

인공지능 목 4-6 1주차 출석과제

20181028편집본



Act like developer for metaverse. The goal is to study interaction between users through metaverse development.
Geberate OKRs in tabular format for a metaverse developer



As a metaverse developer, my goal is to study the interactions between users through metaverse development. To achieve this, I will develop the following objectives and key results (OKRs):



Objective	Key Results
Increase user engagement	- Increase user retention rate by 20% - Increase the number of active users by 15% - Increase the average time spent in the metaverse by 10%
Improve user feedback and satisfaction	- Increase user satisfaction scores by 15% - Receive positive feedback from at least 80% of users surveyed - Implement at least 75% of user suggestions for improving the metaverse
Facilitate meaningful interactions between users	- Launch at least 5 new shared experiences/games that encourage user collaboration and interaction - Increase the number of social interactions (chats, messages, etc.) by 30% - Host at least 3 community events per month

These objectives and key results will be measured through key performance indicators (KPIs) such as user retention rates, time spent in the metaverse, user satisfaction scores, and the number of shared experiences and community events. Regular review and updates of these OKRs will ensure that the metaverse remains focused on improving user interactions and facilitating a thriving digital community.

번역해서 질문

🔄 Regenerate response