

Abstract

Virtual crimes are a new specific area in the law system, which is associated with information technologies (mobile, Internet etc.). These are crimes that can be committed in cyberspace or in connection with it. Generally, cyberspace can be defined from different perspectives most often as social, technological and legal environment in which there is mutual interaction of its users. This environment, in particular the Internet, due to its characteristics such as unlimited local, speed, low cost and anonymity, allowing the perpetrators to commit very serious harmful act. It is important that these negotiations are subject to certain legal regulations.

This thesis provides a basic overview of the subject, defines the concept of virtual crime and his characters - an object, objective side, the person (body) and the subjective side. The thesis also contains case studies which demonstrates solutions to this problem in the practice of foreign countries with different rules.

Legal regulation is important in terms of international standards, for example United Nations, Council of Europe and the European Union. There are a multitude of important legal documents, a leading position occupies Convention of Cybercrime. The issue of virtual environment and crimes is at the beginning and it involves many unresolved issues. It is important that states doesn't leave this problem and they have begun to address it effectively.