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Mid-Term Thesis

Topic: Virtual Morality

Thesis: In the digital era, what is and is not acceptable in an 3D virtual reality environment remains yet to be legislated. It is possible, however, to legislate a 3D enviros while ensuring libertarian access to video gaming that keeps adults in control of the content minors view while enabling responsible consumption of content for mature audiences.

To be discussed:

Expanding obscenity laws to encompass also:

- 1.) Defining as obscene content that depicts lewd and/or lascivious acts performed by minors, regardless of whether a minor was hurt in the production
- 2.) Defining as obscene sexual violence in a 3D environment (e.g. no Z-Axis rape)
- 3.) Defining as obscene ingestion of drugs in a 3D environment

Age verified content:

- 1.) The rebirth of the porn star by age-verifying any model appearing partially or fully nude (linking the 3D caricature to a true 18+ fee-for-hire porn star or one with a licensing agreement) (people pay \$60 for a 3 minute lap dance, ergo it isn't far fetched to think Hustler won't charge \$120 for a virtual dance from an array of lounge stars)

Content Locks:

- 1.) Password protected access to mature content

My mid-term on Virtual Reality is the direction I'll propose the United States move to my Congressman.