

[Abstract]

Disclosed are a system and method for managing a watermark of virtual reality (VR) content by means of a blockchain. A system for managing a watermark of VR content according to the present disclosure may comprise: nodes connected to a blockchain network and for generating blocks for recording transactions in the blockchain network; a creator terminal for, when creating VR content, inserting, into the VR content, address information, generated by means of a unique address value allocated from the blockchain network and key frame information of the VR content, and a watermark for protecting the copyright of the VR content, and controlling such that a transaction corresponding to the production of the VR content is recorded in a block of the blockchain network; and a user terminal, having a viewer, for, when the VR content is playing, controlling such that a transaction corresponding to the playing of the VR content is recorded in a block of the blockchain network, restoring the address information by means of the watermark inserted into the VR content, and transmitting verification information including information relating to the viewer and a restored value to the blockchain network.