KEY EU TECH LEGISLATION TO WATCH IN 2024

4 JANUARY 2024



































































KEY*



Design Phase (no concrete legislative proposal from the European Commission yet)



Construction Phase (work ongoing following European Commission legislative proposal)



Adoption / Publication Phase (legislation adopted and/or published but not yet in force)



In Force (legislation now in force but provisions not yet applicable to businesses)



Applicable (provisions now applicable to businesses, even if partially)**

Note: the section entitled 'Latest legislative milestone' generally looks at the latest key, official milestone reached in the legislative process.

This document looks at a selection of recent existing texts or proposals that generally are already in the works or have been in contemplation for some time now. There are other developments and contemplated initiatives that will need to be monitored going into 2024, e.g. in the field of connectivity and telecoms, of virtual worlds or of the EU's economic security for instance.

Issues addressed in this document are time-sensitive and moving, and developments need to be constantly monitored.

This publication does not necessarily deal with every important topic or cover every aspect of the topics with which it deals. It is not designed to provide legal or other advice

^{*} This document generally does not deal with secondary legislation or other documentation (guidelines, standards, codes of conduct / practice, etc.) adopted or to be adopted under the primary legislation, e.g., the Digital Services Act or the Digital Markets Act.

^{**} As is often the case, for many of the pieces of legislation identified in this document there is a transition period between when the relevant text enters into force and when it starts applying. Further, in some instances, that application is gradual. We generally do not enter that level of detail here.