overview

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Name	Key points	In force*
Data Act (DA)	– aims to make data sharing and use/reuse of data easier for all by setting EU-wide standards – regulates all "data": the very broad definition includes both personal and non-personal data – affects, e.g. o manufacturers of IoT o "data holders" (e.g. companies that "have" data) o cloud service providers – contains a broad catalogue of obligations for the various categories of stakeholders, e.g. o t&c for data sharing o cloud switching requirements o restrictions on international data transfer	Expected to be adopted by mid-2023 + 12 months to become binding
Data Governance Act (DGA)	– aims to promote the availability of data – introduces EU-wide harmonised measures to facilitate the re-use of certain data held by the public sector	Expected to be adopted by mid-2022 + 15 months to become binding

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	– to be achieved by making use of secure processing environments and anonymisation techniques (such as differential privacy and creation of synthetic data) – introduces a supervision framework and a licensing regime is set up for "Data Intermediaries" – introduces "Data Altruism" (refers to people/entities voluntarily registering to donate their data for the public good)	
Digital Services Act (DSA)	– introduces a new legal framework on how to provide online services, e.g. it introduces o measures to combat illegal goods, services or content on the internet o new rules for traceability of commercial users o increased transparency of online platforms o obligations for (big) platforms to prevent abuse of their systems o access options for research purposes to (big) platforms' data to track online risks o introduces a supervision framework that reflects the complexity of the online space – aims at o improved protection of consumers' fundamental rights on the internet	Expected to be adopted in 2022 + three months to become binding (expected by 2023)

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- the creation of a uniform and transparent competitive framework for online services and markets
- the promotion of competition, growth and innovation in the European single market

– affects, e.g.

- platform providers
- search engines
- web shops
- advertising industry
- internet providers

Digital Markets Act (DMA)	– aims to ensure that "gatekeepers" to the digital markets (i.e. some large platforms) behave in a fair way by introducing obligations for these platform providers – a "gatekeeper": ○ has a strong economic position, significant impact on the internal market and is active in multiple EU countries ○ has a strong intermediation position, meaning that it links a large user base to a large number of businesses ○ has (or is about to have) an entrenched and durable position in the market, meaning that it is stable over time	Expected to be adopted in 2022 + six months to become binding (expected by 2023)

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- gatekeepers will need to
  - allow third parties to inter-operate with the gatekeeper's own services in certain specific situations
  - allow their business users to access the data that they generate in their use of the gatekeeper's platform
  - provide companies advertising on their platform with the tools and information necessary for advertisers and publishers to independently verify their advertisements hosted by the gatekeeper
  - allow their business users to promote their offer and conclude contracts with their customers outside the gatekeeper's platform

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AI Regulation (AIR)	- ultimate goal: strengthen Europe's potential to compete in AI at a global level
	- aims at
	  - promoting the development and use of AI
	  - strengthening the EU as a global centre of excellence in AI
	  - mitigating the dangers associated with AI
	  - ensuring that only trusted AI systems are deployed
	- introduces a risk-based approach:
		Expected to be adopted in the second half of 2022
		
		+ 24 months to become binding

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    - unacceptable risks (e.g. influencing unconscious behaviour, social scoring, AI biometric recognition)
    - high risks (e.g. AI systems in critical infrastructure, AI systems for student assessment)
    - low risks (e.g. chatbot, deep fakes)
    - minimal risks (e.g. AI in video games, SPAM filters)
- introduces harmonised technical standards (e.g. robustness, accuracy and IT security requirements)
- technical documentation, traceability tools, transparency obligations and certification procedures will ensure high standards and adequate control by supervisory authorities
- demands human supervision: high-risk AI systems need to be supervised by humans

*All mentioned acts are current draft regulations. Once adopted, those regulations do not need to be transposed into national law but are directly applicable. However, most of them grant a transition period before being binding.

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