



2022/2198(INI)

26.9.2023

AMENDMENTS

1 - 132

Draft report
Pablo Arias Echeverría
(PE751.902v02-00)

Virtual worlds – opportunities, risks and policy implications for the single market
((2022/2198(INI))

Amendment 1
Anne-Sophie Pelletier

Motion for a resolution
Citation 3 a (new)

Motion for a resolution

Amendment

– ***Having regard to Article 24 of the EU Charter of Fundamental Rights and the United Nations Convention on the Rights of the Child as elaborated in its General Comment No. 25 as regards the digital environment.***

Or. en

Amendment 2
Anne-Sophie Pelletier

Motion for a resolution
Recital B

Motion for a resolution

Amendment

B. whereas digitalisation brings with it a wealth of opportunities in fields such as medicine, security, education and law enforcement, and has enormous potential to solve global problems related to poverty and inequality; whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies;

B. whereas digitalisation brings with it a wealth of opportunities in fields such as medicine, security, education and law enforcement, and has enormous potential to solve global problems related to poverty and inequality; whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies; ***whereas it still requires the significant investment to combat the roll-out of digital technology and the digital divide, which still affects 46% of Europeans;***

Or. en

Amendment 3
Maria Grapini, Alex Agius Saliba, Maria-Manuel Leitão-Marques

Motion for a resolution

Recital B

Motion for a resolution

B. whereas digitalisation brings with it a wealth of opportunities in fields such as medicine, security, education **and law enforcement**, and has **enormous** potential to **solve** global problems related to poverty and inequality; whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies;

Amendment

B. whereas digitalisation brings with it a wealth of opportunities in fields such as medicine, **culture**, security, **or** education, and has potential to **contribute to solving** global problems related to poverty and inequality; whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies, **if guided in the right direction by appropriate policies**;

Or. en

Amendment 4 Vlad-Marius Botoș

Motion for a resolution Recital B

Motion for a resolution

B. whereas **digitalisation brings with it a wealth of** opportunities in fields such as medicine, **security**, education and **law enforcement**, **and has enormous potential to solve global** problems related to poverty and inequality; **whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies**;

Amendment

B. whereas **digitalization could lead to less bureaucracy while also bringing new** opportunities in **the** fields such as **economy**, medicine, education and **could contribute to solving** problems related to poverty, inequality **and sustainability**, **increasing the potential of communication and offering a wide range of analytical tools applicable in all possible sectors**;

Or. en

Amendment 5 Francisco Guerreiro on behalf of the Verts/ALE Group

Motion for a resolution Recital B

Motion for a resolution

B. whereas digitalisation brings ***with it a wealth of*** opportunities in fields such as medicine, security, education and law enforcement, and has ***enormous*** potential to ***solve global problems related to poverty and inequality***; whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies;

Amendment

B. whereas digitalisation brings opportunities in fields such as medicine, security, education and law enforcement, and has ***shown*** potential to ***democratise processes and access to education and knowledge***; whereas it also offers new possibilities to advance the transition process towards more sustainable and just societies;

Or. en

Amendment 6

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Recital C

Motion for a resolution

C. whereas the digital transformation also entails significant challenges that will force us to ***review many of*** the concepts and norms that have hitherto underpinned our growth and social progress;

Amendment

C. whereas the digital transformation also entails significant challenges that will force us to ***identify the best ways to enforce*** the concepts and norms that have hitherto underpinned our growth and social progress; ***whereas digitization has often exacerbated existing power structures in favour of market monopolisation and concentration; whereas in many areas a few big tech companies control the market and thereby power concentrates among a few; stresses the need to reduce technological dependencies on third countries by moving towards a decentralised approach to European virtual worlds, comprising both larger and smaller operators at various levels of the value chain***

Or. en

Amendment 7

Anne-Sophie Pelletier

Motion for a resolution
Recital C

Motion for a resolution

C. whereas the digital transformation also entails significant challenges that will force us to review many of the concepts and norms that have hitherto underpinned our growth and social progress;

Amendment

C. whereas the digital transformation also entails significant challenges that will force us to review many of the concepts and norms that have hitherto underpinned our growth and social progress ***keeping intact our fundamental core principles and values such as cultural policies and copyrights law***;

Or. en

Amendment 8
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Recital C

Motion for a resolution

C. whereas the digital transformation also entails significant challenges that will force us to review many of the concepts and norms that have hitherto underpinned our ***growth*** and social progress;

Amendment

C. whereas the digital transformation also entails significant challenges that will force us to review many of the concepts and norms that have hitherto underpinned our ***economic*** and social progress;

Or. en

Amendment 9
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Recital C

Motion for a resolution

C. whereas the digital transformation also entails significant challenges that ***will force us to review many of the*** concepts and norms that have hitherto underpinned our growth and social progress;

Amendment

C. whereas the digital transformation also entails significant challenges that ***might lead to reviewing*** concepts and norms that have hitherto underpinned our growth and social progress;

Amendment 10**Francisco Guerreiro**

on behalf of the Verts/ALE Group

Motion for a resolution**Recital D***Motion for a resolution*

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants and of the EU lagging behind in the global digital race have been translated into political and legislative will; whereas the EU institutions have made the digital transition ***one of their*** priority areas of action and policy formulation, establishing rules in line with European values and principles and moving away from the path followed by other geographical areas such as the United States and China, among others;

Amendment

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants and of the EU lagging behind in the global digital race have been translated into political and legislative will; whereas the EU institutions have made the digital ***and green*** transition priority areas of action and policy formulation, establishing rules in line with European values and principles and moving away from the path followed by other geographical areas such as the United States and China, among others; ***whereas the EU still lacks behind when it comes to thinking digital and green transition together; whereas this hampers the EU in forging a sustainable path of technologies for the future;***

Or. en

Amendment 11**Carlo Fidanza****Motion for a resolution****Recital D***Motion for a resolution*

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants and of the EU lagging behind in the global digital race have been translated into political and legislative will; whereas the EU institutions

Amendment

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants and of the EU lagging behind in the global digital race have been translated ***into the need of re-establishing a level playing field in the***

have made the digital transition one of their priority areas of action and policy formulation, establishing rules in line with European values and principles and moving away from the path followed by other geographical areas such as the United States and China, among others;

digital market and therefore into political and legislative will; whereas the EU institutions have made the digital transition one of their priority areas of action and policy formulation, establishing rules in line with European values and principles ***of equity and fair competition*** and moving away from the path followed by other geographical areas such as the United States and China, among others;

Or. en

Amendment 12

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Recital D

Motion for a resolution

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants ***and of the EU lagging behind in the global digital race have been translated into*** political and legislative ***will***; whereas the EU institutions have made the digital transition one of their priority areas of action and policy formulation, establishing rules in line with European values ***and*** principles and ***moving away from the path followed by other geographical areas such as the United States and China, among others***;

Amendment

D. whereas in the EU, awareness ***of the potential of emerging technologies and*** of the challenges posed by the accumulation of power by foreign digital giants ***has triggered EU*** political and legislative ***action, for instance by setting global regulatory standards or reducing dependencies in critical, strategic areas***; whereas the EU institutions have made the digital transition one of their priority areas of action and policy formulation, establishing rules in line with European values, principles and ***fundamental rights, and ensuring strategic autonomy and independence from other global powers***;

Or. en

Amendment 13

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Recital D

Motion for a resolution

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants and of the EU lagging behind in the global digital race have been translated into political and legislative will; whereas the EU institutions have made the digital transition one of their priority areas of action and policy formulation, establishing rules in line with European values and principles and moving away from the path followed by other **geographical areas** such as the United States and China, among others;

Amendment

D. whereas in the EU, awareness of the challenges posed by the accumulation of power by foreign digital giants and of the EU lagging behind in the global digital race have been translated into political and legislative will; whereas the EU institutions have made the digital transition one of their priority areas of action and policy formulation, establishing rules in line with European values and principles and moving away from the path followed by other **countries** such as the United States and China, among others;

Or. en

Amendment 14

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Recital D a (new)

Motion for a resolution

Amendment

Da. whereas digital technologies, including those referred to under the term “virtual worlds” require high amounts of energy, storage space and bandwidth to be developed and run; whereas the digital sector is one of the sectors that records exponential growth which may impact the EU’s climate goals

Or. en

Amendment 15

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution

Recital E

Motion for a resolution

Amendment

E. whereas the transition to Web 4.0 and the development of virtual worlds are an indispensable part of the future of digitisation and a key building block for the completion of the digital single market;

E. whereas the transition to Web 4.0 and the development of virtual worlds are an indispensable part of the future of digitisation and a key building block for the completion of the digital single market; ***whereas the new virtual worlds should not replace but rather only complement the real world;***

Or. fr

Amendment 16

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Recital E

Motion for a resolution

E. whereas the ***transition to*** Web 4.0 and the development of virtual worlds ***are an indispensable part of the future of digitisation and a key building block for the completion of*** the digital single market;

Amendment

E. whereas the ***digitalization is at the basis of the*** Web 4.0 and ***a key factor in*** the development of ***the*** virtual worlds ***which should be integrated into*** the Digital Single Market ***without compromising it and imposing blockages;***

Or. en

Amendment 17

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Recital E

Motion for a resolution

E. whereas the transition to Web 4.0 and the development of virtual worlds ***are an indispensable*** part of the future of digitisation and ***a key*** building ***block*** for the completion of the digital single market;

Amendment

E. whereas the transition to Web 4.0 and the development of virtual worlds ***can be*** part of the future of digitisation and ***one of the potential*** building ***blocks*** for the completion of the digital single market;

Or. en

Amendment 18

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Recital E

Motion for a resolution

E. whereas the transition to Web 4.0 and the development of virtual worlds are ***an indispensable*** part of the future of digitisation and a ***key*** building block for the completion of the digital single market;

Amendment

E. whereas the transition to Web 4.0 and the development of virtual worlds are ***a*** part of the future of digitisation and a building block for the completion of the digital single market;

Or. en

Amendment 19

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Recital E a (new)

Motion for a resolution

Amendment

Ea. whereas a definition and clear understanding of "virtual worlds" is lacking, including which technologies may be captured under such a term; whereas inventions such as the "metaverse" have yet to prove their significance

Or. en

Amendment 20

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Recital F

Motion for a resolution

F. whereas virtual worlds also entail significant risks affecting consumer

Amendment

F. whereas virtual worlds also entail significant risks affecting consumer

protection and issues related to competition law, privacy and personal data protection, and cybersecurity;

protection and issues related to competition law, privacy and personal data protection, and cybersecurity; ***but also raise important concerns on end-user addiction and vulnerable groups that oftentimes lack essential skills for a just and fair digital transition, with a particular emphasis on minors, the elderly, and people with disabilities***

Or. en

Amendment 21
Vlad-Marius Botoș

Motion for a resolution
Recital F

Motion for a resolution

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition law, privacy and personal data protection, and cybersecurity;

Amendment

F. whereas virtual worlds also entail significant risks, ***insufficiently known and covered by scientific studies, potentially affecting the health of the end-users and raising challenges regarding the*** consumer protection and issues related to competition law, privacy and personal data protection, and cybersecurity;

Or. en

Amendment 22
Anne-Sophie Pelletier

Motion for a resolution
Recital F

Motion for a resolution

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition law, privacy and personal data protection, and cybersecurity;

Amendment

F. whereas virtual worlds also entail significant risks affecting consumer protection, ***including vulnerable groups such as children*** and issues related to ***protection of the fundamental rights,*** competition law, privacy and personal data protection, and cybersecurity; ***among***

many others;

Or. en

Amendment 23
Andreas Schwab

Motion for a resolution
Recital F

Motion for a resolution

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition law, privacy and personal data protection, *and* cybersecurity;

Amendment

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition law, privacy and personal data protection, cybersecurity *and the protection of the fundamental rights among many others;*

Or. en

Amendment 24
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Recital F

Motion for a resolution

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition *law*, privacy and personal data protection, and cybersecurity;

Amendment

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition, *content moderation, intellectual property*, privacy and personal data protection, and cybersecurity;

Or. en

Amendment 25
Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle

Motion for a resolution
Recital F

Motion for a resolution

F. whereas virtual worlds also entail significant risks affecting consumer protection and issues related to competition law, privacy and personal data protection, and cybersecurity;

Amendment

F. whereas virtual worlds also entail significant risks affecting ***citizen and*** consumer protection and issues related to competition law, privacy and personal data protection, and cybersecurity;

Or. fr

Amendment 26

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Recital F a (new)

Motion for a resolution

Amendment

Fa. whereas the experience of virtual worlds will be gendered; whereas, according to the European Institute for Gender Equality (EIGE), one in ten women have experienced some form of cyber violence since the age of 15; whereas the UN Special Rapporteur on Violence Against Women has stated that new technologies ‘will inevitably give rise to different and new manifestations of online violence against women’; whereas gender inequalities and gender-based violence are already a problem in virtual worlds, with cases of verbal and sexual harassment of women having been reported; whereas the ICT sector suffers from a severe gender imbalance with only 1 in 5 ICT specialists being women^{1a}; whereas women are underrepresented in leadership roles also in the metaverse economy^{1b};

^{1a}

https://ec.europa.eu/eurostat/databrowser/view/ISOC_SKS_ITSPS/

^{1b} <https://www.mckinsey.com/featured-insights/diversity-and-inclusion/even-in-the-metaverse-women-remain-locked-out->

Or. en

Amendment 27
Francisco Guerreiro
on behalf of the Verts/ALE Group

Motion for a resolution
Recital F a (new)

Motion for a resolution

Amendment

***Fa. whereas the industrial applications
and the consumer use cases present
different challenges and require tailored
approaches***

Or. en

Amendment 28
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Recital F b (new)

Motion for a resolution

Amendment

***Fb. whereas broad-scale adoption of
online virtual worlds would significantly
increase power needs of data centres, and
such increased electricity consumption
could endanger the sustainable transition;***

Or. en

Amendment 29
Francisco Guerreiro
on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 1

Motion for a resolution

1. Welcomes the Commission communication of 11 July 2023 entitled ‘An EU initiative on Web 4.0 and virtual worlds: a head start in the next technological transition’;

Amendment

1. Welcomes the Commission communication of 11 July 2023 entitled ‘An EU initiative on Web 4.0 and virtual worlds: a head start in the next technological transition’; ***underlines that this strategy must be sustainable and human-centric, while protecting the values of the European Union and fundamental rights***

Or. en

Amendment 30

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 2

Motion for a resolution

2. Points to the lack of a universally recognised or agreed definition of virtual worlds ***and*** considers that further work is needed in order to rectify this;

Amendment

2. Points to the lack of a universally recognised or agreed definition of ***technologies considered as “virtual worlds” and laments the lack of clarity and differentiation in the Commission’s initiative;*** considers that further work is needed in order to rectify this; ***points out that many of the technologies referred to as “virtual worlds” have existed for years; underlines that a future European strategy should be anchored in research, scientific evidence and societal relevance rather than relying on proclaimed buzzwords;***

Or. en

Amendment 31

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 2

Motion for a resolution

2. ***Points to the lack of a universally recognised or agreed definition of virtual worlds and considers that further work is needed in order to rectify this;***

Amendment

2. ***Welcomes the definition of virtual worlds by the Commission, aligned with broadly agreed-upon characteristics such as immersivity, synchronicity and persistence; recognizes the advantages of having an internationally accepted definition of virtual worlds and other key concepts in this field and calls on the Commission to support this effort in international fora;***

Or. en

Amendment 32

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 2

Motion for a resolution

2. Points to the lack of a universally recognised or agreed definition of virtual worlds and considers that further work is needed in order to rectify this;

Amendment

2. Points to the lack of a universally recognised or agreed definition of virtual worlds ***as well as a lack of policy coordination at national level*** and considers that further work is needed in order to rectify this;

Or. en

Amendment 33

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle

Motion for a resolution

Paragraph 2

Motion for a resolution

2. Points to the lack of ***a*** universally recognised or agreed ***definition*** of virtual worlds and considers that further work is needed in order to rectify this;

Amendment

2. Points to the lack of universally recognised or agreed ***definitions*** of virtual worlds ***and the real world*** and considers that further work is needed in order to rectify this;

Amendment 34
Andreas Schwab

Motion for a resolution
Paragraph 2 a (new)

Motion for a resolution

Amendment

2a. *observes that, although the European Commission's communication does not yet indicate the need for precise legislative action, it is nevertheless important to make a careful assessment of all issues relating to the development of virtual worlds and their effective coverage by existing legislation;*

Or. en

Amendment 35
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Paragraph 2 a (new)

Motion for a resolution

Amendment

2a. *Underlines the need to make a clear difference between the digital instruments, augmented reality, immersive experiences, virtual reality and other possible emerging technologies, based on strong scientific studies and technical specificities, exploring the need for standardization of the sector;*

Or. en

Amendment 36
Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle

Motion for a resolution

Paragraph 3

Motion for a resolution

Amendment

3. ***Underlines that a true digital single market can contribute decisively to the development of virtual worlds; considers that a clear and comprehensive regulatory framework is of vital importance; highlights and stresses the need to monitor potential fragmentation issues within the digital single market;***

deleted

Or. fr

Amendment 37

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 3

Motion for a resolution

Amendment

3. Underlines that a true digital single market can contribute decisively to the development of virtual worlds; considers that a clear ***and*** comprehensive regulatory framework is of vital importance; highlights and stresses the need to monitor potential fragmentation issues within the digital single market;

3. Underlines that a true digital single market can contribute decisively to the development of virtual worlds; considers that a clear, comprehensive ***but targeted*** regulatory framework is of vital importance; highlights and stresses the need to monitor potential fragmentation issues within the digital single market ***ensuring a level playing field that would allow the harnessing of the full potential of the virtual worlds enabling the economic growth;***

Or. en

Amendment 38

Anne-Sophie Pelletier

Motion for a resolution

Paragraph 3

Motion for a resolution

Amendment

3. Underlines that a true digital single market can contribute decisively to the development of virtual worlds; considers that a clear and comprehensive regulatory framework is of vital importance; highlights and stresses the need to monitor potential fragmentation issues within the digital single market;

3. Underlines that, *except for the subsidiarity principles on the cultural policy rules and the country of destination rules on the copyright matters* a true digital single market can contribute decisively to the development of virtual worlds; considers that a clear and comprehensive regulatory framework is of vital importance; highlights and stresses the need to monitor potential fragmentation issues within the digital single market;

Or. en

Amendment 39

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 3

Motion for a resolution

3. Underlines that *a true* digital single market can contribute *decisively to* the development of virtual worlds; considers that a clear and comprehensive regulatory framework is of vital importance; highlights and stresses the need to monitor potential fragmentation issues within the digital single market;

Amendment

3. Underlines that *the harmonization of the* digital single market can contribute *to strengthen the EU's ability to compete globally, including* the development of *technologies referred to as* virtual worlds; considers that a clear and comprehensive regulatory framework is of vital importance; highlights and stresses the need to monitor *and address at EU-level* potential fragmentation issues within the digital single market;

Or. en

Amendment 40

Carlo Fidanza

Motion for a resolution

Paragraph 3

Motion for a resolution

3. Underlines that a true digital single

Amendment

3. Underlines that a true digital single

market can contribute decisively to the development of virtual worlds; considers that a clear and comprehensive regulatory framework *is of vital importance*; highlights and stresses the need to monitor potential fragmentation issues within the digital single market;

market can contribute decisively to the development of virtual worlds; considers that a clear and comprehensive regulatory framework *will be necessary when the technology will be mature*; highlights and stresses the need to monitor potential fragmentation issues within the digital single market

Or. en

Amendment 41 **Andreas Schwab**

Motion for a resolution **Paragraph 4**

Motion for a resolution

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) *and* the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; considers that the Commission should conduct regular *regulatory fitness* checks of the digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of

Amendment

4. Welcomes *the shaping of a legislative framework for the digital sector thanks to* the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹), the Digital Markets Act (Regulation (EU) 2022/1925²) *and the Data Act (2022/0047(COD) that is about to be endorsed by the Council and the European Parliament*; notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; considers that the Commission should conduct regular checks *on the adequacy and consistency* of the *legislative framework of* digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of

14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L 265, 12.10.2022, p. 1.

14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L 265, 12.10.2022, p. 1.

Or. en

Amendment 42

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 4

Motion for a resolution

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) and the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; considers that the Commission should conduct regular regulatory fitness checks of the digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of 14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L

Amendment

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) and the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; ***is concerned about the lack of references to concrete regulatory gaps in the Commission communication, and calls on the Commission to conduct further work on such assessments***; considers that the Commission should conduct regular regulatory fitness checks of the digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of 14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L

Or. en

Amendment 43
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 4

Motion for a resolution

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) and the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; considers that the Commission should conduct regular regulatory fitness checks of the digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of 14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L 265, 12.10.2022, p. 1.

Amendment

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) and the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; considers that the Commission should conduct regular regulatory fitness checks of the digital single market ***including a specific assessment of whether the new opportunities, risks or other issues that may rise with virtual worlds are sufficiently addressed in legislation an policy***, and where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of 14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L 265, 12.10.2022, p. 1.

Or. en

Amendment 44

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 4

Motion for a resolution

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) and the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence act and the ongoing negotiations thereon; considers that the Commission should conduct regular regulatory fitness checks of the digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of 14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L 265, 12.10.2022, p. 1.

Amendment

4. Welcomes the latest regulatory developments in this regard, such as the Digital Services Act (Regulation (EU) 2022/2065¹) and the Digital Markets Act (Regulation (EU) 2022/1925²); notes also the proposal for an artificial intelligence **act, the Right to Repair and Cyber Resilience** Act and the ongoing negotiations thereon; considers that the Commission should conduct regular regulatory fitness checks of the digital single market and, where necessary, put forward legislative proposals; believes that the outcome of such checks should be made public;

¹ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022, p. 1.

² Regulation (EU) 2022/1925 of the European Parliament and of the Council of 14 September 2022 on contestable and fair markets in the digital sector and amending Directives (EU) 2019/1937 and (EU) 2020/1828 (Digital Markets Act), OJ L 265, 12.10.2022, p. 1.

Or. en

Amendment 45

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 5

Motion for a resolution

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, infringement of intellectual property rights, cyberterrorism, sexual abuse of minors and cyberbullying, among others;

Amendment

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, ***spread of illegal content***, infringement of intellectual property rights, cyberterrorism, sexual abuse of minors and cyberbullying, among others; ***calls the Commission to specially assess of all potential risks for consumers when using virtual worlds and all related technologies and which gaps in EU law exists with the objective to ensure an high level of consumer protection ;***

Or. en

Amendment 46

Anne-Sophie Pelletier

Motion for a resolution

Paragraph 5

Motion for a resolution

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, infringement of intellectual property rights, cyberterrorism, sexual abuse of minors ***and*** cyberbullying, among others;

Amendment

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, ***in particular for vulnerable groups*** such as ***children including*** the proliferation of fake news, infringement of intellectual property rights, cyberterrorism, ***collect and misuse of personnal data, manipulative behavioural***

or addictive design of digital services,
sexual abuse of minors, *sexual harassment*
and abuse of women, cyberbullying,
among others;

Or. en

Amendment 47

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 5

Motion for a resolution

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of *fake news*, infringement of intellectual property rights, cyberterrorism, *sexual abuse of minors and cyberbullying*, among others;

Amendment

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as *violations of fundamental rights*, the proliferation of *disinformation, child sexual abuse material and hate speech*, infringement of intellectual property rights, cyberterrorism, *cyberviolence and bullying against women and minors, discrimination of minorities and vulnerable populations*, among others;

Or. en

Amendment 48

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 5

Motion for a resolution

5. Welcomes the Commission's commitment to monitor the development of

Amendment

5. Welcomes the Commission's commitment to monitor the development of

virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, *infringement of intellectual property rights, cyberterrorism*, sexual abuse of minors and cyberbullying, among others;

virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, *including deep fakes, terrorist content online, fraud of all kinds, addictive design, foreign propaganda, various forms of gender based violence*, sexual abuse of minors and cyberbullying, among others;

Or. en

Amendment 49

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution Paragraph 5

Motion for a resolution

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, infringement of intellectual property rights, cyberterrorism, sexual abuse of minors and cyberbullying, among others;

Amendment

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, infringement of intellectual property rights, *digital identity fraud, cybercrime*, cyberterrorism, sexual abuse of minors and cyberbullying, among others;

Or. fr

Amendment 50 Andreas Schwab

Motion for a resolution Paragraph 5

Motion for a resolution

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, infringement of intellectual property rights, cyberterrorism, sexual abuse of minors and cyberbullying, among others;

Amendment

5. Welcomes the Commission's commitment to monitor the development of virtual worlds; invites the Commission to draft a report on this subject every two years and to transmit it to Parliament and the Council; asks the Commission to pay attention to the potential emergence of problems in the Web 4.0 that already exist in the Web 3.0, such as the proliferation of fake news, infringement of intellectual property rights, ***misuse of personal data***, cyberterrorism, sexual abuse of minors and cyberbullying, among others;

Or. en

Amendment 51

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 5 a (new)

Motion for a resolution

Amendment

5a. Underlines that existing imbalance in the consumer trader relationship online might be exacerbated in virtual worlds and stresses that deceptive practices need to be addressed before allowing such systems to enter the European Union; notes in this regard that possible harmful impacts on consumers can occur; underlines that technologies must not be designed to distort consumers' transactional behaviour leading them to make decisions they would not have made otherwise;

Or. en

Amendment 52

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 6

Motion for a resolution

6. Points to the **great** economic **growth** potential of virtual worlds, and the growing levels of investment in the necessary infrastructure and in related research, innovation and new technologies; highlights the role of virtual reality (VR), augmented reality (AR) and mixed reality (XR) as crucial technologies for the development and growth of virtual worlds, providing users with immersive and interactive experiences;

Amendment

6. Points to the economic **development** potential of virtual worlds, and the growing levels of investment in the necessary infrastructure and in related research, innovation and new technologies; **stresses that the overall costs of such investments shall not result in the increase in final consumer prices; acknowledges the need to increase available resources at EU-level to fulfil these objectives**; highlights the role of virtual reality (VR), augmented reality (AR) and mixed reality (XR) as crucial technologies for the development and growth of virtual worlds, providing users with immersive and interactive experiences;

Or. en

Amendment 53
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 6

Motion for a resolution

6. Points to the great economic **growth** potential of virtual worlds, and the growing **levels of** investment in the necessary infrastructure and in related research, innovation and **new technologies**; highlights the role of virtual reality (VR), augmented reality (AR) and mixed reality (XR) as crucial technologies for the development and growth of virtual worlds, providing users with immersive and interactive experiences;

Amendment

6. Points to the great economic potential of virtual worlds, and the growing **needs for** investment in the necessary infrastructure and in related research, innovation and **re- and up-skilling**; highlights the role of virtual reality (VR), augmented reality (AR) and mixed reality (XR) as crucial technologies for the development and growth of virtual worlds, providing users with immersive and interactive experiences;

Or. en

Amendment 54
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Paragraph 6 a (new)

Motion for a resolution

Amendment

6a. Signals the positive as well as the negative potential impact of the new technologies and products on consumers, on their health, on their social and economic life; notes the growing number and variety of products linked to virtual worlds and economic investments made in the virtual world such as buying virtual assets, avatars and others; highlights the need to have targeted studies and extended consultation with experts in different fields, from economy to psychology to neuro-specialists, in order to develop a legislative framework fit for the purpose.

Or. en

Amendment 55
Andreas Schwab

Motion for a resolution
Paragraph 6 a (new)

Motion for a resolution

Amendment

6a. stresses that virtual worlds play also a key role for the industrial ecosystem by facilitating the relationship between developers and industrial users in order to develop and optimize the technologies for the new industrial applications leading to on the one hand, lower costs for companies for testing, engineering, production, etc. and, on the other hand, more innovative and accessible end products for consumers;

Amendment 56
Andreas Schwab

Motion for a resolution
Paragraph 6 b (new)

Motion for a resolution

Amendment

6b. *notes that also the development of some AI models such as generative AI can play a crucial role in creating and enriching virtual environments; in this regards call on the Commission to closely monitor also the rapid development of this technology and its impact in the digital ecosystem;*

Or. en

Amendment 57
Francisco Guerreiro
on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 7

Motion for a resolution

Amendment

7. Signals also the positive impact that these developments **will** have on employment, including the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

7. Signals also the **potentially** positive impact that these developments **can** have on employment, including the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of **investing in and** promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU; **stresses the need to invest in reskilling initiatives to educate existing workforce in the EU, paying specific attention to underrepresented**

groups in this sector, such as women;

Or. en

Amendment 58

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution

Paragraph 7

Motion for a resolution

7. Signals also the positive impact that these developments will have on employment, **including** the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

Amendment

7. Signals also the positive impact that these developments will have on employment; ***stresses the importance of promoting*** the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

Or. fr

Amendment 59

Maria Grapini, Maria-Manuel Leitão-Marques, Alex Agius Saliba

Motion for a resolution

Paragraph 7

Motion for a resolution

7. Signals also the positive impact that these developments **will** have on employment, including the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of

Amendment

7. Signals also the ***potential*** positive impact that these developments ***may*** have on employment, including the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of

creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

Or. en

Amendment 60

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 7

Motion for a resolution

7. Signals also the positive impact that these developments **will** have on employment, including the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

Amendment

7. Signals also the positive impact that these developments **could** have on employment, including the creation of new jobs in domains such as virtual world architecture or content creation; highlights the importance of promoting the development of appropriate skills to ensure the supply of talented and skilled workers fit for these jobs in the EU, as well as of creating appealing conditions to keep EU talent, attract foreign talent and promote entrepreneurship and innovation in the territory of the EU;

Or. en

Amendment 61

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 7 a (new)

Motion for a resolution

Amendment

7a. Notes the possible development of a parallel economy, with different structures and monetary systems as well as the social barriers that might appear in the virtual environment due to the quality of products, the costs and the lack of control and regulations on the possible

interactions amongst the participants of different environments;

Or. en

Amendment 62

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 8

Motion for a resolution

8. Recalls that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which **European** values and **principles** are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Amendment

8. Recalls that most companies leading the development of virtual worlds are established outside the EU **and many projects are led by dominant players in the tech industry**; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which **Union** values and **fundamental rights** are respected and promoted, with users **and not commercial interests** at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of **decentralised and interoperable ecosystems developed by** European small and medium-sized enterprises, innovation and growth; **stresses the need of raising European citizens' awareness about their responsible usage**;

Or. en

Amendment 63

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 8

Motion for a resolution

8. Recalls that most companies leading the development of virtual worlds

Amendment

8. Recalls that most companies leading the development of virtual worlds

are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field **and an appropriate policy framework** that promotes the expansion of European small and medium-sized enterprises, innovation and growth; ***calls the Commission to engage in a dialogue with like-minded third countries and within the international fora to develop common approaches and to coordinate positions on virtual worlds ;***

Or. en

Amendment 64

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution

Paragraph 8

Motion for a resolution

8. ***Recalls*** that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Amendment

8. ***Criticises the fact*** that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European ***strategic interests***, values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises ***and the establishment of European companies able to compete with foreign competitors, as well as*** innovation and growth;

Or. fr

Amendment 65

Carlo Fidanza

Motion for a resolution
Paragraph 8

Motion for a resolution

8. Recalls that ***most companies leading the development*** of virtual worlds ***are established outside the EU***; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Amendment

8. 8. Recalls that ***there is a vibrant, evolving ecosystem in the EU which has the potential to contribute to develop the future*** of virtual worlds; ***in view of that*** considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre, ***and in collaboration with international partners***; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Or. en

Amendment 66

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 8

Motion for a resolution

8. Recalls that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Amendment

8. Recalls that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre ***and ensuring full respect for fundamental rights, as well as the highest level of consumer protection***; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Or. en

Amendment 67
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 8

Motion for a resolution

8. Recalls that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Amendment

8. Recalls that most companies leading the development of virtual worlds are established outside the EU; considers that the EU should take the lead in shaping virtual worlds as ecosystems in which European values and principles are respected and promoted, with users ***and their fundamental rights*** at their centre; signals the importance of fostering the creation of a level playing field that promotes the expansion of European small and medium-sized enterprises, innovation and growth;

Or. en

Amendment 68
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 9

Motion for a resolution

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports the establishment of a technical multi-stakeholder forum for the development of

Amendment

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; ***notes the risks for consumers of allowing big players to define technical standards and protocols in their own interest and against the interests of consumers and society at large***; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage

technical standards to ensure interoperable virtual worlds;

with existing multi-stakeholder internet governance institutions to develop common governance standards; ***calls for the inclusion of consumer and other civil society organisations in all stakeholder engagement actions***; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds; ***highlights the potential represented by the creation of European Data Spaces for the development of virtual worlds***; ***calls on the Commission to assess the preparedness of the European Interoperability Framework to give public services the tools to take advantage of the potential of virtual worlds***;

Or. en

Amendment 69

Carlo Fidanza

Motion for a resolution

Paragraph 9

Motion for a resolution

9. Acknowledges that multiple virtual worlds have been developed by different undertakings ***in the absence*** of open standards ***and interoperable platforms***; ***considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment*** of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Amendment

9. 9. Acknowledges that multiple virtual worlds have been developed by different undertakings ***while work on open standards is still ongoing in various international fora such as the World Economic Forum, the OECD or the Metaverse Standards Forum***; ***considers that it is crucial that virtual worlds are built on a foundation*** of open standards ***for the benefit*** of consumers, ***while also lowering barriers to entry and facilitating market access by small firms and developers***; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards ***and encourages the Commission to support and build on the ongoing multi-stakeholder initiatives currently developing standards to ensure that***

virtual worlds are accessible to developers, businesses and citizens alike; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Or. en

Amendment 70
Adam Bielan

Motion for a resolution
Paragraph 9

Motion for a resolution

9. Acknowledges that multiple virtual worlds have been developed by different undertakings *in the absence of open standards and interoperable platforms*; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Amendment

9. Acknowledges that multiple virtual worlds have been developed by different undertakings *with each having unique hardware, software, and infrastructural requirements*; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers *while acknowledging its implementation in the domain of virtual worlds poses significant technical and practical challenges*; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; *recommends a comprehensive study to understand the feasibility and implications of interoperable virtual worlds*; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Or. en

Amendment 71
Andreas Schwab

Motion for a resolution
Paragraph 9

Motion for a resolution

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Amendment

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; ***underlines that these virtual worlds are currently developed by a few undertakings that have the resources and funds necessary to develop them;*** considers ***then*** that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position ***of those undertakings*** to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports the establishment of a ***worldwide*** technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Or. en

Amendment 72

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution
Paragraph 9

Motion for a resolution

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports

Amendment

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers ***and European companies, notably SMEs;*** welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop

the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

common governance standards; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Or. fr

Amendment 73

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 9

Motion for a resolution

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open standards and interoperable platforms; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Amendment

9. Acknowledges that multiple virtual worlds have been developed by different undertakings in the absence of open **and common** standards, **regulations** and interoperable platforms; considers that interoperability and open standards can contribute to the prevention of quasi-monopolies or abuses of dominant position to the detriment of consumers; welcomes the Commission's commitment to engage with existing multi-stakeholder internet governance institutions to develop common governance standards **and rules**; supports the establishment of a technical multi-stakeholder forum for the development of technical standards to ensure interoperable virtual worlds;

Or. en

Amendment 74

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 10

Motion for a resolution

10. Stresses the need to ensure that virtual worlds are open and accessible,

Amendment

10. Stresses the need to ensure that virtual worlds are open and accessible,

contributing to the greater participation of people with disabilities in the digital transition; ***signals the potential of virtual worlds to increase the participation of people with disabilities in different activities such as virtual tourism, which offer the possibility of visiting virtual places without having to overcome the mobility barriers that traditional tourism requires***; warns of the potential challenges that users with disabilities ***may*** face in interacting with virtual worlds, arising from inadequate accessibility features or designs that do not cater to their specific needs;

contributing to the greater participation of people with disabilities in the digital transition; warns of the potential challenges that users with disabilities ***will*** face in interacting with virtual worlds, arising from inadequate accessibility features or designs that do not cater to their specific needs; ***calls on the Commission to monitor the fitness of the European Accessibility Act and Web Accessibility Directive in ensuring accessibility in virtual worlds***;

Or. en

Amendment 75

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 10

Motion for a resolution

10. Stresses the need to ensure that virtual worlds are open and accessible, contributing to the greater participation of people with disabilities in the digital transition; signals the potential of virtual worlds to increase the participation of people with disabilities in different activities such as virtual tourism, ***which offer the possibility of visiting virtual places without having to overcome the mobility barriers that traditional tourism requires***; warns of the potential challenges that users with disabilities may face in interacting with virtual worlds, arising from inadequate accessibility features or designs that do not cater to their specific needs;

Amendment

10. Stresses the need to ensure that virtual worlds are open, ***inclusive*** and accessible, contributing to the greater participation of people with disabilities in the digital transition; signals the potential of virtual worlds to increase the participation of people with disabilities in different activities such as virtual tourism; warns of the potential challenges that users with disabilities may face in interacting with virtual worlds, arising from inadequate accessibility features or designs that do not cater to their specific needs;

Or. en

Amendment 76
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Paragraph 10

Motion for a resolution

10. Stresses the need to ensure that virtual worlds are open and accessible, contributing to the greater participation of people with disabilities in the digital **transition**; signals the potential of virtual worlds to increase the participation of people with disabilities in different activities such as virtual tourism, which offer the possibility of visiting virtual places without having to overcome the mobility barriers that traditional tourism requires; warns of the potential challenges that users with disabilities may face in interacting with virtual worlds, arising from inadequate accessibility features or designs that do not cater to their specific needs;

Amendment

10. Stresses the need to ensure that virtual worlds are open and accessible, contributing to the greater participation of people with disabilities in the **new** digital **environment**; signals the potential of virtual worlds to increase the participation of people with disabilities in different activities such as virtual tourism, which offer the possibility of visiting virtual places without having to overcome the mobility barriers that traditional tourism requires; warns of the potential challenges that users with disabilities may face in interacting with virtual worlds, arising from inadequate accessibility features or designs that do not cater to their specific needs;

Or. en

Amendment 77
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 10 – subparagraph 1 (new)

Motion for a resolution

Amendment

Stresses the need to recognise the specific needs, vulnerabilities and rights of children in all virtual worlds likely to be accessed by children, as well as the heightened risks that they face due to their evolving capacities and developmental stages; recalls the responsibility of businesses for designing and operating online services and products that are safe for children, respect their rights and prioritise their best interest, by design and default, and that

children belonging to different age groups should enjoy age appropriate experiences online; supports the development of measures that ease compliance and empower businesses to innovate and invest in delivering safe, age-appropriate products and services for children, notably regulatory instruments and industry standards on age-appropriate design and on privacy-preserving, effective, secure and proportionate age assurance mechanisms;

Or. en

Amendment 78
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 10 – point 1 (new)

Motion for a resolution

Amendment

(1) Stresses the need to recognise the specific needs, vulnerabilities and rights of women in all virtual worlds, as well as the increased risks they face because of their gender , such as sexual harassment, sexual assault, rape and violence; recalls that it is the responsibility of companies to design and operate online services and products that are safe for women and respect their fundamental rights, and supports the development of measures to combat rape culture in the metaverse

Or. en

Amendment 79
Francisco Guerreiro
on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 10 a (new)

10a. *Notes with concern that growing use of virtual worlds could also exclude certain groups of people who lack basic skills or resources to participate in this environment, but also people living in rural and remote areas, like outermost regions; highlights that the regulators need to be vigilant about preventing the manifestation of bias in the development of virtual worlds to avoid that existing discriminatory practices are perpetuated in virtuals worlds; emphasises that fostering digital literacy and access to quality and affordable internet is a precondition to any EU-level framework on virtual worlds;*

Or. en

Amendment 80
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;

Amendment

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need; ***warns that anonymity in virtual worlds can create an environment that can facilitate and encourage child sexual exploitation and abuse as well as moral and sexual harassment and sexual assaults on women;***

Amendment 81**Francisco Guerreiro**

on behalf of the Verts/ALE Group

Motion for a resolution**Paragraph 11***Motion for a resolution*

11. *Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;*

Amendment

11. *Stresses that anonymity in the digital world is a key pillar of the internet and should be protected also in the development of new technologies; underlines that in case of abuse, competent authorities should have the resources, such as a properly trained workforce, to fight criminal behaviour*

Amendment 82**Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle****Motion for a resolution****Paragraph 11***Motion for a resolution*

11. Believes that the debate over *the need for the identification of* users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username

Amendment

11. Believes that the debate over *making* users in virtual worlds *identifiable under predefined conditions* should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always

(alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;

possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;

Or. fr

Amendment 83
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;

Amendment

11. Believes that the debate over the need for the identification of users **and contents (wheter illegal or not)** in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;

Or. en

Amendment 84
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of

Amendment

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of

this digital **reality**, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital **world** is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need;

this digital **environment**, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital **environment** is always possible under a username (alias), behind which there must always be an individual identifiable only by the competent authorities in case of need ;

Or. en

Amendment 85

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 11

Motion for a resolution

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias), ***behind which there must always be an individual identifiable only by the competent authorities in case of need;***

Amendment

11. Believes that the debate over the need for the identification of users in virtual worlds should be a priority area in the development process of virtual worlds and that there should be a profound reflection on the possible configuration of this digital reality, bearing in mind that, in some cases, anonymity may be preferable; points out that anonymity in the digital world is always possible under a username (alias); ***calls on the Commission to assess the potential of the use of the European Digital Identity (eID) and wallet in virtual worlds;***

Or. en

Amendment 86

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 12

Motion for a resolution

12. Reiterates the importance of

Amendment

12. Reiterates the importance of

protecting users' personal data and privacy; points out that the General Data Protection Regulation³ *might not be enough* to address the challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of *user-generated content*;

protecting users' personal data and privacy; *highlights that virtual worlds may negatively impact data privacy of consumers at an unprecedented level and points out that it is unclear to what extent the General Data Protection Regulation³ is sufficient* to address the challenges posed to data protection in virtual worlds *and adhere to general principles of data minimization and privacy by design*; calls for greater attention to be paid to the data protection implications of *virtual worlds, taking into account the processing of sensitive data, such as biometric data; highlights that technologies allow access to the most intimate spaces of consumers, such as their home; underlines the need to prevent illegal data harvesting and use of sensitive user data for commercial surveillance practices*;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Or. en

Amendment 87 **Anne-Sophie Pelletier**

Motion for a resolution **Paragraph 12**

Motion for a resolution

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address the challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data

Amendment

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address the challenges posed to data protection in virtual worlds; *warns that access to sensitive data such as biometric*

protection implications of user-generated content;

and behavioural data, emotional reactions and haptic information could lead to new and intrusive ways of profiling, especially as interconnected virtual worlds operate on data sharing as they require an interplay of assets, experiences and common APIs; calls for greater attention to be paid to the data protection implications of user-generated content;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Or. en

Amendment 88 **Carlo Fidanza**

Motion for a resolution **Paragraph 12**

Motion for a resolution

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ ***might not be enough to address the challenges posed to data protection in virtual worlds***; calls for ***greater*** attention to be paid to the data protection implications of user-generated content;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural

Amendment

12. Reiterates the importance of protecting users' personal data and privacy ***while ensuring an innovation friendly environment***; points out that ***any new regulatory initiative should be coherent with*** the General Data Protection Regulation ***and with the upcoming legislation on digital matters (e.g. AI Act) minimising over-regulation, legal uncertainty and avoiding fragmentation between member states***; calls for ***special*** attention to be paid to the data protection implications of user-generated content

persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Or. en

Amendment 89

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 12

Motion for a resolution

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address the challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of ***user-generated*** content;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Amendment

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address the challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of ***immersivity, such as the integration of access points with content of services and considerable reduction of users' capacity to avoid collection of personal data***;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Or. en

Amendment 90

Adam Bielan

Motion for a resolution

Paragraph 12

Motion for a resolution

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address the challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of user-generated content;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Amendment

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address the challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of user-generated content ***and to the content generated by the various forms of AI;***

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Or. en

Amendment 91

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 12

Motion for a resolution

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address ***the*** challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of user-generated content;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural

Amendment

12. Reiterates the importance of protecting users' personal data and privacy; points out that the General Data Protection Regulation³ might not be enough to address ***all*** challenges posed to data protection in virtual worlds; calls for greater attention to be paid to the data protection implications of user-generated content;

³ Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural

persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), OJ L 119, 4.5.2016, p. 1.

Or. en

Amendment 92
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 12 – subparagraph 1 (new)

Motion for a resolution

Amendment

Believe that the collection, processing and storage of personal data should be banned outright. Believes that advertising and targeted advertising should be regulated or even banned in the virtual world, particularly in relation to vulnerable groups such as children, as provided for in the Digital Services Act (Regulation (EU) 2022/2065 .

Or. en

Amendment 93
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Paragraph 12 a (new)

Motion for a resolution

Amendment

12a. Underlines the voluntary participation in the virtual world and calls for the Commission to consider installing the right to permanent deletion so that the consumers can request for their data and profile to be erased from any applications, on-line games and virtual environments;

Or. en

Amendment 94
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 13

Motion for a resolution

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people;

Amendment

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as ***including yet unknown ones like behavioural or cognitive effects, as well as known ones such as addiction and other mental health problems ranging from intensified emotional and physical distress due to haptic technologies or unsolicited interactions, to harshened body image and self-esteem issues, isolation,*** addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people;

Or. en

Amendment 95
Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution
Paragraph 13

Motion for a resolution

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people;

Amendment

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people; ***underlines the need of scientific studies in the case of intrusive new technologies that imply implants or other physical transformation of the consumers in order to access and interact with the virtual environment;***

Or. en

Amendment 96

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 13

Motion for a resolution

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, **cybersickness** or disturbances in sleep patterns, especially among minors and young people;

Amendment

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, **mental health issues, motion sickness** or disturbances in sleep patterns, especially among minors and young people; **underlines the need for age appropriate design and parental control measures to ensure the safety of minors in such environments**

Or. en

Amendment 97

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 13

Motion for a resolution

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people;

Amendment

13. Warns about the **negative consequences of addictive design and dark patterns in virtual worlds; highlights that** potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people;

Or. en

Amendment 98

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution
Paragraph 13

Motion for a resolution

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns, especially among minors and young people;

Amendment

13. Warns about the potential health problems that may arise from accessing virtual worlds, such as addiction, cybersickness or disturbances in sleep patterns ***or cognitive development***, especially among minors and young people;

Or. fr

Amendment 99
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 13 a (new)

Motion for a resolution

Amendment

13a. Highlights the potential of virtual worlds in industrial and professional settings, in particular for training and prototyping; recalls that devices generate a range of physiological data about employees based on their participation in virtual worlds, which may lead to new forms of workplace surveillance; stresses the need to ensure compliance with labour rights and a high level of protection of workers;

Or. en

Amendment 100
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 14

Motion for a resolution

Amendment

14. Recalls the potential of virtual

14. Recalls the potential of virtual

worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

worlds to ***promote children's rights online with regards to their education, empowerment, participation and play, and*** offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against ***risks of abuse, harassment and bullying; exposure to violent, sexist, racism and pornographic content; warns about the difficulties in reporting and moderation, as well as the impact of excessive use of virtual worlds on children's mental and physical health; notes the need of research on the impact of virtual reality and other technologies on cognitive and behavioural development, and the need of a safety by design approach for ageappropriate applications and experiences through the recognition***

Or. en

Amendment 101

Carlo Fidanza

Motion for a resolution

Paragraph 14

Motion for a resolution

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

Amendment

14. Recalls the potential of virtual worlds ***and immersive education*** to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; ***in view of this stresses the opportunity to focus on addressing the EU's skills gap and training future talents who will benefit from the opportunities that virtual worlds will offer but also contribute to***

Europe's competitiveness; calls on the Commission to encourage initiatives where universities, engineering schools and industry players partner to assess the skills gaps, co-design roadmaps and strengthen public-private cooperation for the benefit of EU's youth; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

Or. en

Amendment 102

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle, Isabella Tovaglieri

Motion for a resolution

Paragraph 14

Motion for a resolution

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

Amendment

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; ***stresses, however, the risks inherent in early exposure to an excessive use of screens, which can affect well-being and proper cognitive, physical, psychological and social development; calls for information campaigns on limiting screen time, promoting the proper use of screens and the importance of digital parenting to be launched;*** underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

Or. fr

Amendment 103

Francisco Guerreiro

Motion for a resolution
Paragraph 14

Motion for a resolution

14. Recalls the potential of virtual worlds to offer **unique** experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

Amendment

14. Recalls the potential of virtual worlds to offer experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying; ***underlines that schools and educators need to be made aware of possible risks and harms of such systems before deployment is in effect, highlights the need for educators to be trained adequately to ensure they have the necessary digital skills and literacy***

Or. en

Amendment 104

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 14

Motion for a resolution

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; ***underlines*** the importance of ***protecting*** minors in virtual worlds, especially ***against*** abuse, harassment and bullying;

Amendment

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; ***stresses*** the importance of ***extending the highest level of protection afforded to*** minors in ***other offline and online environments to*** virtual worlds, especially ***regarding*** abuse, harassment and bullying;

Amendment 105

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 14

Motion for a resolution

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors in virtual worlds, especially against abuse, harassment and bullying;

Amendment

14. Recalls the potential of virtual worlds to offer unique experiences that can help minors develop their appetite for learning through, for example, learning through play, which can help them to develop skills in collaboration, communication, critical thinking, innovation and confidence; underlines the importance of protecting minors *especially from digital addiction ,and also to protect them* in virtual worlds, especially against abuse, harassment and bullying;

Or. en

Amendment 106

Anne-Sophie Pelletier

Motion for a resolution

Paragraph 14 – subparagraph 1 (new)

Motion for a resolution

Amendment

Calls for a ban on access to virtual worlds for children under 13, along the lines of that applied to social networks;

Or. en

Amendment 107

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 14 a (new)

Motion for a resolution

Amendment

14a. Calls on the Commission to promote safety by design and the inclusion of appropriate information for consumers, especially in terms of potential negative impacts and the introduction of safety limits, in particular for vulnerable categories; notes that the industry needs to become more active on this topic and the need for regulation must be assessed as soon as possible, before the mass market of such technologies;

Or. en

Amendment 108

Vlad-Marius Botoș, Dita Charanzová

Motion for a resolution

Paragraph 14 a (new)

Motion for a resolution

Amendment

14a. Underlines to necessity of educational programs to help children and young people adapt to the technological changes and to adopt an healthy and balanced approach combining the traditional social interaction with the time spent in the virtual environment also giving the parents the necessary tools to supervise and take informed decisions when allowing or involving their children in the virtual environment;

Or. en

Amendment 109

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle

Motion for a resolution

Paragraph 15

Motion for a resolution

15. Notes that virtual worlds will generate high-resolution images, graphics and video to ensure immersive user experiences, further requiring high-performing infrastructure; notes that, in particular 5G and 6G networks with low latency and high bandwidth will be key, as will technologies such as edge computing;

Amendment

15. Notes that virtual worlds will generate high-resolution images, graphics and video to ensure immersive user experiences, further requiring high-performing infrastructure; notes that, in particular 5G and 6G networks with low latency and high bandwidth will be key, as will technologies such as edge computing; ***recalls the European Court of Auditors' January 2022 report, which estimated the total cost of 5G deployment across all EU Member States until 2025, between building new 5G infrastructure and upgrading existing infrastructure, to range between EUR 281 billion and EUR 391 billion; calls, in this regard, for the establishment of a framework which would provide for a fair and equitable contribution to be made by very large content providers to Internet access providers;***

Or. fr

Amendment 110

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 15

Motion for a resolution

15. Notes that virtual worlds will generate high-resolution images, graphics and video to ensure immersive user experiences, further requiring high-performing infrastructure; notes that, in particular ***5G and 6G*** networks with low latency and high bandwidth will be key, as will technologies such as edge computing;

Amendment

15. Notes that virtual worlds will generate high-resolution images, graphics and video to ensure immersive user experiences, further requiring high-performing infrastructure; notes that, in particular ***the next generation mobile*** networks with low latency and high bandwidth will be key, as will technologies such as edge computing; ***such as assessment of environmental impact of such technologies;***

Amendment 111**Carlo Fidanza****Motion for a resolution****Paragraph 15***Motion for a resolution*

15. Notes that virtual worlds will generate high-resolution images, graphics and video to ensure immersive user experiences, further requiring high-performing infrastructure; notes that, ***in particular 5G and 6G networks with low latency and high bandwidth*** will be key, as will technologies such as edge computing;

Amendment

15. Notes that virtual worlds will generate high-resolution images, graphics and video to ensure immersive user experiences, further requiring high-performing infrastructure; notes that, ***efficient Wi-Fi connections like Wi-Fi 6*** will be key, as will technologies such as edge computing;

Amendment 112**Carlo Fidanza****Motion for a resolution****Paragraph 16***Motion for a resolution*

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard; ***highlights the need of a fair contribution from all the market players and the need of fair and up-to-dated policy framework governing the digital communications ecosystem. Points out that consolidation at the EU level is an option for the European telecom companies to compete effectively and continue to invest in infrastructure, particularly Gigabit networks, for the benefit of the EU single market***

Amendment 113
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard; ***calls on the Commission to conduct a study of the legislative framework applicable to virtual worlds and assess potential gaps, notably in the protection of vulnerable groups such as children, and support the development of regulatory instruments and industry standards on ageappropriate design and privacypreserving, effective, secure and proportionate age assurance mechanisms.***

Amendment 114
Andreas Schwab

Motion for a resolution
Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a ***true*** single market for telecoms is key in this regard;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed ***to support the development and the functioning of virtual worlds*** is delivered to consumers; ***emphasises the importance of establishing a comprehensive legislative framework that ensures all market players can grow and prosper in the digital transition;*** highlights that a ***fully integrated*** single

market for telecoms is key in this regard;

Or. en

Amendment 115

Carlo Fidanza

Motion for a resolution

Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of *how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard;*

Amendment

16. Calls on the Commission to conduct an *evidence-based* assessment of *relevant* infrastructure;

Or. en

Amendment 116

Adam Bielan

Motion for a resolution

Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard *and thus the appropriate extra telecom infrastructure should be invested in;*

Or. en

Amendment 117

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; highlights that a true single market for telecoms is key in this regard;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers, ***paying particular attention to the possible harms to the environment***; highlights that a true single market for telecoms is key in this regard;

Or. en

Amendment 118

Virginie Joron, Markus Buchheit, Jean-Lin Lacapelle

Motion for a resolution

Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers; ***highlights that a true single market for telecoms is key in this regard***;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed is delivered to consumers;

Or. fr

Amendment 119

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 16

Motion for a resolution

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure needed ***is delivered to consumers***; ***highlights that a true single market for telecoms is key in this regard***;

Amendment

16. Calls on the Commission to conduct an assessment of how to ensure that the infrastructure ***and devices*** needed ***to access virtual worlds are available in an affordable way to all consumers, including in remote areas and lower income households***;

Or. en

Amendment 120
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 16 – subparagraph 1 (new)

Motion for a resolution

Amendment

warns of the dangers of financial transactions involving cryptocurrencies, particularly fraud and scams;

Or. en

Amendment 121
Francisco Guerreiro
on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 16 a (new)

Motion for a resolution

Amendment

16a. Notes with concern that the development and deployment of virtual worlds may have a great impact on the environment, due to its need for high amounts of computing capacity in data centres and overall use of energy and creation of electronic waste; stresses the need for the establishment of energy efficient technologies, including the ability to measure environmental impact across the entire value chain; highlights the importance of raising consumer's awareness about the environmental impact and sustainability of these new technologies;

Or. en

Amendment 122
Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 16 b (new)

Motion for a resolution

Amendment

16b. Laments that the Commission has failed to include obligations to protect the environment into recent digital landmark legislative proposals, and thereby failed its promise to deliver a true twin transition;

Or. en

Amendment 123
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 17

Motion for a resolution

Amendment

17. Points out that the production of the devices needed to access virtual worlds requires resources such as rare earths and other mineral raw materials; welcomes in this sense the presentation of the Commission proposal for a regulation establishing a framework for ensuring a secure and sustainable supply of critical raw materials (COM(2023)0160);

17. Points out that the production of the devices needed to access virtual worlds requires resources such as rare earths and other mineral raw materials; welcomes in this sense the presentation of the Commission proposal for a regulation establishing a framework for ensuring a secure and sustainable supply of critical raw materials (COM(2023)0160); ***stresses that investments in resources such as rare earths and other future mineral raw materials must comply with forthcoming regulations on the due diligence and to ban products made with forced labour on the EU market***

Or. en

Amendment 124
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 17 a (new)

17a. *Notes that electricity consumption by large data centres currently accounts for 1-1.5% of global electricity use according to the International Energy Agency^{1a}, points out that data centre electricity consumption is likely to surge in case of large-scale adoption of virtual world technologies and the danger that increased electricity use has on realising the green transition;*

^{1a} <https://www.iea.org/energy-system/buildings/data-centres-and-data-transmission-networks>

Or. en

Amendment 125

Carlo Fidanza

Motion for a resolution

Paragraph 18

Motion for a resolution

18. Is convinced that virtual worlds can make a positive contribution to the fight against climate change and for environmental sustainability, for example by facilitating remote working, thereby reducing commuting and associated carbon emissions;

Amendment

18. Is convinced that virtual worlds can make a positive contribution to the fight against climate change and for environmental sustainability, for example by facilitating remote working, thereby reducing commuting and associated carbon emissions. ***The role of network infrastructures that enable digital solutions and new business models is crucial. To this end, it is necessary to raise the EC's awareness of the importance of recognizing network infrastructures among sustainable economic activities within the delegated climate regulations, alongside the data-driven digital solutions (IOT, artificial intelligence) and the cloud already foreseen, to in order to direct financial flows towards network infrastructures.***

Amendment 126

Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution

Paragraph 18

Motion for a resolution

18. ***Is convinced that*** virtual worlds ***can*** make a positive contribution to the fight against climate change and for environmental sustainability, for example by facilitating remote working, thereby reducing commuting and associated carbon emissions;

Amendment

18. ***Notes the potential for*** virtual worlds ***to*** make a positive contribution to the fight against climate change and for environmental sustainability, for example by facilitating remote working, thereby reducing commuting and associated carbon emissions;

Or. en

Amendment 127

Francisco Guerreiro

on behalf of the Verts/ALE Group

Motion for a resolution

Paragraph 18

Motion for a resolution

18. ***Is convinced that*** virtual worlds ***can make a positive contribution*** to the fight against climate change and ***for*** environmental sustainability, for example by facilitating remote working, thereby reducing commuting and associated carbon emissions;

Amendment

18. ***Notes that*** virtual worlds ***may contribute*** to the fight against climate change and ***to*** environmental sustainability, for example by facilitating remote working, thereby reducing commuting and associated carbon emissions;

Or. en

Amendment 128

Carlo Fidanza

Motion for a resolution

Paragraph 19

Motion for a resolution

19. Recalls the need to take advantage of technological advances to reduce the energy consumption and environmental footprint of the activities related to the production, use and development of virtual worlds, such as advanced recycling techniques and renewable energies;

Amendment

19. Recalls the need to take advantage of technological advances to reduce the energy consumption and environmental footprint of the activities related to the production, use and development of virtual worlds, such as advanced recycling techniques and renewable energies; ***It is recommended to promote the efforts of telecommunications companies in demonstrating the contribution of network infrastructures and digital solutions to carbon footprint reduction (direct and indirect emissions reductions in other sectors), in line with the work of the EDGC. With reference to the promotion of circular economy on devices, it is necessary to provide concrete benefits to virtuous telco's operators on green actions (for example, tax breaks on the sustainability report)***

Or. en

Amendment 129
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 19

Motion for a resolution

19. Recalls the need to take advantage of technological advances to reduce the energy consumption and environmental footprint of the activities related to the production, use and development of virtual worlds, such as advanced recycling techniques and renewable energies;

Amendment

19. Recalls the need to take advantage of technological advances to reduce the energy consumption and environmental footprint of the activities related to the production, use and development of virtual worlds, such as advanced recycling techniques and renewable energies; ***recalls the need to respect the right to repairability of objects in order to extend their lifespan;***

Or. en

Amendment 130
Francisco Guerreiro
on behalf of the Verts/ALE Group

Motion for a resolution
Paragraph 19

Motion for a resolution

19. Recalls the need *to take advantage of technological advances* to reduce the energy consumption and environmental footprint of the activities related to the production, use and development of virtual worlds, *such as advanced recycling techniques and renewable energies*;

Amendment

19. Recalls the need to reduce the energy consumption and environmental footprint of the activities related to the production, use and development of virtual worlds *by incentivizing the development of technologies that reduce impact on the environment; urges caution and prioritisation in developing industrial and critical use cases first*

Or. en

Amendment 131
Maria-Manuel Leitão-Marques, Maria Grapini, Alex Agius Saliba

Motion for a resolution
Paragraph 19

Motion for a resolution

19. Recalls the need to *take advantage of* technological advances to reduce the energy consumption and environmental footprint of *the* activities related to the production, use and development of virtual worlds, such as advanced recycling techniques and renewable energies;

Amendment

19. Recalls the need to *use and accelerate* technological advances to reduce the energy consumption and environmental footprint of activities related to the production, use and development of virtual worlds, such as advanced recycling techniques and renewable energies;

Or. en

Amendment 132
Anne-Sophie Pelletier

Motion for a resolution
Paragraph 19 – subparagraph 1 (new)

Motion for a resolution

Amendment

Calls on the Commission to conduct an enquiry into the environmental impact of virtual worlds and digital pollution in particular

Or. en