

Week 1's Bibliography Summary Topic 1: *What is Metaverse ?*

Metaverse is considered as a evolutionary of the internet in the future. According to Meta web page, it predicts that the Metaverse might be fully realized in the next 10 to 15 years. Its philosophy is strongly related to virtual reality or space where users could interact with each other no matter where they are. Moreover, Metaverse also allow users to work, shop ,hang out with users' friends or create new content. It basically make users spend their time online more worthy. The required equipment for entering metaverse is a VR headsets. Metaverse allows the users to create their own avatars. On top of that, the users could own assets such as digital currencies, digital houses or digital lands. For instance, one Canadian company used a crypto currency to bought a virtual property that worth over 2.5 million US dollar in the Decentraland, which is 3D virtual world platform. (Morse, 2022). I do believe this is an interesting research for computer science students since Metaverse might be change the user experiences of internet in the long run.

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