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SPACE LAW PRINCIPLES IN ACTION. CASE STUDY OF HUMAN EXPLORATION IN OUTER SPACE IN MASS EFFECT, THE TRILOGY OF ROLE-PLAYING VIDEO GAMES

Abstract

Taking into account the significant interest in space demonstrated by various styles of constantly growing group of subjects - ranging from the countries and ending at private entitles – a question arises: whether existing regulations and institutions are appropriate and sufficient to ensure that an intensive exploration of space will run peacefully and within the framework of international cooperation and that it will provide benefits for all humanity?

The answer to these questions is undoubtedly a difficult task. One of the tips can be found in a very unusual subject - a trilogy of video games called Mass Effect. In the games developed by BioWare there has been presented a vision of humanity which in the second half of the XXII begins their journey to other planetary systems in our galaxy. It explores the outer space, sets up new colonies and meets other intelligent civilizations. This vision has been developed not only of a grand scale, and caring for details but, as for this paper it is very important, also on the basis of the current situation on Earth.

This article deals with the analysis of the way that humanity went on their journey to the stars in the trilogy. And more precisely, what role in the above-mentioned video game plays an international organisation named Systems Alliance which is responsible for humans activities in space. Whether and how the space activities respect space law principles such as: the non-appropriation principle, the "peaceful purposes" principle and "province of all mankind" concept. At the end, an attempt is made to establish whether in the Mass Effect universe exists an element which could be the basis or impulse to implement new regulations or institutions relating to space activities.