

A person wearing a VR headset is sitting on the floor in a dark, dilapidated room with peeling wallpaper and debris. The person is looking towards the right side of the frame. The overall atmosphere is somber and futuristic.

Fragen der datenschutzrechtlichen Rollenverteilung in Immersive Reality

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Agenda

Player bei Immersiven
Anwendungen

Rollen im Datenschutz

Fazit



Player im Bereich der immersiven Realität



A woman with long dark hair, wearing a white lace-trimmed dress, is the central focus. She is looking intently into a glowing, spherical object held in front of her. The background is dark with several bright, out-of-focus lights, suggesting a stage or a futuristic setting. To her left, a man in a white lab coat and bow tie stands with his hands clasped. To her right, an older man in a white lab coat and bow tie holds a large, fan-like object. In the bottom right corner, a small child in a white shirt is visible.

Rolle 1

Die Betroffene


Art. 4 Nr. 1 DSGVO



Rolle 2
Der
Verantwortliche
und sein
Auftragsverarbeiter

Art. 4 Nr. 7,8 DSGVO

*»In die Ecke,
Besen! Besen!
Seid's gewesen.
Denn als Geister
ruft euch nur, zu seinem Zwecke,
erst hervor der alte Meister.«*



Rolle 2
Der Dritte

Art. 4 Nr. 10 DSGVO



Fazit
Klares Feld
Klare Regeln

Vielen Dank!

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