

Видеоигры, гейминг, киберспорт: правовые вопросы

Коллективная монография

*Под научной редакцией
М. А. Рожковой, Р. Л. Лукьянова*

Video games, gaming, cybersports:
legal issues

Multi-authored monograph

Science editors M. A. Rozhkova, R. L. Lukyanov



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This monograph prepared by the collective of authors is dedicated to the legal issues arising in regard to video games. These are both general problems of legal regulation of relations connected with video games and possibility of application of article 1062 of the Civil Code of the Russian Federation to different legal situations and legal regimes of game mechanics, in-game property (virtual items, game currency, characters etc.), loot boxes, modifications of computer programmes etc. The monograph indicates the problematic aspects of consumer rights protection, in particular, the return of money for a video game. In addition, it assesses the permissibility (or necessity) of recourse to arbitration and mediation tools in cybersports.

The book may be useful for judges, lawyers, legal practitioners, academics, lecturers, postgraduates and law students as well as all others interested in the development of the Russian law and issues related to the application of the current legislation.

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