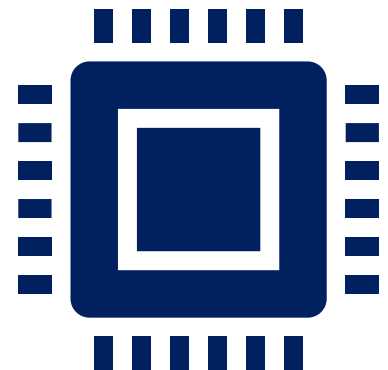


E-Book



# METaverse – ARE YOU READY TO DIVE IN?

Adopting Metaverse  
as a part of our  
lifestyle.



1010  
1010

Follow us on social media





[This Photo](#) by Unknown Author is licensed under [CC BY-NC](#)

**M**etaverse- this term is going to hit us all with the next level of excitement.

Internet of Things has witnessed many transformations so far and Metaverse is going to stain the internet with its own kind of vibe.

In this insightful post, we are going to discuss about the following topics.

- What is Metaverse
- Who can have access to Metaverse?
- How Reliable is Metaverse
- Boons and Banes

# What is Metaverse?

This single question has arisen from many enthusiasts, after the internet making its debut in this human world, we all have seen many admiring things happening around the world.

Human brain has reached to its most advanced level and worked vigorously on inventing the latest technology by investing time, money, and knowledge alike.

Metaverse is a creation of such hard work and dedication of the tech giants. The creative brains behind the concept of metaverse must be lauded by all of us.

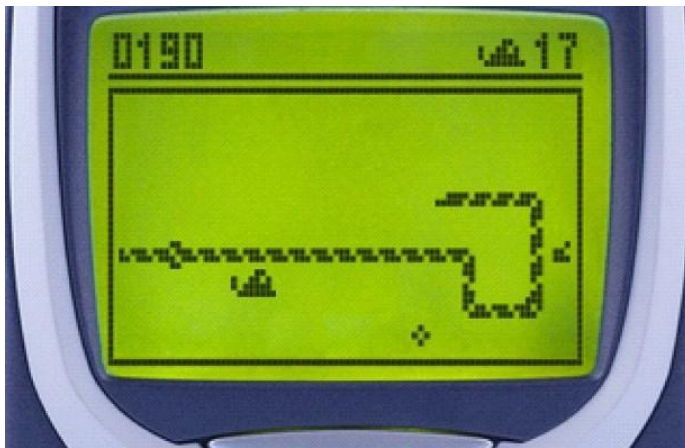


Figure 1 Official Twitter Nokia

Before we dive into the definition of Metaverse in our language, let us give you an example so that you can imagine and frame your phrases.

Do you remember the famous snake game from Nokia 1100? Why I am referring to Nokia here is that is where we all got introduced to the gaming world as 2000s kids.

People were so crazy and almost gone mad for that 2D (two-dimensional game) because it was something created out of interest with a new concept and ruled it among our hearts.

It was a new game at that time, it doesn't mean other games were existing during the snake game, it stole hearts because it connected with many people with easiness and readiness to access and play.

It was designed in such a way that even non-gamers can play it easily and kill their time together.

Later, people slowly erased it from their minds after the entry of the Candy Crush game.

This is for android devices and by that time, 80% of the mobile users were on android.

Based on the usage of the devices, developers must come up with innovative ideas to stay in the market by competing with the ongoing trend and staying in the loop.

## **Where does the idea of the Metaverse come from?**

If we can say, the idea of Metaverse is not new, all the gamers these days are already aware of it. As we have seen two games above, the snake and candy crush, both are 2D games.

Now let's talk about online multiplayer games. Call of Duty, Battlegrounds Mobile India, Modern Combat, and so on.

We all know these games are 3D (three-dimensional) and playing them will give the player a feeling of being *close to reality*.

Accessing such games is fun and addictive due to the realism present in them.

This credit goes to the developers and the idea teams.

Now before we finalize the definition of Metaverse, if you are a person who doesn't know about the gaming world and would like to know what they feel like! Well, the best example to give is the online shopping site for spectacles, Lenskart.

This application allows the user to try on the eyewear virtually by collecting the inputs about your face measurements, size of the head, etc.

Then you can view how a particular frame looks on you when you tap on the model and view it in 3D. this is the 3D world, and the best example of how virtual reality comes into the scenario.

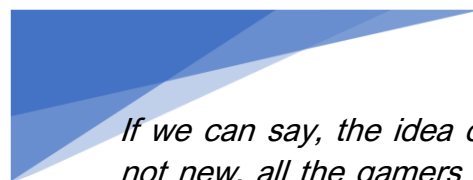
Metaverse – if we define it in our own words, is a virtual platform or a virtual world, where we can enter into its space through our own cloned version which is referred to as an avatar, and then we can roam places, go for sightseeing, performing shopping, dine, meet new people, socialize with new connections, attend the concerts, perform office tasks, attend conferences and many more in the list.

We need to know a few terminologies to understand the Metaverse completely. We need cash to purchase items, in the same way, we need to agree to the terms of conditions of the Metaverse platform to spend real cash by using the digital currency available there.



***Your one stop solution for all  
Cloud VoIP Services***

**[Request a Quote](#)**



*If we can say, the idea of Metaverse is not new, all the gamers these days are already aware of it. As we have seen two games above, the snake and candy crush, both are 2D games.*

# Lingo in Metaverse

Metaverse is not that complicated after all. With the glossary list, we can be able to understand the concept.

- 1. Virtual reality**
- 2. Augmented reality**
- 3. Extended reality**
- 4. Avatar**
- 5. NFC**
- 6. NFT**
- 7. Web3**
- 8. Blockchain**
- 9. Virtual world**
- 10. Metaverse wallet**

These are the basic terminology used in the Metaverse and let us see them in detail.

## Virtual reality

VR or Virtual Reality is a computer technology that provides the user with access to an immersive world. The user with the assistance of VR headsets can interact with the digital creation and feel like he/she is a part of that digital space.



Figure 2 <https://unsplash.com/@shaikhulud>

Virtual reality has 360<sup>0</sup> visual experiences.

E.g., VR games, VR videos on YouTube etc.

### **Augmented reality**

AR or Augmented reality allows the users to use the digital creation to mingle or apply with the real world.

You can make a cat dressed in various cat costumes and capture its photo as a real-life image.

AR will work with the help of the pre-designed programs and structure data.

E.g., Snapchat filters, Instagram filters, and many more.

### **Extended reality**

XR or Extended reality is a bridge between AR and VR and Mixed reality. It enhances the computerized world performance based on the output.

XR is an emerging technology like Metaverse.

E.g., Virtual trails on E-commerce sites, Designing a car, etc.

### **Avatar**

This is the clone of ourselves, but a digital and lifeless one. It performs actions, expresses visual emotions, dances, and plays games, but it doesn't feel like a human or has pain.



Avatars are the reflection of our human appearance and these act as our identities in the Metaverse, if you don't have an avatar, you are said to be dead in the metaverse. E.g., 3D chatting applications, Real life Simulators, etc.



Figure 3 <https://unsplash.com/@franku84>



## **NFC**

This is a Near Field Communication used as a tag with other Virtual reality modules while gaming and performing other VR tasks.

## **NFT**

NFT stands for non-fungible tokens which will certify your ownership of all the digital assets like images, content, virtual programs whichever you own.

## **Web3**

Web3 or Web 3.0 is the third generation of the Internet, and it is going to be the next big thing in the IoT. It uses blockchain technology and a user-centric interface that values the privacy of the user before accessing any kind of information online.

Third-party data sharing is denied on this third iteration of the internet and hence it stands on top of Web 1.0 and 2.0.

## **Blockchain**

Also known as the Distributed Ledger Technology (DLT) it functions as a standalone bearer of whatever information is fed to the computer system.

This is the most secured platform for data storage as the information stored will be scattered in various locations and it is impossible to hack into the system for stealing the data.

## **Virtual World**

The name itself indicates that it is a completely new immersive environment created by using advanced computer technologies and can interact with real persons using the avatars and one can make purchases or sell their products virtually to the public by interacting with the marketplace with the native currency.

## **Metaverse Wallet**

This is a digital wallet that allows Metaverse users to store their digital currency and proceed with the transactions.

This also assists in tracking the spending per month and per day thereby having entire details of the cryptocurrency spent.

## **Who can have access to Metaverse?**

Having access to the Metaverse is as easy as creating an account on any digital platform.

Besides, Metaverse provides a real-life experience which will be a good thing to follow for those who are willing to expand their network without stepping out of their house.

Metaverse access can be granted from the developers and there are no owners for this, as there will be involvement of huge organizations, stakeholders, and other business typhoons.

There will be a room for everyone in the digital space and it is free if the Metaverse creator keeps it free.

For participating in multiple events like interactive gaming sessions, and live concerts, there will be additional charges involved which need to be paid in the form of available currency modes.

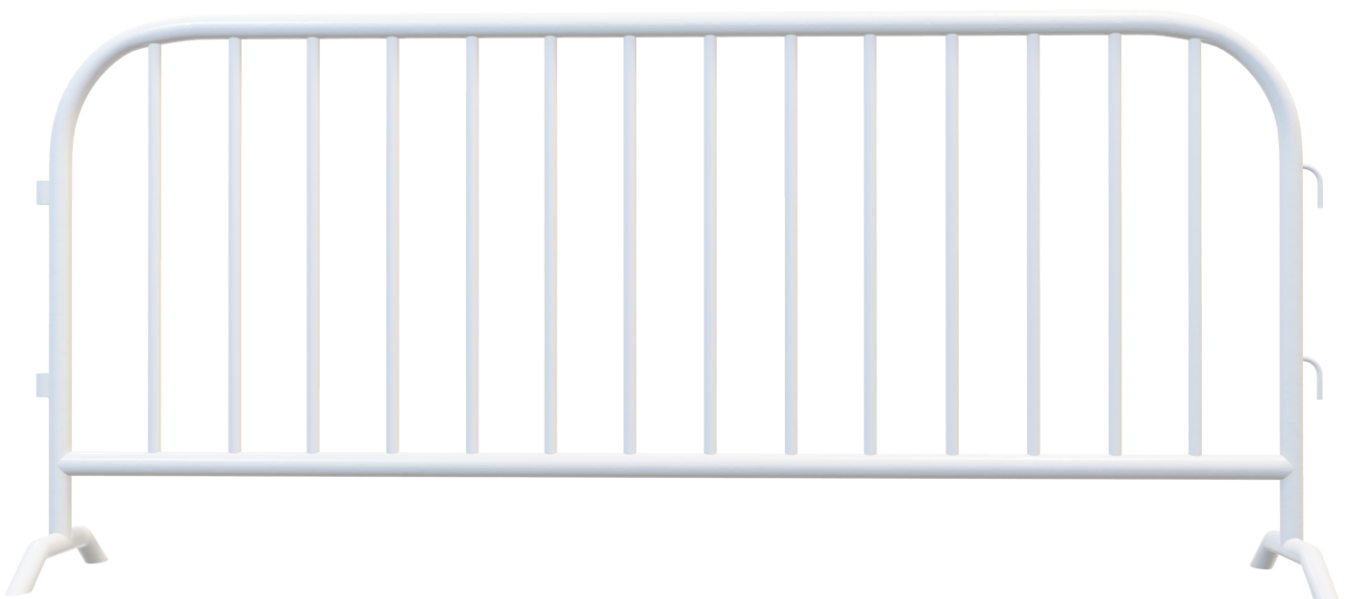
You can turn yourself into a “*meta con*” – Meta + Icon an avatar and travel around places to visit and interact with the other users.

## How Reliable is Metaverse?

Coming to reliability and trustworthiness, Metaverse is secure if you have access all by yourself. If there is an involvement of a data stealer, then your digital properties may be compromised due to hacking.

The security levels in Metaverse are uncompromisingly amazing and that will only be a worst-case scenario if any third party has access to the credentials.

## Protection





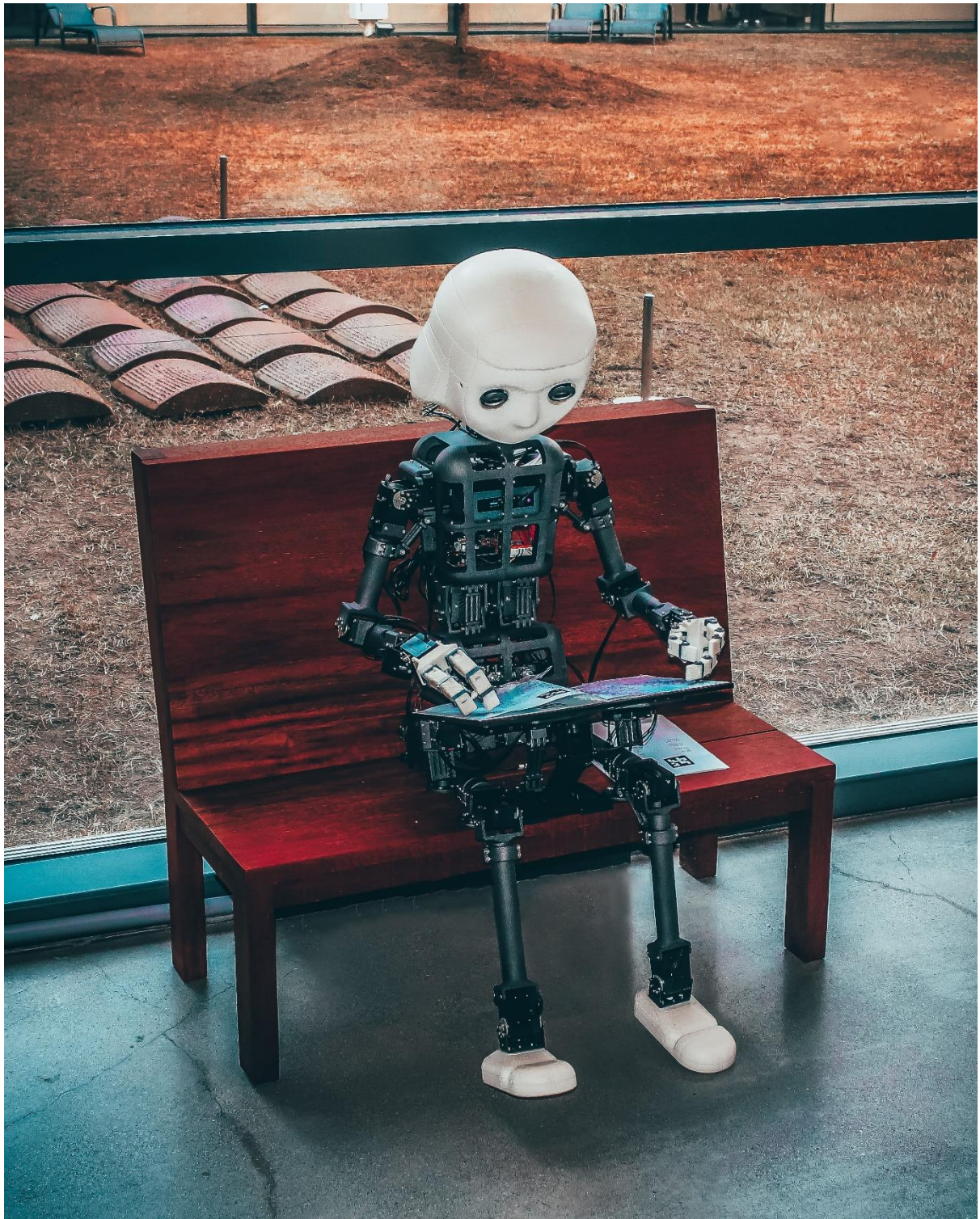


Figure 4 <https://unsplash.com/@santesson89>

# Boons and Banes of Metaverse

In any technology, there will be both boons and banes. Being a virtual world in the digital sphere, Metaverse has its Boons and Banes. We will just have a peek into a few and leave the rest to our readers.

## Boons

- Everyone will have access to the Metaverse
- Reality check while shopping on E-commerce sites
- There will be no person left to feel alone due to the massive connectivity in the digital world
- Communication skills, interpersonal skills, and other types of skill development will be enhanced by the Metaverse
- Secure and Private when compared to Web 2.0
- Innovative user interface with user-friendly commands and inputs
- Artificial Intelligence meets its perfection in Metaverse with Omnichannel as a tool.

## Banes

- Data security concerns if the credentials are lost or stolen
- Away from the real world and real-life experiences
- Develops addiction if used extensively
- Health issues due to prolong usage of Metaverse platforms
- Users must have a basic knowledge of how to use the internet
- Socialization decreases in the real world
- The thought process may or may not be impacted by Metaverse in some persons it may boost their creativity levels, and, in some persons, it may decrease.



## End Note

We are many steps away to meet perfection in the Metaverse, there will be huge changes we are going to witness along with the time in terms of development and keeping the Metaverse the safest environment which is harmless.

For now, we are all looking forward to Web 3.0 and it is going to impact how we browse the internet for our queries and how we are sharing our data with third parties through our web browsers.

If you are excited to jump into the Metaverse before it turns into a final form, you may have to install a few AR, VR, and XR applications and games to witness how natural Metaverse is.

Subscribe to Vitel Global Communications Newsletter to access well-researched content, informative and thought-provoking telecom posts, tips and tricks, and more delivered right to your inbox.



***The end***