients

The course is open to all Bocconi students and is particularly suited for:
- Those interested in learning about the characteristics of Virtual Reality technologies and understanding the differences between the leading tools currently available.
- Those who want to explore the impact of these technologies, with a specific focus on the dynamics of the Metaverse.
- Those eager to discover new applications and possibilities for utilizing VR tools across various fields

Prerequisites

There is no specific requirement for attending this course.

Guidelines

Registration:
You can sign up for the course only through the yoU@B student Diary, in the **"sign-up for various activities"** box (please note that the box appears only when registrations open. Before then it will not be visible).
You can only cancel your registration by Diary **no later** than the registration deadline for the course itself. No other ways of cancellation are allowed.
Registration will be confirmed a few days before the start of the course through a message posted in the yoU@B student Diary.

Attendance:
- Attendance of **75% or more** of class hours: obtainment of the Open Badge
- Attendance of **less than 25%** of class hours: placement on **Exclusion List**

Duration

12 hours

Teaching mode

This course will be only taught in person. Distance mode will not be provided.

Calendar

Lecture	Date	Time	Room
1	Tue 17/02/2026	18.15 - 19.45	4 (Sarfatti)
2	Wed 18/02/2026	18.15 - 19.45	4 (Sarfatti)
3	Tue 24/02/2026	18.15 - 19.45	4 (Sarfatti)
4	Wed 25/02/2026	18.15 - 19.45	4 (Sarfatti)
5	Tue 03/03/2026	18.15 - 19.45	4 (Sarfatti)
6	Wed 04/03/2026	18.15 - 19.45	4 (Sarfatti)

Note: lessons will be held in the traditional room and **all the students have to bring their own device.**

Syllabus of the course

Lecture	Topics

1 Virtual Reality: technologies and applications
- Evolution of Virtual Reality systems
- Differences between Virtual Reality and Augmented Reality
- Definition and characteristics of the Metaverse

2 Virtual reality experiences compared
- Types of VR experiences currently available
- Some examples of VR applications
- Experiencing Virtual Reality (testing a VR headset)

3 The impact of Immersive Technologies for Business
- Where is the value of XR applications for Business
- Examples of experiences and areas of application
- How to successfully execute an XR driven innovation

4 Past, present, and future of Immersive Technologies
- Origins of the technology
- Current state of the industry
- Scenarios and perspectives for the future

Lecture	Topics
5	**The "Self" in the Metaverse: personal data and legal issues**
	- Digital identity
	- The Metaverse and the processing of personal data
	- Crimes in the Metaverse
6	**Exchanges in the Metaverse: legal relationships and protection of rights**
	- Exchange of goods and provision of services in the Metaverse
	- Blockchain, Smart Contracts and Cryptocurrencies
	- NFTs and copyright protection

Software used

No specific software is required to take the course.

Suggested bibliography

During the course, the teachers will provide information on any readings and documentation available online and/or in paper format.

Available seats

This activity is limited to **110** participants. Registrations cannot be carried out once this number has been reached or after the registration period ends.
Please note that you can withdraw from ITEC courses **only before the registration deadline**.