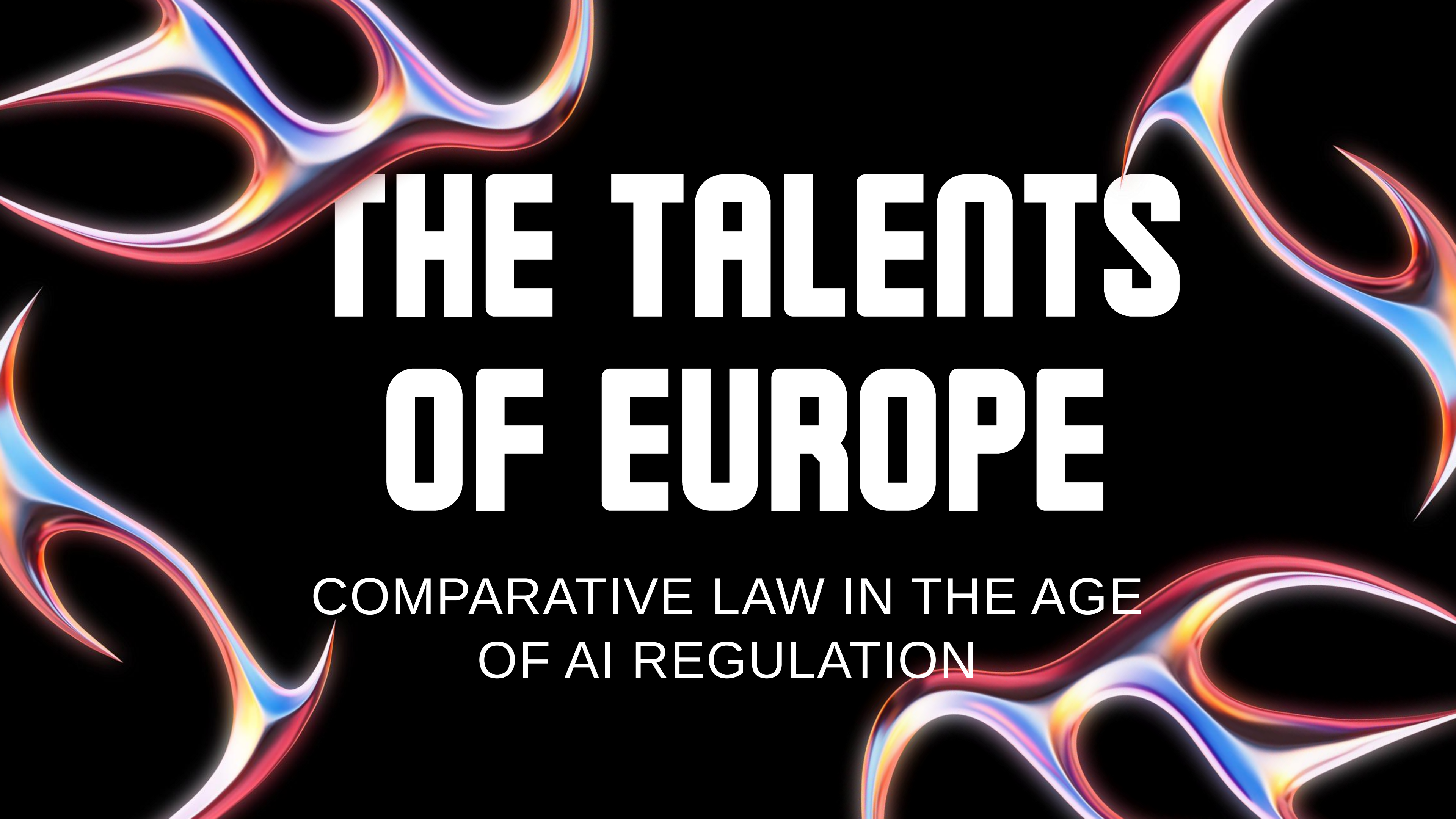




THE TALENTS OF EUROPE

COMPARATIVE LAW IN THE AGE
OF AI REGULATION

WHO AM I ?

Claudia Lasagna

Project Manager & Instructional Designer
Digital Learning @ IE University

WHY AM I HERE ?

The Talents of Europe

Comparative Law in the
Age of AI Regulation

ie
UNIVERSITY

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Author: Yuliya Kaspiarovich

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⌵ SCROLL DOWN





Yuliya Kaspiarovich, Assistant Professor at IE Law School, during the live stream.

WHY IS THIS CASE STUDY BORN ?

COMPARATIVE LAW IN ACTION COMPETITION

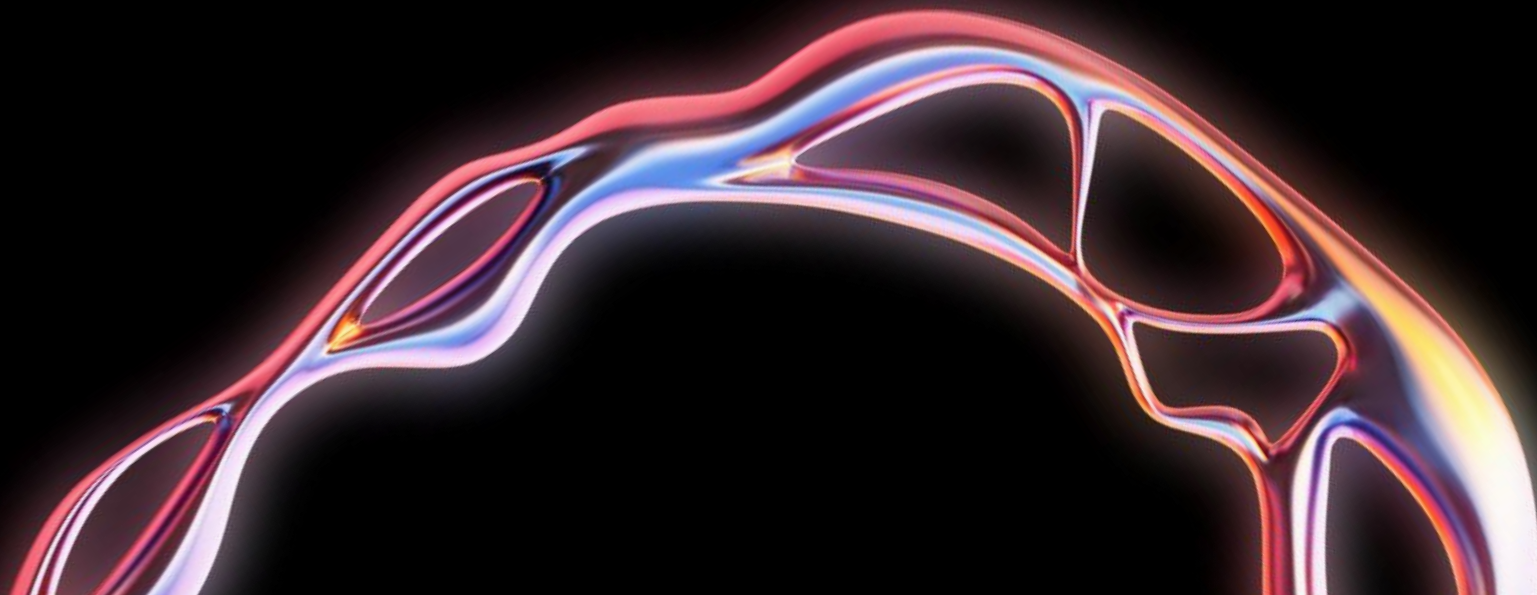
The first competition of its kind, challenges students to work on an **interactive multimedia case** in a largely virtual environment, where they must reflect the methods of tomorrow's legal teams and apply a comparative legal mindset to reach innovative and all-encompassing solutions.

Participants will study and analyze how law and policy adapt to new dynamics created by technology, while also leveraging its power to **present solutions to legal challenges**.

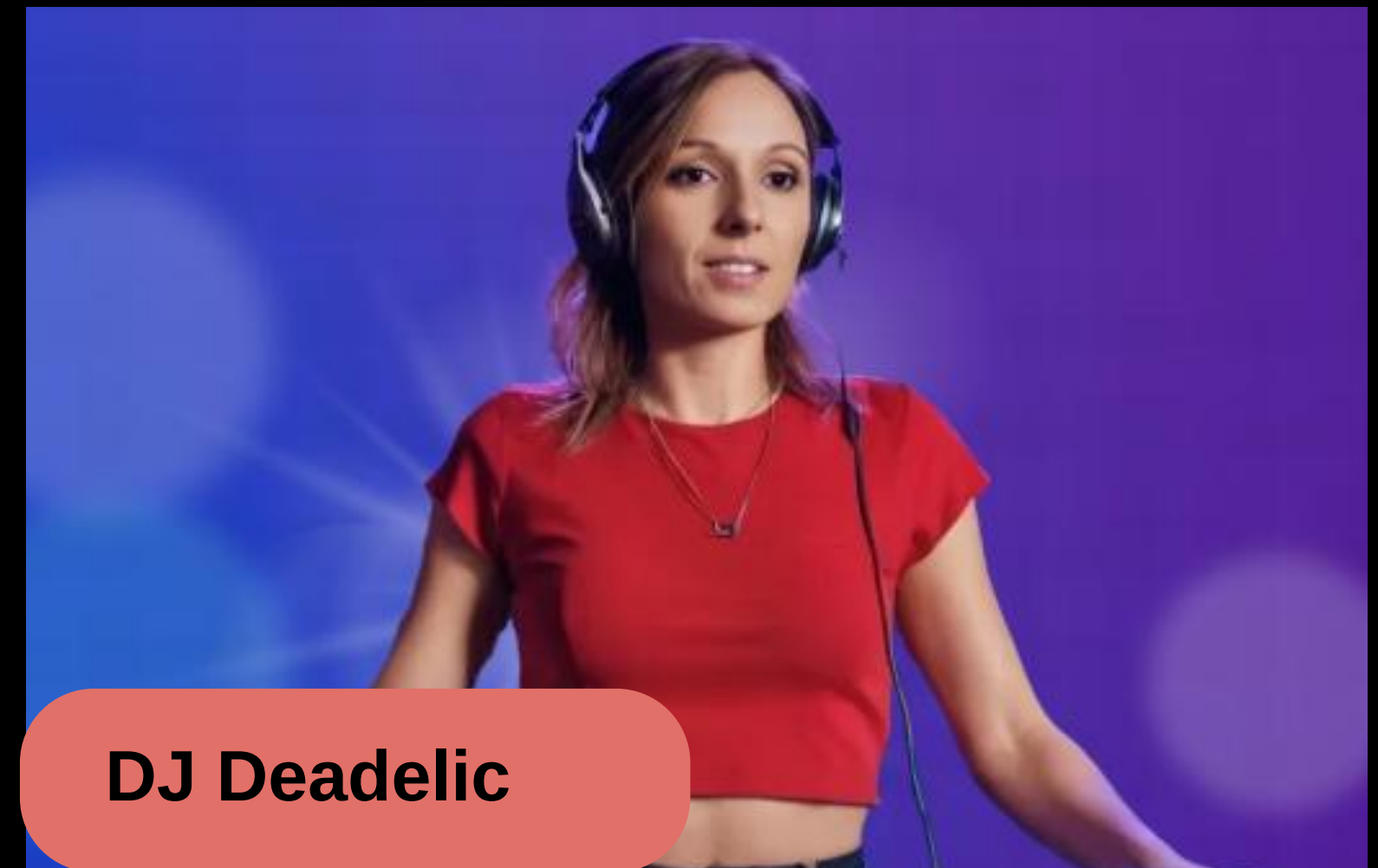
CLIA 2025

Fictional scenario grounded in real legal sources, addresses issues such as intricate legal frameworks governing **IP rights, artificial intelligence regulation, political controversies, and international sanctions.**

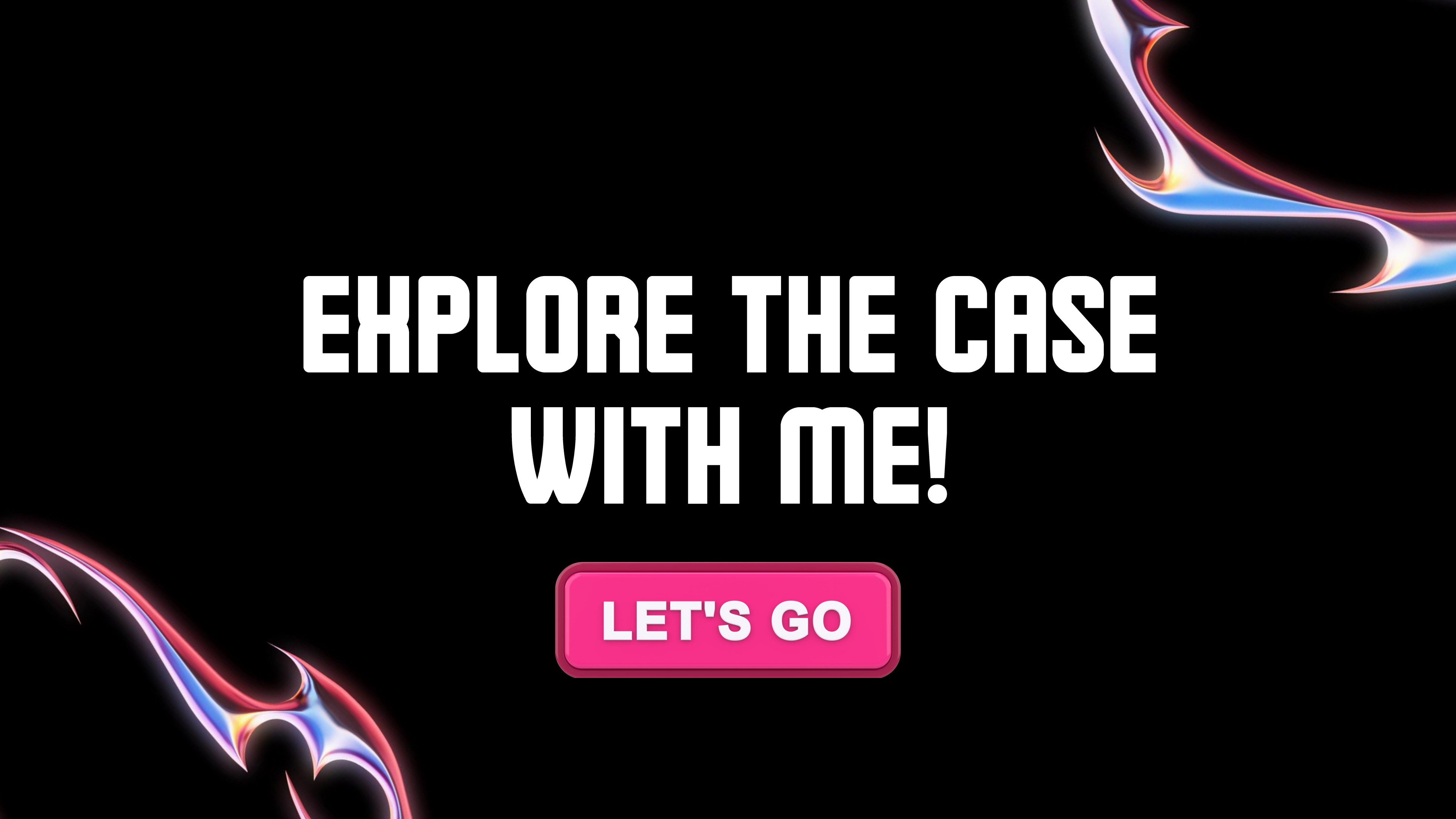
This approach offers a unique, hands-on, and dynamic learning experience.



Dimitrios Galanis



DJ Deadelic

Abstract colorful liquid-like shapes in the corners of the image, featuring shades of blue, purple, and red.

EXPLORE THE CASE WITH ME!

LET'S GO

THE CHALLENGE

Turn complex legal frameworks into an engaging learning experience, such as:

How do copyright, international law, and emerging AI regulations apply when creative works are partially generated by AI?

EDUCATIONAL IMPACT

- Developed for the Comparative Law in Action Competition 2025
- Used by 497 students across IE University
- Applicable to Law, Business, Politics, and Technology programs
- Average student rating: 4.56/5

THE SOLUTION

An immersive multimedia legal case built around a fictional Eurovision-style music competition, where students navigate:

- AI-generated content disputes
- International copyright conflicts
- Cross-border broadcasting challenges
- Comparative legal frameworks and sanctions

INNOVATION

- Interactive multimedia storytelling instead of traditional case studies
- Professional audiovisual production with AI-generated character imagery
- Real-world legal simulation combining online and face-to-face interactions
- WCAG 2.0 AA accessible design

The image features a black background with vibrant, abstract, liquid-like shapes in the corners. These shapes are composed of flowing, translucent layers of red, orange, yellow, and blue, creating a sense of dynamic movement and depth. The central text is a bold, multi-colored statement about educational technology in Europe.

**THE TALENTS OF EUROPE USES IMMERSIVE
AUDIOVISUAL STORYTELLING AND INTERACTIVE
MULTIMEDIA DESIGN TO ACHIEVE PEDAGOGICAL GOALS
IN AI GOVERNANCE, COMPARATIVE LAW, INTELLECTUAL
PROPERTY, AND INTERNATIONAL LEGAL REASONING.**



Claudia Lasagna

Academic Experience Designer | Executive
Education | Learning Innovation & AI | Stake...

