

INTERPOL AND METAVERSE: VIRTUAL WORLD, REAL CHALLENGES

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METAVERSE

A three-dimensional virtual world is termed the next frontier of the internet. it could constitute a new world with limitless possibilities. It is well defined as a world where people interact through an avatar to enjoy entertainment, make transactions, etc.

FEATURES OF METAVERSE

- Persistent and massive

The metaverse is not restricted by physical boundaries and continues indefinitely, feels real and serves as a global stage for interaction.

- Economy

Individuals, owners, businesses can produce, sell their products which will be globally accepted by the others thus helping to monetize and allocate our financial resources.

- Digital and real

It is an experience that spans both the digital and real world



Fig.1: Features of the metaverse

INTERPOL ON METAVERSE

At the 90th Interpol general assembly at New Delhi, the first ever metaverse specifically designed for law enforcement was unveiled .It allowed the users to virtually tour the Interpol headquarters located at Lyon, France without any geographical boundaries.

THE NEED ONE ENTERING METAVERSE

Interpol’s Global Crime Trend report listed money laundering, ransomware, phishing, and online scams as serious threats and said that the crimes are increasingly moving online. Previously, concern about social engineering attacks, extremism, and misinformation spreading through metaverse social settings, potential crimes against children, financial crimes, cyberattacks, sexual assault, and harassment were raised by the Interpol.



Fig.2: Statistics showing the most common cyber crimes

METAVEVERSE NUANCES

- Cases of assault
- Sexual violation of digital avatar
- Issues such as privacy protection, hate speech, polarisation, addiction, market gatekeeping etc continue to raise concerns
- Questions of control, content moderation, copyright infringement, political destabilisation etc will assume greater importance with growing metaverse
- Social inequalities, identity theft, psychological effects

PRIMITIVE SOLUTION

Interpol aims at deploying its metaverse technologies to remotely sensitise its affiliates and other police organisations around the world in this dynamic new virtual world.

It has real-world benefits for the police including through better remote work, networking, modelling crime scenes to preserve evidence and delivering training.

During a demo in New Delhi, experts delivered a training course on travel document verification and passenger screening in a metaverse classroom, with students then teleported to a virtual airport where they could put the new skills into direct practice at a virtual border point.

INSUFFICIENT IMPLEMENTED MEASURES

- Meta has various functions to protect the safety of people in the virtual environment. For example, it has developed a “safe space” option, called Personal Boundary, which imposes a distance between avatars of 1.2 metres; if this distance is exceeded, the platform stops the movement of the avatars.
- It is also possible to activate the recording of an event, which may persuade potential criminals, since they would know that their crimes would be recorded on video.
- The international police organisation has consolidated an alliance with the World Economic Forum, Microsoft, Meta and other com-

panies to carry out the initiative called Defining and Building the Metaverse which seeks to establish the “rules of the game” of this virtual universe: laws, standards, protocols and ways to investigate, prosecute, judge and penalise criminal behaviour that occurs in the metaverse

CONCLUSION

It is expected that the growing number of active users in virtual environments will increase the number and type of crimes in these platforms. By 2026, it is expected that 25% of the population will spend at least one hour a day in the metaverse, making it increasingly urgent to design a regulatory framework to ensure the safety and integrity of people

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