

**Question for written answer E-003417/2016  
to the Commission**  
Rule 130  
**Sorin Moisă (S&D)**

Subject: Virtual reality regulation

Virtual reality technology shows immense business potential and hence consumer take-up rate, but, especially from a health perspective, there can be significant risks associated with its use.

In this context and while understanding the difficulties of regulating an emerging technology, does the Commission plan or consider it necessary to regulate virtual reality technology?

Alternatively, is such an issue better left to self-regulation or to the jurisdiction of Member States?