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CC0007 Science and Technology for Humanity

Trustless Trust

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Metaverse

- The metaverse is a 3D virtual space where people interact with each other using avatars, shop, play games, and do business.
- Sounds familiar?
 - The Sims Online
 - Second Life



METaverse

Metaverse



The Sims Online



Second Life

Metaverse

beyond

→ Universe

- The metaverse is a 3D virtual space where people interact with each other using avatars, shop, play games, and do business.
- Sounds familiar?
 - The Sims Online
 - Second Life
- Beyond universe—a good example of how the 4th Industrial Revolution or a fusion between the physical and digital world would look like.



METAVERSE

Ready Player One

You can scan to watch this supplementary video, by visiting the external link to abide by copyright protection requirements. Kindly scan the QR code provided below:



You can also click on the given link to access the supplementary video at any given time:

<https://www.youtube.com/watch?v=rjLVCpE3kuw>

METaverse

Metaverse

Will it be the next big hit?

- Facebook changed its company name to Meta.
- Goldman Sachs estimates US\$8 trillion for its market.



Metaverse

Why did the precedents fail?

- Interface issues: Complicated control or stiff learning curve
- Copyright issues: Could easily copy digital assets
- No killer apps
- Maintenance issues: Took hours to update the server
- And usual misbehaviours, such as trolls, cyberbullying, adult content, etc.

The word "METaverse" is displayed in a stylized, glitched font. The letters are white with red and blue digital artifacts, giving it a cybernetic or digital feel. It is centered between two large, glowing cyan semi-circles that resemble a stylized 'M' or a horizon line. The background is dark blue with a grid pattern and some faint geometric shapes like rectangles and triangles.

METaverse

Metaverse

What makes the difference in metaverse?

- Interface issues: More intuitive VR
- Copyright issues: NFTs and smart contracts
- No killer apps: A new ecosystem, thanks to the blockchain technology
- Maintenance issues: Still needs to be addressed, but decentralised network has potential
- And usual misbehaviours, such as trolls, cyberbullying, adult content, etc.: Human behaviour is always the issue



WELCOME TO
METaverse

Non-Fungible Token (NFT)

The second copy or
double spending issue

- Nature of digital product
- Scarcity is the key
- Now, digital artifacts can avoid the double-spending issue and be unique.



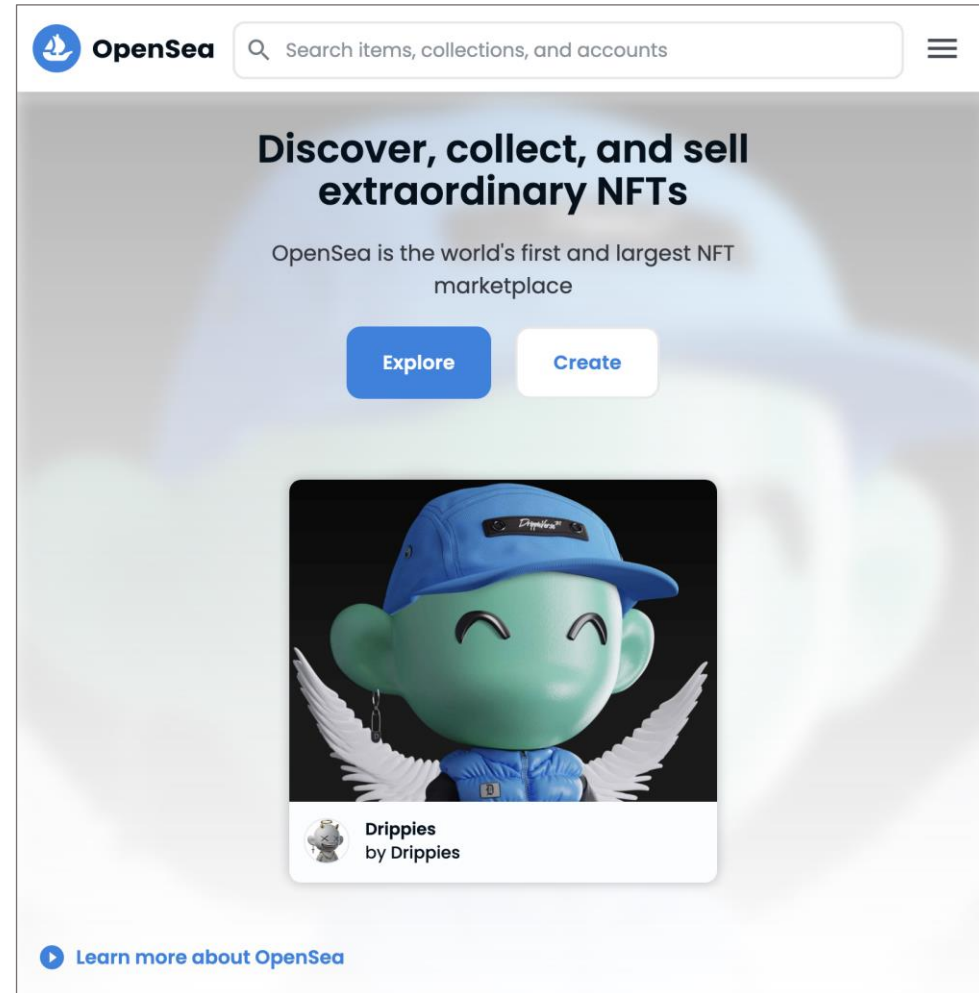
Non-Fungible Token (NFT)

The second copy or
double spending issue



Non-Fungible Token (NFT)

- A record stored on blockchain certifying the ownership and uniqueness of the digital artifact
- Ownership and authenticity
- Can be tied with smart contracts to generate revenues
- OpenSea marketplace:
<https://opensea.io/>



Non-Fungible Token (NFT)

- Characteristics
 - Unique, indivisible, immutable, and auditable
- Desirable characteristics
 - Easy to use
 - Hard to manipulate
 - Ready to verify (the system does not disappear)
 - Transparency
 - Auditability or tradability

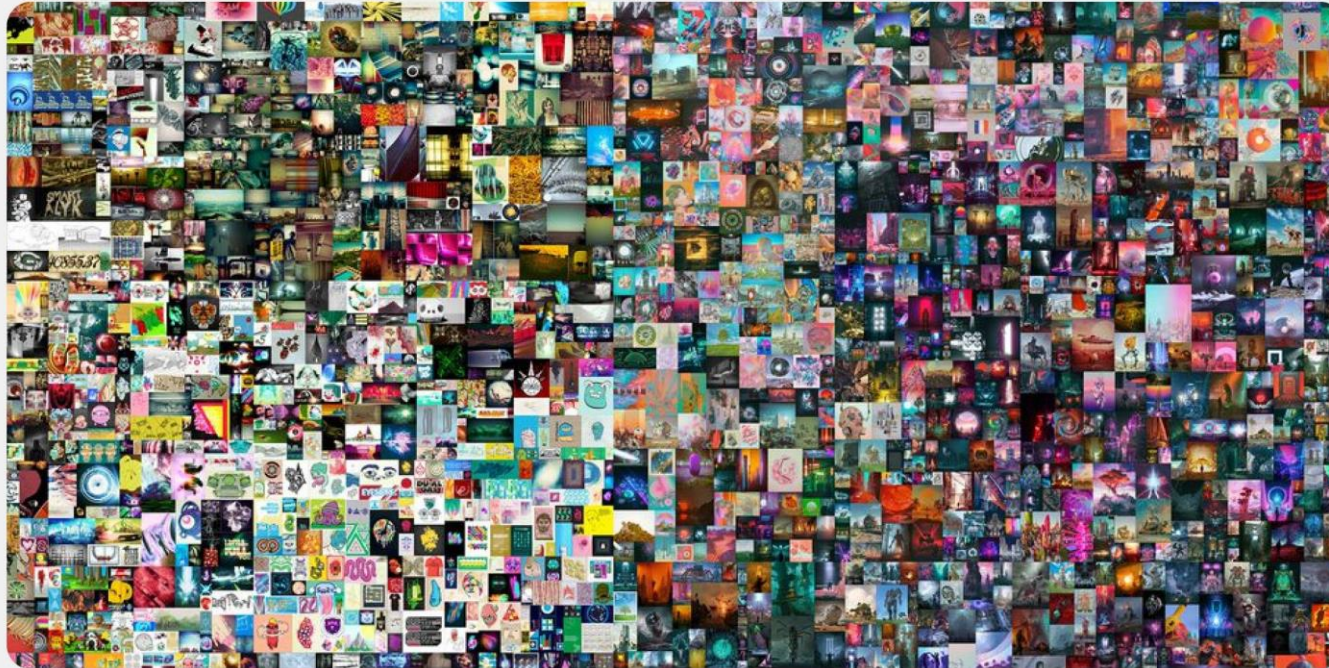


Smart Contracts

- It is a smart code that can enforce a contract, based on a blockchain technology, bypassing a third party.
- NFTs are created based on smart contracts, recorded in a blockchain.
- Writing a good code is a key for its success.



The Most Expensive NFTs



Courtesy: The First 5000 Days

The First 5000 Days by Mike "Beeple" Winkelmann – \$69.3 million

The Most Expensive NFTs



CryptoPunk #5822 – \$23.7 million

NFT Games



Axie Infinity

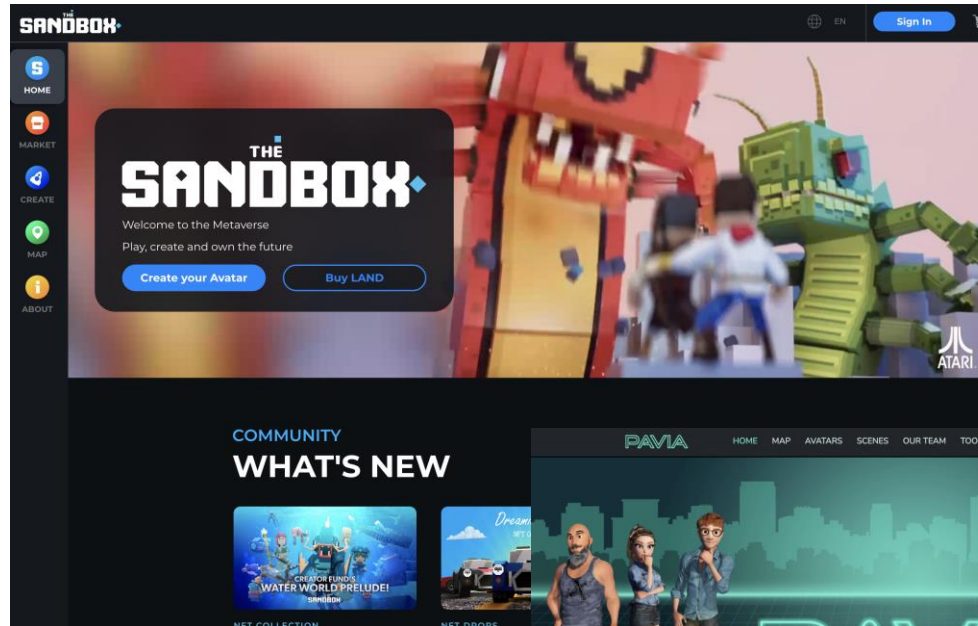
NFT Games



CryptoKitties

Metaverse – Current Examples

- Ethereum platform
 - Decentraland, and The Sandbox
- Cardano
 - The Pavia metaverse platform
- Solana
 - The Star Atlas metaverse



Metaverse – The Future

- A full-fledged economy
- Fusion between the physical and virtual worlds
- Decentralised
- One mega metaverse or multiple metaverses?



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