

The Tiffany Report

Patents in the Metaverse: From Sneakers to Hardware for the Virtual World

Date: May 18 2022

Topic: metaverse

#: 2 | Score: 5184

Author: []

Source: thefashionlaw

Source Rank: False

Sentiment: {'neg': 0.004, 'neu': 0.115, 'pos': 0.881, 'compound': 1.0}

Tags: ['metaverse', 'virtual', 'patent', 'protection', 'patents', 'environment', 'design', 'uspto', 'process', 'world']

URL: <https://www.thefashionlaw.com/patents-in-the-metaverse-from-sneakers-to-hardware-for-the-virtual-world/>

--Topic Scores--

general: [25]

stocks: [5]

german: [10]

crypto: [890]

metaverse: [5184]

android: [34]

apple: [120]

programming: [290]

Summary:

Nike and RTFKT, the digital fashion/footwear brand it acquired last year, are making headlines with their first joint endeavor into the metaverse. Looking beyond utility-focused patents, companies are also expected to try to utilize design patent protection for any "new, original and ornamental designs" that they are using in the metaverse. Pursuing patent protection in connection with the virtual world is not without challenges. As the USPTO states in its Manual of Patent Examining Procedure, "Computer-generated icons, such as full screen displays and individual icons, are 2-dimensional images [that] alone are surface ornamentation," and that comply with the "article of manufacture" requirement of 35 U.S.C. Software in this realm can also be thorny from novelty/non-obviousness point of view. "A virtual business may have " as a primary core asset " a virtual product design, aspects of which that may need protection as trade dress under trademark law " or through a design patent," Holland & Knight's Thomas Brooke stated in a recent note.

The Tiffany Report

The metaverse's killer app

Date: May 18 2022

Topic: metaverse

#: 4 | Score: 4059

Author: ['Follow Us On Twitter']

Source: politico

Source Rank: False

Sentiment: {'neg': 0.017, 'neu': 0.2, 'pos': 0.782, 'compound': 1.0}

Tags: ['metaverse', 'like', 'web3', 'would', 'meta', 'gaming', 'bills', 'real', 'players', 'games']

URL: <https://www.politico.com/newsletters/digital-future-daily/2022/05/18/the-metaverses-killer-app-00033537>

--Topic Scores--

general: [93]

stocks: [85]

german: [10]

crypto: [2040]

metaverse: [4059]

android: [4]

apple: [175]

programming: [110]

Summary:

The metaverse's killer app Presented by CCIAA panel on video games and the metaverse at the Permissionless conference. I called Will Duffield, a policy analyst at the Cato Institute who specializes in the metaverse, and asked him what he thought of Clegg's missive. Property rights are going to matter a lot more. At the moment, Web3 gaming ? that is, games literally built around blockchains and tokens ? is mostly limited to simplistically animated games like Axie Infinity, which offer users the chance to earn cryptocurrency as they play. At the Permissionless conference this week it's no different, with a live podcast booth, an NFT-creation center, and retro arcade games littering the cavernous concrete expo hall at the Palm Beach County Convention Center. Clegg is self-aware about that fact in the essay, prominently featuring the disclaimer that ?It isn't an idea Meta has cooked up. There won't be a Meta-run metaverse, just as there isn't a ?Microsoft internet? or ?Google internet? today.?In fact, for people worried that Meta is just building a walled garden, his essay seemed like an olive branch: It emphasized interoperability and common platforms.

The Tiffany Report

This CEO believes the metaverse will bridge in-person and remote work

Date: May 18 2022

Topic: metaverse

#: 5 | Score: 3776

Author: ['Associate Editor', 'Employee Benefit News', 'Paulina Cachero']

Source: benefitnews

Source Rank: False

Sentiment: {'neg': 0.001, 'neu': 0.163, 'pos': 0.836, 'compound': 1.0}

Tags: ['metaverse', 'virtual', 'office', 'work', 'people', 'would', 'world', 'way', 'video', 'like']

URL: <https://www.benefitnews.com/news/metaverse-will-bridge-in-person-and-remote-work>

--Topic Scores--

general: [35]

stocks: [20]

german: [20]

crypto: [540]

metaverse: [3776]

android: [12]

apple: [110]

programming: [60]

Summary:

While the idea of a ?metaverse? may still seem like a figment of science fiction, the existence of an immersive virtual world may be closer than you think ? and this goes for more than video games. Why does the metaverse have the potential to connect us? How do you foresee the metaverse strengthening workplace connections like mentorships? But what does Henderson?s vision of the metaverse mean for employees and the future of remote work? The metaverse will have those same challenges. The upgrade will allow different devices to share the same digital reality, with users on a platform that resembles a video call with three-dimensional avatars in a shared space.

The Tiffany Report

3 Metaverse Cryptocurrencies- Decentraland, Parody Coin & The Sandbox

Date: May 17 2022

Topic: metaverse

#: 6 | Score: 3414

Author: ['Ht Brand Studio']

Source: livemint

Source Rank: False

Sentiment: {'neg': 0.001, 'neu': 0.163, 'pos': 0.835, 'compound': 1.0}

Tags: ['parody', 'sandbox', 'metaverse', 'coin', 'nfts', 'virtual', 'users', 'times', 'investors', 'decentraland']

URL: <https://www.livemint.com/brand-stories/3-metaverse-cryptocurrencies-decentraland-parody-coin-the-sandbox-11652795420866.html>

--Topic Scores--

general: [54]

stocks: [65]

crypto: [1520]

metaverse: [3414]

android: [14]

apple: [20]

programming: [60]

Summary:

Every day, interest in the Metaverse and NFTs grows significantly. The reader is further advised that Crypto products and NFTs are unregulated and can be highly risky. The Sandbox (SAND):The Sandbox (SAND) is renowned for its two major mobile hits, The Sandbox (2011) and The Sandbox Evolution (2016), which together have had over 40 million, downloads on iOS and Android. The project's long-term goal is to allow third-party developers to create and publish apps within the ecosystem. Users communicate with one another by using servers provided by landowners or third parties to build peer-to-peer connections. Here's what is interesting; users can purchase virtual plots of land on the platform -which is a shared metaverse.

The Tiffany Report

Beginner's Guide To VR: FAQ And Everything You Need To Know

Date: May 17 2022

Topic: metaverse

#: 7 | Score: 3263

Author: ['Harry Baker', 'Jamie Feltham']

Source: uploadvr

Source Rank: False

Sentiment: {'neg': 0.016, 'neu': 0.529, 'pos': 0.455, 'compound': 1.0}

Tags: ['vr', 'headset', 'quest', 'headsets', 'tracking', 'pc', '2', 'controllers', 'index', 'best']

URL: <https://uploadvr.com/beginners-guide-vr-faq-everything-you-need-to-know/>

--Topic Scores--

general: [52]

crypto: [1980]

metaverse: [3263]

android: [178]

apple: [80]

programming: [330]

Summary:

We often get asked, both in professional and personal settings, where the best place is to start with VR. That being said, because the Quest is a standalone headset, all of the components are in the headset itself. To combat feelings of discomfort provided by simulated movement in a virtual world software developers are constantly working to provide combinations of existing systems or comfort settings that allow the player in VR to tailor the experience to their liking. The Index offers a series of fine adjustments to the HMD's optics that allows it to maximize its field of view as well as a new type of controller that straps to the hand and allows full release. VR, short for virtual reality, allows people to be fully immersed in a fabricated environment. You can even try Air Link to play PC VR content wirelessly, streamed from your VR Ready PC to your Quest over your local network.

The Tiffany Report

The US Military Is Building Its Own Metaverse

Date: May 17 2022

Topic: metaverse

#: 9 | Score: 3009

Author: ['Condé Nast', 'Will Knight']

Source: wired

Source Rank: False

Sentiment: {'neg': 0.01, 'neu': 0.219, 'pos': 0.771, 'compound': 1.0}

Tags: ['virtual', 'military', 'us', 'metaverse', 'says', 'pilots', 'vr', 'reality', 'ar', 'world']

URL: <https://www.wired.com/story/military-metaverse/>

--Topic Scores--

general: [30]

crypto: [580]

metaverse: [3009]

android: [72]

apple: [85]

programming: [20]

Summary:

On May 10, two fighter pilots performed a high-altitude proto-metaverse experiment. Another effort, called Project Avenger, is now used to help train US Navy pilots. In 2018, the US Army announced that it would pay Microsoft up to \$22 billion to develop a version of its HoloLens augmented reality system for warfighters, known as the Integrated Visual Augmentation System (IVAS). There is also growing interest in connecting and combining virtual worlds in a way that resembles metaverse thinking. Courtesy of Red 6VR and AR have become routine aspects of military training in recent years. Recently, the US military has begun exploring more complex virtual worlds.

The Tiffany Report

Sony Says It Is Ready to Enter the Metaverse | PYMNTS.com

Date: May 18 2022

Topic: metaverse

#: 10 | Score: 2810

Author: UNKNOWN

Source: pymnts

Source Rank: False

Sentiment: {'neg': 0.002, 'neu': 0.232, 'pos': 0.767, 'compound': 1.0}

Tags: ['metaverse', 'games', 'sony', 'said', 'epic', 'store', 'cards', 'bnpl', 'tech', 'space']

URL: <https://www.pymnts.com/metaverse/2022/sony-says-it-is-ready-to-enter-the-metaverse/>

--Topic Scores--

general: [48]

crypto: [300]

metaverse: [2810]

apple: [50]

programming: [20]

Summary:

Entertainment giant Sony said Wednesday (May 18) that it is prepared to take a key role in the immersive virtual world known as the metaverse. Seamless payment experiences from leaders in the tech sector... Italian credit management company Generalfinance plans to go public via an initial public offering on the Milan bourse next month. PlayStation has played a huge role in the social gaming revolution that's nurturing the growth of the metaverse as a new entertainment medium, Tim Sweeney, Epic's CEO, said on Twitter. See also: Disney Outlines Its Metaverse as 'Next-Generation Storytelling' Last month, Sony and the owner of Lego invested \$2 billion into Epic Games, bringing the value of the company to \$31.5 billion. The metaverse is at the same time a social space and live network space where games, music, movies and anime intersect, said Chief Executive Kenichiro Yoshida, according to Reuters. He was speaking at a strategy briefing and cited the free-to-play game Fortnite by Epic Games as an example of the type of online social space the metaverse will encompass.

The Tiffany Report

BearingPoint leads Leinster Rugby on their Journey into the Metaverse

Date: May 18 2022

Topic: metaverse

#: 11 | Score: 2718

Author: []

Source: irishtechnews

Source Rank: False

Sentiment: {'neg': 0.0, 'neu': 0.162, 'pos': 0.838, 'compound': 1.0}

Tags: ['rugby', 'leinster', 'metaverse', 'bearingpoint', 'technology', 'event', 'virtual', 'reality', 'journey', 'innovation']

URL: <https://irishtechnews.ie/bearingpoint-leads-leinster-rugby-on-their-journey-into-the-metaverse/>

--Topic Scores--

general: [32]

stocks: [20]

german: [20]

crypto: [360]

metaverse: [2718]

android: [44]

apple: [15]

Summary:

BearingPoint, the official innovation partner of Leinster Rugby, has today hosted a milestone event showcasing the capabilities of metaverse technology for the Leinster Rugby sporting community. Interest in the metaverse has grown exponentially in the past year which is causing businesses to rethink and change how they can engage more effectively with users online. In a multi-location demonstration of BearingPoint's virtual reality (VR) and innovation capabilities, they have unveiled their shared ambition with Leinster Rugby. Speaking at the launch, Gillian O'Sullivan, Country Leader for BearingPoint Ireland said: "Today we unveiled our plans to lead Leinster Rugby into the metaverse. It is a very exciting day for us as their innovation partner and we are committed to leading them on this journey. BearingPoint is planning to play a central role in leveraging its VR expertise to enable Leinster Rugby to further engage its fans through immersive experiences and to explore the wider commercial possibilities and potential this technology has in the sporting world."

The Tiffany Report

The metaverse could add \$3 trillion to the global economy within a decade, new study suggests

Date: May 18 2022

Topic: metaverse

#: 15 | Score: 2443

Author: []

Source: euronews

Source Rank: False

Sentiment: {'neg': 0.005, 'neu': 0.151, 'pos': 0.844, 'compound': 1.0}

Tags: ['metaverse', 'technology', 'virtual', 'trillion', 'per', 'mobile', 'global', 'gdp', 'could', 'cent']

URL: <https://www.euronews.com/next/2022/05/18/the-metaverse-could-add-3-trillion-to-the-global-economy-within-a-decade-new-study-suggest>

--Topic Scores--

general: [37]

german: [20]

crypto: [300]

metaverse: [2443]

android: [20]

apple: [15]

programming: [10]

Summary:

The metaverse could contribute \$3 trillion (?2.8 trillion) to the global GDP within a decade if it evolves in the same way mobile technology has in terms of adoption, according to new research. Researchers used mobile technology as an appropriate analog because of the similarities it shares with the metaverse, in particular, combining existing innovations to alter global technological and economic landscapes. Analysis was done by using prior successful technologies as a model - in terms of the rate of adoption by users and the impact on GDP - then applying that to the metaverse. In previous years other companies such as Roblox, Nvidia, and Microsoft have also been building out virtual worlds with virtual or augmented reality tech. Asia to reap the most benefitsAccording to the research, the Asia-Pacific region would benefit the most from the metaverse, at 2.3 per cent equating to \$1.04 trillion (?993.9 billion) if adopted in 2022. While it is still in its infancy, the metaverse in the future is envisioned to comprise an expansive network of digital spaces, enabled by other emerging tech such as argument reality, virtual reality, or mixed reality.

The Tiffany Report

The US military is building its own metaverse. And it's nothing like Meta's

Date: May 18 2022

Topic: metaverse

#: 16 | Score: 2342

Author: ['Ameya Paleja']

Source: interestingengineering

Source Rank: False

Sentiment: {'neg': 0.01, 'neu': 0.147, 'pos': 0.843, 'compound': 1.0}

Tags: ['metaverse', 'us', 'new', 'military', 'world', 'virtual', 'zuckerberg', 'technology', 'reality', 'part']

URL: <https://interestingengineering.com/us-military-building-metaverse>

--Topic Scores--

general: [20]

crypto: [360]

metaverse: [2342]

android: [32]

apple: [45]

Summary:

While retail giants, financial institutions, and tech companies look forward to being part of the internet revolution called the metaverse, the U.S. military has already been working to build its own version of this digital world, Wired reported. While using VR to prepare its personnel for the cut-throat world of the battlefield, Army hospitals such as one in Tampa have used the technology to help veterans get away from the horrors of war and combat post-traumatic stress. For those looking for a Zuckerberg vision of the metaverse, in December last year, the Air Force conducted a high-level meeting in a virtual environment that had over 250 people join in from various outposts in the world. Is it a brand new world, though? Businesses big and small have rushed to be a part of the metaverse, snapping up virtual plots of land for millions of dollars. The augmented and virtual reality environments, the displays on headsets, and three-dimensional simulations have been around for quite some time in the military setup.

The Tiffany Report

Top executives losing interest in metaverse

Date: May 18 2022

Topic: metaverse

#: 19 | Score: 2206

Author: ['Sohini Bagchi']

Source: livemint

Source Rank: False

Sentiment: {'neg': 0.005, 'neu': 0.149, 'pos': 0.846, 'compound': 1.0}

Tags: ['metaverse', 'top', 'ceos', 'business', 'gartner', 'executives', 'virtual', 'vice', 'technology', 'technologies']

URL: <https://www.livemint.com/technology/tech-news/top-executives-losing-interest-in-metaverse-11652876429891.html>

--Topic Scores--

general: [62]

stocks: [20]

german: [50]

crypto: [380]

metaverse: [2206]

android: [22]

apple: [45]

programming: [10]

Summary:

NEW DELHI: Six months since social media major Facebook rebranded itself to Meta, and announced plans to build a future where the internet will be made of many interconnected virtual spaces, top industry executives already seem to be starting to lose interest in the concept. In fact, 63% of CEOs see the metaverse as either not applicable or very unlikely to be a key technology for their business. And more recently, incidents such as the Russian invasion of Ukraine have amplified macroeconomic factors, prompting CEOs to deal with issues such as costs and inflation.

In a December 2021 blogpost, Raja Koduri, the senior vice president and general manager of Accelerated Computing Systems and Graphics Group at Intel Corporation, noted that the computing, storage and networking infrastructure we have today is "simply not enough" for what the metaverse needs. A survey shows that CEOs consider digitalisation and cybersecurity, coupled with workforce issues, such as talent retention and even environmental sustainability, as their top business priorities in the coming quarters. Metaverse being completely in the virtual realm can make it taxing for most people and businesses to embrace it in their day-to-day lives, considering people are again looking to have the access to real-life experiences."

The Tiffany Report

Metaverse marketers favor virtual reality over NFTs

Date: May 17 2022

Topic: metaverse

#: 20 | Score: 2205

Author: ['Chris Wood']

Source: martech

Source Rank: False

Sentiment: {'neg': 0.002, 'neu': 0.114, 'pos': 0.884, 'compound': 1.0}

Tags: ['marketers', 'metaverse', 'nft', 'reality', 'vr', 'virtual', 'trying', 'survey', 'say', 'real']

URL: <https://martech.org/metaverse-marketers-favor-virtual-reality-over-nfts/>

--Topic Scores--

general: [10]

stocks: [20]

crypto: [550]

metaverse: [2205]

android: [44]

programming: [20]

Summary:

Marketers who have the metaverse on their roadmap are veering toward virtual reality (VR), while still trying to crack the NFT conundrum, according to a study just out from social media management software company Sprout Social. 33% of marketers say they think they're ahead of the curve in adopting virtual reality. The commitment from these brands is real and explains why agencies like Hogarth Worldwide are stepping up to provide metaverse services. This interest in VR shows the close connection that metaverse activations have with in-game ads and the gaming audience which isn't a niche so much as an entire generation of consumers who don't watch TV and unwind by playing games instead. In a survey of 500 marketers, the report found that, overall, 24% plan to drop some kind of campaign in the metaverse in the next year. And 67% of marketers who are delving in the metaverse are committing a quarter or more of their marketing budget on these efforts.

The Tiffany Report

Netflix Sweet Home producer to build K-drama metaverse in the Sandbox

Date: May 18 2022

Topic: metaverse

#: 22 | Score: 2119

Author: ['Timmy Shen', 'Author Profile', 'Timmy Shen Is A Taipei-Based Journalist At Forkast. Previously', 'He Wrote For Caixin Global', 'Technode', 'Covering Topics Ranging Fintech To Fan Economy. He Also Cares About Lgbt', 'Issues', 'Is A Shabu Shabu Fanatic. Timmy Holds An Ms Degree Columbia Journalism School.']

Source: forkast

Source Rank: False

Sentiment: {'neg': 0.0, 'neu': 0.061, 'pos': 0.939, 'compound': 1.0}

Tags: ['sandbox', 'kdrama', 'related', 'metaverse', 'home', 'dragon', 'sweet', 'studio', 'nfts', 'metaversestudio']

URL: <https://forkast.news/headlines/netflix-sweet-home-kdrama-metaverse-sandbox/>

--Topic Scores--

general: [20]

crypto: [370]

metaverse: [2119]

apple: [10]

Summary:

The Sandbox metaverse has partnered with Studio Dragon, a Korean drama production company behind titles Crash Landing on You, Sweet Home and Kingdom: Ashin of the North, to build a K-drama metaverse. See related article: South Korea wants to be the physical home of the metaverseFast factsThe Sandbox said on Tuesday the pair will develop a K-drama playground based on Studio Dragon?s intellectual properties on their LAND in the Sandbox metaverse.

The Tiffany Report

10X NFT Tokens to Accumulate in May 2022: Decentraland (MANA) and Parody Coin (PARO) ? CryptoMode

Date: May 17 2022

Topic: metaverse

#: 24 | Score: 2094

Author: []

Source: cryptomode

Source Rank: False

Sentiment: {'neg': 0.005, 'neu': 0.194, 'pos': 0.8, 'compound': 1.0}

Tags: ['parody', 'coin', 'tokens', 'paro', 'decentraland', 'virtual', 'platform', 'nft', 'metaverse', 'mana']

URL: <https://cryptomode.com/10x-nft-tokens-to-accumulate-in-may-2022-decentraland-mana-and-parody-coin-paro/>

--Topic Scores--

general: [20]

stocks: [5]

german: [20]

crypto: [1940]

metaverse: [2094]

programming: [40]

Summary:

For the past several years, investors' interest in NFTs has grown at an exponential rate. Many Metaverse and Play-to-Earn (P2E) platforms include more than one type of token to control their operations, and this platform is no exception. This billion dollar industry has turned individuals into overnight successes. The information above does not constitute investment advice by CryptoMode or its team, nor does it reflect the views of the website or its staff. Decentraland's (MANA) token has the highest market capitalisation in the metaverse. JPMorgan, one of Wall Street's and America's top banks, has become the first major banking company to establish itself in the Metaverse by constructing a lounge in Decentraland.

The Tiffany Report

Millennium Hotels and Resorts Launches Metaverse Hotel ? M Social Decentraland

Date: May 17 2022

Topic: metaverse

#: 25 | Score: 2060

Author: ['The Staff', "Gettin' It Done."]

Source: brandinginasia

Source Rank: False

Sentiment: {'neg': 0.002, 'neu': 0.166, 'pos': 0.832, 'compound': 1.0}

Tags: ['social', 'decentraland', 'hotel', 'virtual', 'new', 'metaverse', 'hotels', 'world', 'resorts', 'opportunities']

URL: <https://www.brandinginasia.com/millennium-hotels-and-resorts-launches-metaverse-hotel-m-social-decentraland/>

--Topic Scores--

general: [2]

crypto: [500]

metaverse: [2060]

android: [10]

apple: [25]

programming: [10]

Summary:

So you're feeling a bit tired spending the day walking around the metaverse and you need a place to lay your head for a little rest before heading out for the night? The metaverse is one such avenue that presents a myriad of opportunities for us to create unique social connections with our guests," said Mr. Saurabh Prakash, Group Senior Vice President, Commercial for Millennium Hotels and Resorts. Those who reach the top of Decentraland, and share a screenshot of their Avatar with #MSocialDecentraland on their social channels, have a chance to win real-world hotel rewards. Guests who step inside M Social Decentraland can interact with an avatar that welcomes everyone in the lobby. Future integration for the hotel will include linkage to the M Social website and special events to mark special occasions like Valentine's Day and New Year's Day. Guests can visit the new M Social Decentraland here, or head to coordinates (40, -5) on the map.

The Tiffany Report

China's video game market is projected to grow despite government restrictions

Date: May 17 2022

Topic: metaverse

#: 26 | Score: 1680

Author: ['Erron Kelly']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.0, 'neu': 0.15, 'pos': 0.85, 'compound': 1.0}

Tags: ['china', 'metaverse', 'gamers', 'time', 'licenses', 'game', 'year', 'watched', 'started', 'put']

URL: <https://venturebeat.com/2022/05/17/chinas-video-game-market-is-projected-to-grow-despite-government-restrictions/>

--Topic Scores--

general: [70]

stocks: [40]

german: [10]

crypto: [160]

metaverse: [1680]

android: [3]

apple: [5]

programming: [10]

Summary:

Did you miss a session from GamesBeat Summit 2022? This forecast is based on two separate reports: one focused on mobile gaming and the other on PC gaming. China also put a temporary freeze on issuing game licenses around the same time, but started issuing licenses again in April of this year. The number of gamers in China in 2021 was 706 million, which is actually a decrease year over year. The greatest short-term opportunity for metaverse in China will come from interoperability across gaming ecosystems and collaborative events with brands and IP holders. The more than 16,000 metaverse related trademarks is a huge number. Hopefully the rest of us can figure out what the metaverse actually is.

The Tiffany Report

The cloud continuum: Futureproofing your business for what's next

Date: May 18 2022

Topic: metaverse

#: 27 | Score: 1673

Author: ['Judson Althoff']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.006, 'neu': 0.39, 'pos': 0.604, 'compound': 1.0}

Tags: ['cloud', 'business', 'provider', 'help', 'organizations', 'data', 'metaverse', 'digital', 'success', 'technology']

URL: <https://venturebeat.com/2022/05/18/the-cloud-continuum-futureproofing-your-business-f-or-whats-next/>

--Topic Scores--

general: [123]

stocks: [70]

german: [170]

crypto: [200]

metaverse: [1673]

apple: [10]

programming: [50]

Summary:

We are excited to bring Transform 2022 back in-person July 19 and virtually July 20 - 28.

For many businesses, the accelerated adoption of cloud services is reshaping their operations in remarkable ways. However, not all workloads need to be moved to the cloud, and often there are applications that either could be retired or kept on-premises. Although still nascent, enterprise metaverse experiences are already here. Here are three factors you must evaluate when selecting a primary cloud provider that will help your business succeed today and futureproof for what's yet to come. But there's more to consider as businesses face increasing pressure to thrive and lead in today's competitive environment.

The Tiffany Report

Meta's Clegg: Facebook's rule book won't work in the metaverse

Date: May 18 2022

Topic: metaverse

#: 28 | Score: 1630

Author: ['Cristiano Lima']

Source: washingtonpost

Source Rank: False

Sentiment: {'neg': 0.027, 'neu': 0.328, 'pos': 0.645, 'compound': 1.0}

Tags: ['data', 'company', 'clegg', 'twitter', 'said', 'may', 'users', 'people', 'tracking', 'platform']

URL: <https://www.washingtonpost.com/politics/2022/05/18/meta-clegg-facebooks-rule-book-won-t-work-metaverse/>

--Topic Scores--

general: [20]

weed: [4]

crypto: [280]

metaverse: [1630]

android: [12]

apple: [125]

programming: [120]

Summary:

Placeholder while article actions loadHappy Wednesday! But he argued its duties to police for safety should shift for activity on more private, individualized products, or on a more public-facing platform, such as its Horizon Worlds or Horizon Events VR apps. AdvertisementClegg isn't arguing that the company shouldn't bear any responsibility for what takes place in its slice of the metaverse. The FTC discusses education technology and children's privacy at a meeting on Thursday at 1 p.m.Before you log offThat's all for today ? thank you so much for joining us! <https://t.co/kWI79a01n0> ? Emil Protalinski (@EPro) May 17, 2022Workforce reportAdvertiserthe industryCompetition watchMentionsCybersecurity firm CrowdStrike has joined BSA | The Software Alliance as a global member. AdvertisementIn the post, Clegg describes a scenario in which two users meet at a virtual bar in the metaverse where there's ?an uncomfortable amount of abusive language? taking place.

The Tiffany Report

The metaverse sucks ? IRL meetings are the way to go for growth

Date: May 18 2022

Topic: metaverse

#: 30 | Score: 1522

Author: ['Avi Meir', 'Kai Nicol-Schwarz', 'Please Keep Comments Respectful. Commenting', 'You Agree To Abide Our']

Source: sifted

Source Rank: False

Sentiment: {'neg': 0.018, 'neu': 0.288, 'pos': 0.694, 'compound': 1.0}

Tags: ['youre', 'working', 'office', 'zuckerberg', 'virtual', 'strong', 'metaverse', 'meetings', 'inperson', 'home']

URL: <https://sifted.eu/articles/metaverse-irl-meetings-in-person/>

--Topic Scores--

general: [47]

german: [40]

crypto: [240]

metaverse: [1522]

android: [2]

apple: [5]

programming: [40]

Summary:

Silicon Valley loves a fad. At TravelPerk that's reflected in our only remote vs in-person policy: meeting other humans should be done in real life. And it's not about presenteeism, as anyone who I've told to go home if they're still in the office past 7pm will tell you.

They allow you to look a colleague or business partner in the eye and relate to them as a fellow human ? just as our ancestors have done for thousands of years. You may not be wearing VR goggles, but Zoom meetings are a kind of metaverse. And if you're running a startup that you want to grow quickly, you're dooming it to failure from day one if you think virtual worlds are any replacement for in-person interaction.

The Tiffany Report

Andreessen Horowitz raises \$600M venture fund for games

Date: May 18 2022

Topic: metaverse

#: 31 | Score: 1483

Author: ['Dean Takahashi']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.011, 'neu': 0.327, 'pos': 0.662, 'compound': 1.0}

Tags: ['games', 'fund', 'like', 'companies', 'lai', 'industry', 'consumer', 'building', 'a16z', 'said']

URL: <https://venturebeat.com/2022/05/18/andreessen-horowitz-raises-600m-venture-fund-for-games/>

--Topic Scores--

general: [202]

stocks: [330]

german: [20]

crypto: [580]

metaverse: [1483]

android: [3]

apple: [25]

programming: [60]

Summary:

Did you miss a session from GamesBeat Summit 2022? Our focus is on investing in the very best founders in the games industry. Some of these founders are building in web 3, but many are not. In the 2010s, A16z backed companies like Zynga and Oculus, which helped build the firm's experience with both game studios and underlying games technologies. All of this has cemented its belief that games require a specialized focus—not just in dedicated investing capital, but also in operational prowess that's as unique and forward-thinking as the games industry itself. Founders love the fact that we can support them from the seed all the way to IPO, with our operating platform adapting to their changing needs. I asked Lai if he was concerned about the hype cycle around blockchain games and some resistance to it. We've invested in many web3 games companies such as Dapper Labs and Battlebound that lean on us for both crypto and games expertise.

The Tiffany Report

Top industry executives lose interest in the concept of metaverse

Date: May 18 2022

Topic: metaverse

#: 32 | Score: 1478

Author: ['Sohini Bagchi']

Source: livemint

Source Rank: False

Sentiment: {'neg': 0.005, 'neu': 0.144, 'pos': 0.851, 'compound': 1.0}

Tags: ['metaverse', 'top', 'executives', 'ceos', 'business', 'technology', 'gartner', 'chief', 'virtual', 'technologies']

URL: <https://www.livemint.com/technology/tech-news/top-industry-executives-lose-interest-in-the-concept-of-metaverse-11652895998746.html>

--Topic Scores--

general: [42]

stocks: [20]

german: [50]

crypto: [400]

metaverse: [1478]

android: [40]

apple: [40]

Summary:

NEW DELHI : Six months since social media giant Facebook rebranded itself as Meta and announced plans to build a future where the internet will be made of many interconnected virtual spaces, top industry executives are already beginning to lose interest in the concept. In the case of the metaverse, however, it's doubtful the respondents who think it very likely to be a key technology for their business are as confident as they appear to be." A recent report by market research firm Gartner said that while technologies like artificial intelligence (AI) remain impactful for chief executive officers, the metaverse is reported as one of the least interesting areas for top business executives. Mark Raskino, distinguished research vice president at Gartner explained, "In the past, some CEOs have embraced new technology ideas perhaps a little too enthusiastically. In fact, 63% of CEOs see the metaverse as either not applicable or very unlikely to be a key technology for their business. And more recently, incidents such as the Russian invasion of Ukraine have amplified macroeconomic factors, prompting CEOs to deal with issues such as costs and inflation.

The Tiffany Report

Stepping into the Metaverse: ASU at the forefront of expanding virtual opportunities

Date: May 17 2022

Topic: metaverse

#: 33 | Score: 1465

Author: ['Nohelani Graf']

Source: abc15

Source Rank: False

Sentiment: {'neg': 0.011, 'neu': 0.311, 'pos': 0.679, 'compound': 1.0}

Tags: ['like', 'world', 'metaverse', 'could', 'virtual', 'campus', 'walk', 'reality', 'put', 'life']

URL: <https://www.abc15.com/news/national/stepping-into-the-metaverse-asu-at-the-forefront-of-expanding-virtual-opportunities>

--Topic Scores--

general: [19]

german: [20]

crypto: [220]

metaverse: [1465]

android: [22]

apple: [20]

programming: [40]

Summary:

TEMPE, AZ ? It's a word and a world we hear more of these days: the Metaverse. Arizona State University is at the forefront of exploring this virtual world and is already opening up a world of possibility in the Valley. It offers a chance to fully immerse yourself in simulated experiences, even in space. "We can actually put people in there in an avatar form so they can meet with each other, walk the campus, do campus tours, even take classes together without ever setting foot on campus," Munnerley said. They've both already tried headset accessories as well that add smell to the virtual experience. They've also created the Career Arcade, which could be the future of internships or even career day experiences for middle and high schoolers.

The Tiffany Report

CGS to Showcase Virtual Reality Solution for Rapid

Date: May 17 2022

Topic: metaverse

#: 34 | Score: 1443

Author: []

Source: globenewswire

Source Rank: False

Sentiment: {'neg': 0.0, 'neu': 0.331, 'pos': 0.669, 'compound': 1.0}

Tags: ['teamworkar', 'training', 'cgs', 'new', 'floor', 'business', 'workers', 'virtually', 'support', 'oculus']

URL: <https://www.globenewswire.com/news-release/2022/05/17/2444939/0/en/CGS-to-Showcase-Virtual-Reality-Solution-for-Rapid-Modernization-of-Shop-Floor-Operations-at-Texprocess-Americas-2022.html>

--Topic Scores--

general: [42]

german: [80]

crypto: [180]

metaverse: [1443]

android: [32]

apple: [175]

programming: [50]

Summary:

The immersive experience will be powered by CGS's TeamworkAR platform and Meta's 2022 Oculus 2 headset. CGS is wholly focused on creating comprehensive solutions that meet clients' complex, multi-dimensional needs, and support clients' most fundamental business activities. This new addition to its award-winning BlueCherry suite is a cloud-based solution, enabling manufacturers, brands and subcontractors to gain real-time visibility, control and insights quickly and easily into their complete supply chain and factory floor operations from any mobile device or browser. TeamworkAR and Meta's OculusIn February 2022, CGS announced TeamworkAR was selected to join Meta's exclusive Quest for Business ISV Program providing for groundbreaking digital transformation for education and on-the-job training. Virtually onboard, train and support workers in the Metaverse, eliminating the cost and disruption of in-person training on the factory floor. Headquartered in New York City, CGS has offices across North America, South America, Europe, the Middle East, and Asia.

The Tiffany Report

Miami tech company uses VR to bring real estate into the metaverse

Date: May 18 2022

Topic: metaverse

#: 35 | Score: 1418

Author: ['Gio Insignares']

Source: local10

Source Rank: False

Sentiment: {'neg': 0.008, 'neu': 0.338, 'pos': 0.654, 'compound': 1.0}

Tags: ['yupix', 'reality', 'technology', 'way', 'virtual', 'real', 'company', 'alesso', 'world', 'residences']

URL: <https://www.local10.com/news/local/2022/05/18/miami-tech-company-uses-vr-to-bring-real-estate-into-the-metaverse/>

--Topic Scores--

general: [14]

german: [20]

crypto: [220]

metaverse: [1418]

android: [52]

apple: [25]

programming: [10]

Summary:

Alvaro Alesso and Patricio Navarro are two of the three minds behind Yupix, a Miami-based technology company promising to change the way people interact with the world. "So you are going to be interactive all the time, between the real world and the virtual world in a way that is going to be absolutely natural, and that is how we envision the world," Navarro said.

It is up to us to learn how to use it properly, and it's up to us to learn how to use this new power that we have," Alesso said. One local company is hoping to capture Miami's attention and take a step toward the future with real estate. AdYUPIX's larger goal is to expand the business beyond Miami eventually becoming an international brand, that anyone can visit anywhere, in an instant. YUPIX says the first tower is already sold out, while the second tower is at about 90 percent sold out, a number even the property's own website strongly highlights.

The Tiffany Report

Forget the metaverse, the Meetaverse is where your next meeting might be at

Date: May 17 2022

Topic: metaverse

#: 36 | Score: 1366

Author: ['Lance Ulanoff']

Source: techradar

Source Rank: False

Sentiment: {'neg': 0.013, 'neu': 0.329, 'pos': 0.657, 'compound': 1.0}

Tags: ['metaverse', '3d', 'space', 'meeting', 'though', 'like', 'avatars', 'told', 'spaces', 'platform']

URL: <https://www.techradar.com/news/forget-the-metaverse-the-meetaverse-is-where-you-next-meeting-might-be-at>

--Topic Scores--

general: [64]

stocks: [40]

crypto: [180]

metaverse: [1366]

android: [8]

apple: [30]

programming: [20]

Summary:

Audio player loading?Walking around my own private convention hall, marveling at my own mostly minuscule accomplishments, I thought, "I could get used to hanging out here in the Meetaverse. " Off to the left of my browser screen was a more traditional foursquare live video feed of me and the three Meetaverse representatives: Chief Marketing Officer Cal Nathan, Marketing Director Nick Borelli, and Project Facilitator Manager Lauren Holley. (Image credit: Future)Unlike the metaverse, Meetaverse is designed for browsers and not VR headsets (though Mettaverse did work on Oculus-friendly versions for a while). Even though you can walk through solid objects (again, another conscious design decision), there's no way of quickly teleporting from one spot in the Meetaverse to another (you can dial in and out of entire Meetaverses events or meetings, though). There was an entry space, a welcome section, breakout rooms with semi-translucent glass walls, and a large presentation space. To make me feel more at home, Meetaverse filled my space with details about me: there were walls with my photos, my social media stats, and articles I've written.

The Tiffany Report

OpenSim land area hits new record high as all stats rise this month ? Hypergrid Business

Date: May 18 2022

Topic: metaverse

#: 37 | Score: 1360

Author: ['On', 'In', 'Tagged', 'With']

Source: hypergridbusiness

Source Rank: False

Sentiment: {'neg': 0.021, 'neu': 0.56, 'pos': 0.419, 'compound': 1.0}

Tags: ['grids', 'grid', 'opensim', 'users', 'regions', 'content', 'list', 'stats', 'region', 'new']

URL: https://www.hypergridbusiness.com/2022/05/opensim-land-area-hits-new-record-high-as-all-stats-rise-this-month/?utm_source=rss&utm_medium=rss&utm_campaign=opensim-land-area-hits-new-record-high-as-all-stats-rise-this-month

--Topic Scores--

general: [33]

stocks: [5]

german: [20]

crypto: [380]

metaverse: [1360]

apple: [120]

programming: [70]

Summary:

OpenSim land area is up by more than 12,000 standard regions this month compared to last month, bringing the total land area to a record high of 113,151 standard region equivalents. There will be music but the details of the activities are not yet announced. Merchants looking to sell content will go to the grids with the most potential customers. The software is free to download and use. These stats do not include most of the grids running on OutWorldz DreamGrid, which is a distribution of OpenSim used by many people to create virtual worlds on personal computers, private company grids, or school grids. The Tag grid marketplace, the only other OpenSim marketplace comparable to the Kately Market, also lists over 2,000 items including apparel, avatar accessories, avatar appearances and other items.

The Tiffany Report

Mid 2022: Quest 2, PC VR, PSVR & More

Date: May 18 2022

Topic: metaverse

#: 38 | Score: 1330

Author: ['Harry Baker', 'Jamie Feltham']

Source: uploadvr

Source Rank: False

Sentiment: {'neg': 0.097, 'neu': 0.518, 'pos': 0.385, 'compound': 1.0}

Tags: ['headset', 'vr', 'quest', '2', 'best', 'tracking', 'pc', 'g2', 'index', 'available']

URL: <https://uploadvr.com/best-vr-headset-2020/>

--Topic Scores--

general: [2]

weed: [2]

crypto: [880]

metaverse: [1330]

android: [86]

apple: [130]

programming: [130]

Summary:

Want to get into VR but not sure which headset is right for you? For \$299, you get a full standalone headset that requires no other equipment, with a selection of some of the best experiences and games on any platform. PSVR is a tethered headset, but instead of a PC it connects to your PS4 or PS5. Check out the New to VR? UploadVR even exclusively revealed the specs of the new headset in May, confirming an increase in resolution, inside-out tracking and much more. PlayStation VR headsets and bundles (often including headset, camera, camera adapter for PS5, but not the PlayStation console itself) are sometimes available on Amazon ? stock and pricing varies, as the device is at the end of its life cycle.

The Tiffany Report

Application of virtual reality and augmented reality

Date: May 17 2022

Topic: metaverse

#: 39 | Score: 1323

Author: []

Source: thecable

Source Rank: False

Sentiment: {'neg': 0.019, 'neu': 0.52, 'pos': 0.461, 'compound': 1.0}

Tags: ['vr', 'reality', 'ar', 'virtual', 'experience', 'could', 'users', 'employees', 'better', 'use']

URL: <https://www.thecable.ng/application-of-virtual-reality-and-augmented-reality>

--Topic Scores--

general: [74]

stocks: [220]

german: [70]

crypto: [800]

metaverse: [1323]

android: [172]

apple: [20]

programming: [60]

Summary:

Technology is making possible swifter change and progress, resulting in an acceleration of almost everything from education, banking, governance, entertainment, and healthcare, to mention a few. VR puts the user in an environment, that AR enhances, and ER extends. Imagine that one is taking a virtual walk along a very high bridge while a coach provides guidance to master the fear of heights (would have been helpful before my tour of the 163-floored Burj Khalifa).

AR and VR offer approaches and superior tools for engaging with ideas in prototypes, while also testing until more desired outputs become realizable. Various municipalities in North Carolina are seeking ways to leverage the technology to harness the potential of everything from tourism to workforce development. It could also allow users to personalize their destinations of choice while generating revenue for the smart business people who make that possible for others.

The Tiffany Report

G PLATFORMS THAT PUT YOU IN CONTROL. PAC-MAN FROG (PAC), DECENTRALAND (LAND) & THE SAND
(SAND) ? CryptoMode

Date: May 19 2022

Topic: metaverse

#: 40 | Score: 1306

Author: []

Source: cryptomode

Source Rank: False

Sentiment: {'neg': 0.007, 'neu': 0.281, 'pos': 0.711, 'compound': 1.0}

Tags: ['gaming', 'virtual', 'world', 'pacman', 'gamefi', 'control', 'frog', 'sandbox', 'decentraland', 'one']

URL: <https://cryptomode.com/gaming-platforms-that-put-you-in-control-pac-man-frog-pac-decentraland-land-the-sandbox-sand/>

--Topic Scores--

general: [83]

stocks: [50]

german: [20]

crypto: [1110]

metaverse: [1306]

apple: [10]

Summary:

GameFi is the fusion of the words game and finance, the GameFi ecosystem was made so that its users have access to cryptocurrencies, non-fungible tokens and blockchain technology to create a virtual gaming world. Central control over the trading of virtual goods created by its players restricts them from gaining a fair and just value for their creations. They are looking to create havoc for existing game makers like Minecraft and Roblox by allowing creators to have true ownership of their creations, through non-fungible tokens (NFTs) and rewarding participation by giving them SAND tokens. Also, one thing all these gaming platforms have in common is that they want their members to control and own whatever they create in their virtual space, so why not play and make a profit simultaneously. Decentraland values its members, as the community even proposes a vote for policy updates and future Decentraland auctions. Gaming Galore!

The Tiffany Report

AMD Radeon RX 6950 XT Review

Date: May 18 2022

Topic: metaverse

#: 43 | Score: 1180

Author: ['Steven Walton']

Source: techspot

Source Rank: False

Sentiment: {'neg': 0.021, 'neu': 0.503, 'pos': 0.476, 'compound': 1.0}

Tags: ['xt', 'rtx', '6950', '3090', 'ti', '6900', '3080', 'faster', '6800', 'amd']

URL: <https://www.techspot.com/review/2463-amd-radeon-6950xt/>

--Topic Scores--

general: [45]

stocks: [300]

metaverse: [1180]

apple: [115]

programming: [80]

Summary:

The new Radeon RX 6950 XT flagship is once again a minor refresh in AMD's GPU lineup. Increasing the resolution to 1440p sees the RTX 3080 Ti close in on the 6950 XT though the margin to the RTX 3090 remains much the same while the 3090 Ti was 8% faster. The Radeon is around 45% cheaper right now though, so that's a win for AMD. Based on those specs, we're expecting typical performance gains over the 6900 XT to be in the vicinity of 5-10%, which should help AMD in their flagship halo product battle with Nvidia. So if you had \$1,000 or more to spend on a high-end GPU, but you still wanted to make the most out of your buck, then you'd go with the 6900 XT or maybe the 6950 XT as it's only 4% more per frame. We've tested 11 games at 1080p, 1440p and 4K, of which we'll go into more detail for a few of them before looking at our 11 game average data and cost per frame analysis.

The Tiffany Report

Facebook's IPO 10 years later ? new name, same CEO and a familiar problem

Date: May 18 2022

Topic: metaverse

#: 44 | Score: 1178

Author: ['Ari Levy']

Source: cnbc

Source Rank: False

Sentiment: {'neg': 0.035, 'neu': 0.401, 'pos': 0.563, 'compound': 1.0}

Tags: ['facebook', 'facebook', 'said', 'market', 'ipo', 'stock', 'billion', 'revenue', 'company', 'company']

URL: <https://www.cnbc.com/2022/05/18/facebook-ipo-10-years-later-new-name-same-ceo-familiar-problem.html>

--Topic Scores--

general: [134]

weed: [12]

stocks: [575]

german: [130]

crypto: [160]

metaverse: [1178]

android: [4]

apple: [30]

programming: [40]

Summary:

In this article FB Facebook IPOA decade ago, Facebook told the public markets that it was pouring money into smartphone apps because mobile usage was key to the company's growth, even though it did "not currently directly generate any meaningful revenue" at the time. Facebook shares didn't recover to their IPO level of \$38 until August 2013, more than 14 months after their debut. The company now has a new name, Meta. Yacktman still owns Meta shares, but his firm hasn't added to its position in quite a while. 2 in U.S. digital advertising, a market that Insider Intelligence expects will expand by almost 50% to \$300 billion by 2025. Facebook is now more than 25 times bigger by revenue than it was in 2012.

The Tiffany Report

Virtual production company Dark Slope partners with Insight Productions to develop immersive, experiential television for new era of metaverse entertainment

Date: May 17 2022

Topic: metaverse

#: 46 | Score: 1155

Author: ['Sam Sprigg', 'About The Author', 'Managing Editor', '.Molongui-Author-Box .Molongui-Author-Box-Nav.Molongui-Author-Box-Tabs-Top Background-Color', '.Molongui-Author-Box .Molongui-Author-Box-Tab Nav Label Background-Color', '.Molongui-Author-Box .Molongui-Author-Box-Tabs Nav Label.Molongui-Author-Box-Tab Background-Color', '.Molongui-Author-Box .Molongui-Author-Box-Tabs Nav Label.Molongui-Author-Box-Tab-Molongui-Author-Box-Tab-Active Background-Color', '.Molongui-Author-Box .Molongui-Author-Box-Tabs .Molongui-Author-Box-Related .Molongui-Author-Box-Related-Entry-Title .Molongui-Author-Box .Molongui-Author-Box-Tabs .Molongui-Author-Box-Related .Molongui-Author-Box-Related-Entry-Title A Color Inherit Important']

Source: auganix

Source Rank: False

Sentiment: {'neg': 0.001, 'neu': 0.198, 'pos': 0.8, 'compound': 1.0}

Tags: ['slope', 'dark', 'production', 'virtual', 'insight', 'television', 'productions', 'new', 'metaverse', 'formats']

URL: <https://www.auganix.org/virtual-production-company-dark-slope-partners-with-insight-productions-to-develop-immersive-experiential-television-for-new-era-of-metaverse-entertainment/>

--Topic Scores--

general: [25]

crypto: [240]

metaverse: [1155]

apple: [130]

programming: [60]

Summary:

In General XR NewsMay 17, 2022 ? Dark Slope, a Toronto-based virtual production and metaverse gaming company, and Insight Productions, a Canadian production company, have today announced a partnership to develop original competition formats for a new era of metaverse entertainment.

?Our partnership with Dark Slope affords both companies an incredible opportunity to produce dynamic new formats that will dramatically elevate the genre,? said John Brunton, Chairman,

CEO, and Executive Producer for Insight Productions. For more information on Dark Slope and its virtual production offering, please visit the company?s website. Dan Fill, President of

Dark Slope Studios commented: ?We look forward to sharing what we are creating by combining Insight?s expertise in storytelling and original formats with our technical expertise in virtual production. According to the companies, the projects will utilize cutting-edge virtual production

The Tiffany Report

technologies to elevate the reality television genre and to produce a range of formats for both children and adults. Production on the first project is set to begin later this year.

The Tiffany Report

Automated Parcel Delivery Terminals Market Is Expected To Grow At A Compound Annual Growth Rate Of 10.9% By 2032

Date: May 18 2022

Topic: metaverse

#: 49 | Score: 1050

Author: ['Angela Scott-Briggs', 'Ankush Nikam']

Source: techbullion

Source Rank: False

Sentiment: {'neg': 0.012, 'neu': 0.325, 'pos': 0.663, 'compound': 1.0}

Tags: ['market', 'parcel', 'delivery', 'terminals', 'automated', 'transport', 'growth', 'expected', 'shipping', 'new']

URL: <https://techbullion.com/automated-parcel-delivery-terminals-market-is-expected-to-grow-at-a-compound-annual-growth-rate-of-10-9-by-2032/>

--Topic Scores--

general: [29]

stocks: [90]

german: [10]

crypto: [300]

metaverse: [1050]

apple: [25]

Summary:

The market study estimates the value of the global market for automated parcel delivery terminals at US\$ 639.9 Million in 2021 and is expected to grow at a compound annual growth rate of 10.9% by 2032, reaching US\$ 2.0 Billion from US\$ 720 Million in 2022. Parcel delivery terminals with automated transport have become a preferred shipping alternative when you consider that they assist to reduce the costs related to the logistics technique. The convenience of on-time delivery, hassle-free returns, and growing consumer interest in online shopping will drive the market for automated parcel delivery terminals. Among automated parcel delivery terminals, the market is segmented based on deployment type into indoor and outdoor units. The boom of e-trade companies and net penetration is expected to outpace the increase in the use of computerized parcel transport structures inside the market. Adoption of hardware-as-a-provider and the shift from B2B to B2C operations offer a fee-powerful manner to kick-begin parcel terminal operations, stimulating the boom of computerized parcel transport terminals throughout the marketplace in the future.

The Tiffany Report

VR goes mainstream in compressor maintenance

Date: May 17 2022

Topic: metaverse

#: 50 | Score: 1048

Author: []

Source: compressortech2

Source Rank: False

Sentiment: {'neg': 0.003, 'neu': 0.466, 'pos': 0.531, 'compound': 1.0}

Tags: ['vr', 'midstream', 'energy', 'learning', 'virtual', 'training', 'technology', 'industry', 'companies', 'train']

URL: <https://www.compressortech2.com/news/vr-goes-mainstream-in-compressor-maintenance/8020598.article>

--Topic Scores--

general: [35]

stocks: [20]

german: [10]

crypto: [580]

metaverse: [1048]

android: [72]

apple: [40]

programming: [50]

Summary:

Virtual reality (VR) is now being used to train the next generation of maintenance and operations workers in the gas compression industry. GPA Midstream and GPSA leadership believe that VR could be transformational for its members as aging Baby Boomers retire and research studies by Accenture, Deloitte, and PwC reveal that VR delivers better learning outcomes while aligning with how Millennials and Gen Z workers prefer to learn. ?While we can?t predict the future ? we can prepare for it. In May 2022, OSUIT announced a multi-year commitment to further expand its VR program by creating a virtual metaversity campus that will include virtual labs, simulators and a library of virtual equipment models (?digital twins?). Midstream operators are discovering that digital technology like VR can help insulate them from business disruptions by improving their ability to train workers, collaborate with vendors, and sell to customers when face-to-face gatherings aren?t possible. ?I?m excited about the potential for using VR to transform how we train our students for careers in the energy industry,? said Bob Firth, dean of the School of Engineering and Construction Technologies.

The Tiffany Report

Behaviour Interactive is acquiring Midwinter Entertainment

Date: May 17 2022

Topic: metaverse

#: 51 | Score: 1020

Author: ['Erron Kelly']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.004, 'neu': 0.194, 'pos': 0.801, 'compound': 1.0}

Tags: ['midwinter', 'team', 'interactive', 'behaviour', 'developer', 'studio', 'seems', 'metaverse', 'improbable', 'g

URL: <https://venturebeat.com/2022/05/17/behaviour-interactive-is-acquiring-midwinter-entertainment/>

--Topic Scores--

general: [55]

stocks: [305]

german: [30]

crypto: [100]

metaverse: [1020]

android: [3]

apple: [65]

programming: [30]

Summary:

Did you miss a session from GamesBeat Summit 2022? The Seattle located developer is currently under the umbrella of Improbable, a UK based metaverse technology company. Once the acquisition is complete Behaviour Interactive aims to get the Midwinter team using their skills on new, original IPs. The work done by the Midwinter team over the past three years has been phenomenal and we wish this team all the very best and will be looking forward to seeing their upcoming projects come to life. The acquisition of Midwinter is only a single part of Behaviour's growth strategy. Montreal based Behaviour Interactive is acquiring Seattle based developer Midwinter Entertainment. As part of our announced focus on the metaverse Improbable announced the divestment of its non metaverse focused content teams at the start of the year.

The Tiffany Report

AMD claims its GPUs beat Nvidia on performance per dollar

Date: May 17 2022

Topic: metaverse

#: 52 | Score: 970

Author: ['Dylan Martin', 'Simon Sharwood', 'Apac Editor', 'Katyanna Quach', 'Jessica Lyons Hardcastle', 'Thomas Claburn In San Francisco', 'Brandon Vigliarolo', 'Richard Speed', 'Laura Dobberstein']

Source: theregister

Source Rank: False

Sentiment: {'neg': 0.007, 'neu': 0.291, 'pos': 0.702, 'compound': 1.0}

Tags: ['cards', 'amd', 'performance', 'radeon', 'per', 'nvidia', 'claims', 'better', 'average', 'xt']

URL: https://go.theregister.com/feed/www.theregister.com/2022/05/17/amd_gpu_nvidia/

--Topic Scores--

general: [25]

metaverse: [970]

apple: [5]

programming: [40]

Summary:

As a slowdown in PC sales brings down prices for graphics cards, AMD is hoping to win over the market's remaining buyers with a bold, new claim that its latest Radeon cards provide better performance for the dollar than Nvidia's most recent GeForce cards. The Register only learned about AMD using nine games to determine the average FPS after asking a company spokesperson.

The market will become even more competitive later this year when Intel manages to make its Arc GPUs widely available. It's important to note that AMD doesn't have a comparable option for Nvidia's flagship, the GeForce RTX 3090 Ti. Performance-per-dollar can be a helpful way to measure things, particularly for people on a budget, it's just that the variables can be moving targets, especially since AMD and Nvidia are making continuous optimizations with software.

Frank Azor, the AMD gaming executive who tweeted the Radeon claims, framed the chip designer's purported superiority against Nvidia as a reflection of the increasing competition in the GPU market, which Nvidia has dominated for years, in desktops and other segments, like servers.

The Tiffany Report

10 Upcoming Fintech Webinars to Watch Live if You're in Asia

Date: May 18 2022

Topic: metaverse

#: 53 | Score: 941

Author: ['Fintechnews Singapore']

Source: fintechnews

Source Rank: False

Sentiment: {'neg': 0.013, 'neu': 0.514, 'pos': 0.474, 'compound': 1.0}

Tags: ['fintech', '2022', 'digital', 'startups', 'banking', 'gmt', 'online', 'director', 'webinar', 'head']

URL: <https://fintechnews.sg/61208/events/10-upcoming-fintech-webinars-to-watch-live-if-you-re-in-asia/>

--Topic Scores--

general: [147]

stocks: [210]

german: [60]

crypto: [770]

metaverse: [941]

apple: [15]

programming: [70]

Summary:

Since the beginning of the pandemic, webinars and online events have become a quick and effective way for professionals to build their knowledge and keep up with industry developments. Participant will get to hear from Industry experts as they decode the hot emerging trend in fintech of BNPL. The webinar will feature Vince Turcotte, Director Digital Assets Asia Pacific, Eventus Systems; Ian Lee, Founding Team, Director, Global Partnerships, Merkle Science; and Ari Redbord, Head of Legal and Government Affairs, TRM Labs. Experts representing the likes of Kneks, Princeton University, Indonesia Waof Board, LBB International, AAOIFI, Alami Group and Emstartups. ai, will share their experience and vision for Islamic fintech, Islamic crowdfunding, Halal tech, Takaful tech, Waqf Tech, and more. This session will look at the reasons for the momentous rise of BNPL in India and explore how it's going to play out in the future. Chinaccelerator is a startup development program for enterprise-tech and consumer-tech, with over 240 corporate partners and 100 million consumers in its ecosystem.

The Tiffany Report

AMD Achieves All-Time Record x86 Market Share in Q1 2022

Date: May 17 2022

Topic: metaverse

#: 54 | Score: 910

Author: ['Josh Norem']

Source: extremetech

Source Rank: False

Sentiment: {'neg': 0.026, 'neu': 0.306, 'pos': 0.667, 'compound': 1.0}

Tags: ['market', 'percent', 'amd', 'share', 'still', 'intel', 'year', 'cpus', 'quarter', 'launched']

URL: <https://www.extremetech.com/computing/335650-amd-achieves-all-time-record-x86-market-share-in-q1-2022>

--Topic Scores--

general: [10]

crypto: [20]

metaverse: [910]

apple: [10]

Summary:

The global PC market is entering into a period of uncertainty as the pandemic begins to recede. This allowed AMD to rise from 20.7 percent to 27.7 percent market share in the past year. Market analyst Mercury Research have released its Q1 2022 report, and it shows AMD chipping away at Intel's market share in multiple markets. As we reported previously, it was predicted AMD would lose mobile market share to Intel while making gains in server CPUs. We've already reported on GPU prices returning to sanity, which will no doubt aided by the recent crypto crash. According to Mercury Research's numbers (below), AMD made market share progress in every category.

The Tiffany Report

AMD Touts Radeon's Performance Per Dollar/Watt Compared to Nvidia

Date: May 18 2022

Topic: metaverse

#: 55 | Score: 890

Author: ['Josh Norem']

Source: extremetech

Source Rank: False

Sentiment: {'neg': 0.014, 'neu': 0.335, 'pos': 0.651, 'compound': 1.0}

Tags: ['amd', 'performance', 'chart', 'radeon', 'prices', 'nvidia', 'gpu', 'theres', 'per', 'newegg']

URL: <https://www.extremetech.com/gaming/335749-amd-touts-radeons-performance-per-dollar-watt-compared-to-nvidia>

--Topic Scores--

general: [10]

stocks: [100]

metaverse: [890]

apple: [20]

programming: [60]

Summary:

You know the GPU wars are heating up when manufacturers begin to openly talk smack about their competitors. Nvidia is notorious for its vague performance charts, after all. The days of Nvidia holding a major perf-per-watt advantage over AMD are also long gone. Interestingly, AMD doesn't include Nvidia's flagship GPU in its comparison chart. We get that AMD is playing to its strengths here since this is a marketing thing, but leaving out key details doesn't help its cause. The main issue with the chart is AMD doesn't say how it acquired its performance numbers.

The Tiffany Report

Beware the allure of training technology

Date: May 18 2022

Topic: metaverse

#: 56 | Score: 828

Author: ['Tim Marler']

Source: defensenews

Source Rank: False

Sentiment: {'neg': 0.016, 'neu': 0.37, 'pos': 0.614, 'compound': 1.0}

Tags: ['training', 'technology', 'could', 'virtual', 'new', 'may', 'capabilities', 'needs', 'vr', 'processes']

URL: <https://www.defensenews.com/opinion/commentary/2022/05/18/beware-the-allure-of-training-technology/>

--Topic Scores--

general: [24]

stocks: [300]

german: [30]

crypto: [360]

metaverse: [828]

android: [42]

apple: [40]

programming: [50]

Summary:

The allure of training technology can often overshadow its value. Furthermore, it may be necessary to identify, characterize and broadly communicate what practical capabilities a new technology can offer to various operations. Tim Marler is a senior research engineer at the think tank Rand and a professor at its graduate school. Deploying new capabilities within a training process (e.g., a course or sequence of courses) and within an organization may deserve dedicated analysis. VR involves a user being completely immersed in a virtual environment, and AR involves overlaying virtual entities on real items. Although VR and its variants are hot topics in the training community, the appropriate training tool depends on the underlying training objectives.

The Tiffany Report

Jimmy John?s invites guests to create a virtual Metasandwich that could become real

Date: May 17 2022

Topic: metaverse

#: 57 | Score: 801

Author: []

Source: nrn

Source Rank: False

Sentiment: {'neg': 0.005, 'neu': 0.262, 'pos': 0.732, 'compound': 1.0}

Tags: ['virtual', 'johns', 'guests', 'sandwich', 'first', 'metasandwich', 'may', 'jimmy', 'also', 'various']

URL: <https://www.nrn.com/fast-casual/jimmy-john-s-invites-guests-create-virtual-metasandwich-could-become-real>

--Topic Scores--

general: [10]

crypto: [260]

metaverse: [801]

Summary:

Jimmy John?s on Tuesday became the latest restaurant chain to invite guests to interact with the brand in the metaverse. There for a limited time, they can build a custom sandwich and submit their virtual creation for the chance to become the first official Metasandwich, which will be served on Jimmy John?s real life menu, at least for a limited time. Starting Tuesday, guests can visit a virtual Jimmy?s John?s store on the platform Decentraland at the web address TheMetaSandwich.com. The promotion is the latest to tap the burgeoning world often called the metaverse on various gaming platforms. Chipotle, for example, earlier this year hosted a limited-time Build a Burrito simulation experience on Roblox that saw 4 million plays. The virtual sandwich creations must be submitted by May 20.

The Tiffany Report

Joystick raises \$8M to turn gamers into owners and content creators

Date: May 17 2022

Topic: metaverse

#: 58 | Score: 793

Author: ['Dean Takahashi']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.003, 'neu': 0.318, 'pos': 0.679, 'compound': 1.0}

Tags: ['joystick', 'gaming', 'revenue', 'players', 'assets', 'model', 'web', 'tokens', 'playtoearn', 'platform']

URL: <https://venturebeat.com/2022/05/17/joystick-raises-8m-to-turn-gamers-into-owners-and-content-creators/>

--Topic Scores--

general: [127]

stocks: [210]

german: [30]

crypto: [600]

metaverse: [793]

android: [3]

apple: [30]

programming: [10]

Summary:

Did you miss a session from GamesBeat Summit 2022? Joystick has already raised a \$8 million seed round and is currently raising a \$110 million funding round. ?The rise of play-to-earn gaming and Web3 has created new earning potential for gamers,? said DeFay, CEO and cofounder of Joystick, in a statement. ? We are revolutionizing this model by allowing players to pay a fixed fee and earn 100% of the revenue they generate ? a major improvement over the traditional revenue-sharing model used by everyone else. The JOY token is designed to capture all value generated through Joystick activities as the platform acquires gaming assets, gaming guilds, early-round token allocation, and access to the best liquidity pools, games and gaming studios. Under Joystick?s rules, the creators and gamers pay a fixed fee and then keep 100% of their revenue.

The Tiffany Report

VR meditation: awe, avatars and psychedelics

Date: May 17 2022

Topic: metaverse

#: 59 | Score: 770

Author: ['Matt Fuchs', 'Contributing Reporter']

Source: washingtonpost

Source Rank: False

Sentiment: {'neg': 0.018, 'neu': 0.627, 'pos': 0.355, 'compound': 1.0}

Tags: ['vr', 'meditation', 'said', 'tripp', 'people', 'awe', 'apps', 'mind', 'like', 'health']

URL: <https://www.washingtonpost.com/wellness/2022/05/17/virtual-reality-meditation-apps/>

--Topic Scores--

general: [4]

stocks: [20]

crypto: [660]

metaverse: [770]

android: [74]

programming: [140]

Summary:

Placeholder while article actions load
In January, I sat on a mountain, savoring the panorama. What you have is your breath. But Judith Amores, a Harvard research fellow and VR designer, thinks that meditating in busy VR realms prepares you for just this situation. Whereas many Westerners see meditation as a solitary endeavor, Buddha taught that meditation should be anchored in community, said Jeremy Nickel, who started EvolVR, a social platform used for VR meditation that was recently acquired by TRIPP. Serving as a gateway to meditation, Farkas believes the pleasing sensory stimuli of his app could also encourage many people who wouldn't otherwise meditate to give it a try. For others, it's the incentive to put some self-care on the calendar, get excited to sit on a virtual beach and breathe. Matt Fuchs lives in Silver Spring, Md. On days when I lack willpower to sit down and close my eyes, the novelty of meditating in space or the ocean depths reels me in.

The Tiffany Report

Coffee Briefing May 17, 2022 ? Cradlepoint extends cellular Intelligence capabilities; Canadian students win nine international STEM awards; new tech training programs for underserved Canadians; and m

Date: May 17 2022

Topic: metaverse

#: 61 | Score: 750

Author: ['Pragya Sehgal', 'Born', 'Raised In The Capital City Of India - Delhi - Bounded The River Yamuna On The West', 'Pragya Has Climbed The Himalayas', 'Survived Medical Professional Stream In High School Without Becoming A Patient Or A Doctor.', 'Pragya Now Makes Her Home In Canada With Her Husband - A Digital Online Marketing Fanatic Who Also Loves To Prepare Delicious Meals For Her.', 'When She Isn T Working Or Writing Around Tech', 'She S Probably Watching Art Films On Netflix', 'Or Wondering Whether She Should Cut Her Hair Short Or Not.', 'Can Be Contacted At Psehgai Itwc.Ca Or']

Source: itworldcanada

Source Rank: False

Sentiment: {'neg': 0.014, 'neu': 0.471, 'pos': 0.515, 'compound': 1.0}

Tags: ['new', 'canada', 'tech', 'shopping', 'per', 'cent', 'announced', 'virtual', 'software', 'project']

URL: <https://www.itworldcanada.com/article/coffee-briefing-may-17-2022-cradlepoint-extends-cellular-intelligence-capabilities-canadian-students-win-nine-international-stem-awards-new-tech-training-programs-for-underserved-canadians/484757>

--Topic Scores--

general: [94]

stocks: [100]

german: [90]

crypto: [260]

metaverse: [750]

android: [23]

apple: [605]

programming: [310]

Summary:

Coffee Briefings are timely deliveries of the latest ITWC headlines, interviews, and podcasts.

Klarna's Virtual Shopping tools are now live with more than 300 brands such as Levi's, Hugo Boss, and Herman Miller. New artificial intelligence lab opens in MontrealMcGill University has announced the opening of a new international artificial intelligence (AI) laboratory in Montreal, confirming the city's status as a leader in the field. IBM Think 2022 ? Broad array of IBM software catalog now available as SaaS offerings on AWSIBM today announced it has signed a strategic collaboration agreement with Amazon Web Services (AWS), with plans to offer a

The Tiffany Report

broad array of its software catalog as software-as-a-service (SaaS) on AWS. Businesses know the risks and the need for protection, but as we experience what the European Union Agency for Cybersecurity (ENISA) calls "the golden era of ransomware," it's important to understand how these attacks are evolving, and what can be done to prevent, address, and recover from them. Two special awards that were presented to Team Canada-ISEF during the event include: Certificate of Honorable Mention, a 1-year free student membership to the INCOSE, and free virtual admission to the 2022 International Symposium of the INCOSE to Henry Zhao and Hardit Singh.

The Tiffany Report

HP unveils low-heat Omen 16 and Victus 15 gaming laptops

Date: May 18 2022

Topic: metaverse

#: 62 | Score: 750

Author: ['Dean Takahashi']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.004, 'neu': 0.427, 'pos': 0.568, 'compound': 1.0}

Tags: ['gaming', 'omen', 'laptop', 'victus', '15', '16', 'hp', 'gpu', 'also', 'power']

URL: <https://venturebeat.com/2022/05/18/hp-unveils-low-heat-omen-16-and-victus-15-gaming-laptops/>

--Topic Scores--

general: [117]

metaverse: [750]

android: [8]

apple: [45]

programming: [75]

Summary:

Did you miss a session from GamesBeat Summit 2022? And total consumer spending for PC gaming hardware and accessories is up 62% from 2019, HP said. With a single SSD up to Gen4 1TB PCIe 7.0, gaming and other activities are quick and simple. It has low blue light with Eyesafe display certification by TÜVRheinlan and an auto brightness sensor. The laptop can use up to an Nvidia GeForce RTX 3070 Ti laptop GPU with the latest Max Q technologies or AMD Ryzen RX 6650M. It comes with either an Intel Core i9-12900H series processor or AMD Ryzen 9 6900HX mobile processors.

The Tiffany Report

This Motion Simulator Lets You ?Walk? In VR While Sitting IRL

Date: May 17 2022

Topic: metaverse

#: 63 | Score: 745

Author: ['Kyle Melnick', 'View All Posts']

Source: vrscout

Source Rank: False

Sentiment: {'neg': 0.02, 'neu': 0.534, 'pos': 0.446, 'compound': 0.9999}

Tags: ['vr', 'sitwalk', 'motion', 'virtual', 'technology', 'gaming', 'games', 'digital', 'art', 'world']

URL: <https://vrscout.com/news/this-motion-simulator-lets-you-walk-in-vr-while-sitting-irl/>

--Topic Scores--

general: [25]

crypto: [360]

metaverse: [745]

android: [24]

apple: [15]

programming: [30]

Summary:

A VR motion sim designed for gaming, multimedia entertainment, and workplace productivity.

Those interested in backing the project can choose from several different models, some of which include additional add-ons such as the gaming seat and tabletop kit. By applying physical pressure to certain parts of the disk pedal you're able to ?walk? forward, backward, side-to-side, and rotate 360-degrees in the virtual world with minimal latency. With a novel approach to foot-based movement, SitWalk is deeply immersive, provides a natural, intuitive method of movement through the virtual world while comfortably seated, and reduces the fatigue and dizziness that many VR games might cause. Mr. Art Digital Technology says that SitWalk is compatible with all major VR headsets. The company?s unique motion simulator is composed of an ergonomic gaming chair mounted on top of a motorized platform.

The Tiffany Report

Augmented Reality Hardware Startup OQmented Opens Optics R&D Site in Jena, Germany

Date: May 17 2022

Topic: metaverse

#: 65 | Score: 683

Author: []

Source: globenewswire

Source Rank: False

Sentiment: {'neg': 0.0, 'neu': 0.427, 'pos': 0.573, 'compound': 1.0}

Tags: ['optics', 'jena', 'germany', 'solutions', 'oqmented', 'new', 'world', 'technology', 'team', 'sensing']

URL: <https://www.globenewswire.com/news-release/2022/05/17/2444673/0/en/Augmented-Reality-Hardware-Startup-OQmented-Opens-Optics-R-D-Site-in-Jena-Germany.html>

--Topic Scores--

general: [25]

stocks: [50]

german: [20]

crypto: [80]

metaverse: [683]

android: [2]

apple: [80]

programming: [40]

Summary:

English GermanITZEHOE, Germany and JENA, Germany, May 17, 2022 (GLOBE NEWSWIRE) -- OQmented, a technology leader in MEMS-based AR/VR display and 3D sensing solutions, has opened a new location in Jena, Germany. "We are excited to become a part of Jena's very innovative and dynamic ecosystem and to profit from access to business partners and the exceptional talent there," said Thomas von Wantoch, CEO/CFO and co-founder of OQmented. 1a07745 JenaGermanyA photo accompanying this announcement is available at <https://www.globenewswire.com/NewsRoom/Attachment.aspx/1a07745>. This step supports the company's strategic decision to develop its solutions as complete systems with optics as an integral component. To serve this emerging mass market, OQmented's goal is to innovate conventional optics and combine it with its micro production process for new types of products. The local Research & Development team will enhance OQmented's products with additional expertise.

The Tiffany Report

Meta Revealed The Detailed Specs Of Quest 2's Display

Date: May 17 2022

Topic: metaverse

#: 66 | Score: 640

Author: ['David Heaney', 'Harry Baker']

Source: uploadvr

Source Rank: False

Sentiment: {'neg': 0.007, 'neu': 0.436, 'pos': 0.557, 'compound': 1.0}

Tags: ['pixels', 'display', 'quest', 'vr', '2', 'meta', 'revealed', 'per', 'headsets', 'panels']

URL: <https://uploadvr.com/quest-2-lcd-display-detailed-specs/>

--Topic Scores--

general: [31]

stocks: [50]

crypto: [380]

metaverse: [640]

android: [18]

apple: [15]

programming: [80]

Summary:

At Display Week 2022 Meta revealed the detailed specs of Quest 2's LCD panel. Detailed Specs & ArchitectureThe 1920x3664 resolution and 120 Hz max refresh rate were already publicly known, but the talk revealed the panel's exact 5.46 inch size and density: 773 pixels per inch. Screen Door EffectCheon Hong Kim also went into detail about some of the specific causes of SDE ? screen door effect ? in VR headsets:These factors are important considerations when specifying and sourcing panels for VR headsets, but Cheon acknowledged Quest 2 has some of the issues outlined here. While VR headsets have been making solid advancements ? the Oculus Rift had roughly 14 pixels per degree ? there's still clearly a long way to go. Fast Switch LCDIt's essential that displays used in VR headsets only illuminate the pixels for a small fraction of each frame ? a technique called Low Persistence. R&D PrioritiesIn the conclusions slide, the key display resolution spec of Quest 2 was revealed, the angular resolution measured in pixels per degree.

The Tiffany Report

The Walking Dead creator Skybound Entertainment raises funding for expansion

Date: May 17 2022

Topic: metaverse

#: 67 | Score: 626

Author: ['Dean Takahashi']

Source: venturebeat

Source Rank: False

Sentiment: {'neg': 0.042, 'neu': 0.579, 'pos': 0.378, 'compound': 1.0}

Tags: ['walking', 'dead', 'games', 'company', 'new', 'video', 'skybound', 'said', 'including', 'content']

URL: <https://venturebeat.com/2022/05/17/the-walking-dead-creator-skybound-entertainment-raises-funding-for-expansion/>

--Topic Scores--

general: [62]

stocks: [80]

german: [60]

crypto: [140]

metaverse: [626]

android: [17]

apple: [135]

programming: [70]

Summary:

Did you miss a session from GamesBeat Summit 2022? He created the Fighting Fantasy game books in 1982, and those have sold more than 17 million copies to date. The company will use the capital to augment and accelerate the internal development of new TV shows, video games, comics and podcasts, said Alpert, in an email to GamesBeat. Kirkman's comic book series Invincible is also in production for seasons 2 and 3 after a high-acclaimed and successful first season debut through an exclusive partnership with Amazon Prime. As for the metaverse, Alpert said the company has taken steps toward engaging fans in a meta experience with The Walking Dead. "Our magic is the depth of creator talent and content we have available to build around," Alpert said.

The Tiffany Report

Kiwi Quest 2 Accessories Review: Best Oculus Add-Ons

Date: May 18 2022

Topic: metaverse

#: 69 | Score: 566

Author: ['Jamie Feltham', 'Harry Baker']

Source: uploadvr

Source Rank: False

Sentiment: {'neg': 0.027, 'neu': 0.594, 'pos': 0.379, 'compound': 1.0}

Tags: ['quest', '2', 'strap', 'weights', 'vr', 'cover', 'controller', 'top', 'also', 'youre']

URL: <https://uploadvr.com/kiwi-quest-2-oculus-accessories-review/>

--Topic Scores--

general: [5]

crypto: [260]

metaverse: [566]

android: [20]

apple: [35]

programming: [40]

Summary:

If you're looking for some of the best Oculus Quest 2 and Meta Quest 2 accessories, then Kiwi Designs has probably come up in your search. From a functionality and build quality perspective, both offerings feel the same, but VR Cover does tend to have a lot more choice in color and style of its peripherals and comes in cheaper at \$29 compared to the \$42 for even Kiwi's base offering. This is perhaps the product that competes most with Kiwi Design's main VR accessory rival, VR Cover. There's even a hinge on the side straps so you can adjust the angle that the headset rests on your face. It can seem like a great idea to keep them on at all times but doing so might increase risk of straining yourself in VR, especially with fast, unexpected movements or over prolonged play sessions. Many users have reported snapped straps over the past few years, to the point that Meta even suspended shipments of the kit in 2020 before resuming with a two-year replacement offer.

The Tiffany Report

Moraine Valley Nursing Using Virtual Reality, Upgraded Simulators

Date: May 19 2022

Topic: metaverse

#: 70 | Score: 545

Author: []

Source: patch

Source Rank: False

Sentiment: {'neg': 0.009, 'neu': 0.575, 'pos': 0.416, 'compound': 0.9999}

Tags: ['virtual', 'nursing', 'valley', 'students', 'reality', 'patient', 'simulators', 'program', 'moraine', 'using']

URL: <https://patch.com/illinois/palos/moraine-valley-nursing-using-virtual-reality-upgrade-d-simulators>

--Topic Scores--

general: [2]

crypto: [240]

metaverse: [545]

android: [60]

programming: [60]

Summary:

Schools Moraine Valley Nursing Using Virtual Reality, Upgraded Simulators Moraine Valley nursing program implements virtual reality and upgraded simulators in classes at Palos Hills and Blue Island campuses. I have never done virtual reality before, so I didn't know what to expect, " said Natalie Wigginton, a student from Oak Lawn. Murphy is going to work on a virtual study guide with information from textbooks to help students see what they're learning. If students have an Oculus at home, they just need to log into their account and access Moraine Valley's program. Last month, nursing classes at the main campus in Palos Hills and at the Education Center at Blue Island used 25 Oculus headsets and specific software to simulate being in a hospital and treating a patient. Faculty programmed a multitude of patient responses and charts into the software to give students various situations they may encounter in the real world, and they enjoyed the learning experience.

The Tiffany Report

7 Reasons Why Your Business Needs IT Asset Management

Date: May 17 2022

Topic: metaverse

#: 72 | Score: 530

Author: ['Atreyee Chowdhury', 'Atreyee Chowdhury Works Full-Time As A Content Manager With A Fortune Retail Giant. She Is Passionate About Writing', 'Helped Many Small', 'Medium-Scale Businesses Achieve Their Content Marketing Goals With Her Carefully Crafted', 'Compelling Content. She Loves To Read', 'Travel', 'Experiment With Different Cuisines In Her Free Time. You Can Follow Her On']

Source: itchronicles

Source Rank: False

Sentiment: {'neg': 0.033, 'neu': 0.496, 'pos': 0.471, 'compound': 1.0}

Tags: ['asset', 'management', 'assets', 'tracking', 'software', 'system', 'well', 'result', 'resources', 'firms']

URL: <https://itchronicles.com/it-asset-management-itam/7-reasons-why-your-business-needs-it-asset-management/>

--Topic Scores--

general: [188]

stocks: [310]

german: [70]

metaverse: [530]

apple: [15]

programming: [200]

Summary:

Several businesses have no notion regarding the number of assets they possess, have lost, or are currently using. Access data from the cloud in real-timeAs market dynamics, business requirements, and economic conditions change, firms have begun to embrace cloud-based services. This could also aid in the planning of future corporate expenditures and budgets. Furthermore, by understanding the placement and company use of your firm's IT assets, you will be able to identify unused or underutilized resources which can be repurposed and rerouted somewhere else instead of investing in new assets. IT asset tracking is defined as keeping track of information about an IT asset such as hardware and software. These IT assets include laptops, computers, mobile gadgets, servers, routers, switches, and software assets.

The Tiffany Report

Universal Music partners with LimeWire for NFT marketplace

Date: May 19 2022

Topic: metaverse

#: 73 | Score: 510

Author: []

Source: ledgerinsights

Source Rank: False

Sentiment: {'neg': 0.011, 'neu': 0.327, 'pos': 0.661, 'compound': 1.0}

Tags: ['music', 'limewire', 'umg', 'nft', 'artists', 'platform', 'nfts', 'digital', 'marketplace', 'group']

URL: <https://www.ledgerinsights.com/universal-music-partners-with-limewire-for-nft-marketplace/>

--Topic Scores--

general: [45]

stocks: [115]

german: [30]

crypto: [360]

metaverse: [510]

apple: [15]

Summary:

Talent management firm Universal Music Group (UMG) has signed a partnership with non-fungible token (NFT) marketplace LimeWire. UMG has also partnered with Billboard for an NFT platform, NFT startup Curio, and digital avatars platform Genies for the launch of avatars and wearables as NFTs of its roster of artists. Hence seeing a leading music label like UMG partnering with LimeWire seems ironic. UMG manages the copyrights for its artists' content and will sell individual licenses to LimeWire to commercialize as digital collectibles. A U.S. federal court shut down the platform in 2010 following a four-year legal battle with the U.S. music industry over copyright infringement. But the platform is completely relaunching its branding and services as an NFT marketplace with an initial focus on music.