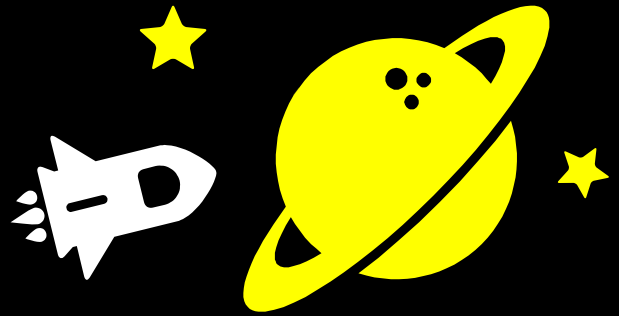
Past Metaverse Attempts

I have no idea why there is a cheetah here

Hello!

I am chrisplatorres

I dislike these cliche slide templates



Metaverse

The Metaverse is a collective virtual shared space, created by the convergence of virtually enhanced physical reality and physically persistent virtual space, including the sum of all virtual worlds, augmented reality, and the internet.

The concept of a Metaverse originates from science fiction and will not translate exactly to reality.

“

This isn’t an unusual situation. Science fiction has also inspired us in other related areas of technological interest, such as virtual interfaces. Unfortunately, what makes for such great eye-candy on the big screen can easily fail in the real world.

https://uploadvr.com/defining-the-real-world-metaverse-someone-is-finally-explaining-it/

Where is the value in a Metaverse?

S.M.A.R.T.

- Specific
- Measurable
- Action-oriented
- Realistic
- Time-stamped

Projects are reluctant to adopt new standards

HOW STANDARDS PROLIFERATE:

(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

SITUATION:
THERE ARE
14 COMPETING
STANDARDS.

14?! RIDICULOUS!
WE NEED TO DEVELOP
ONE UNIVERSAL STANDARD
THAT COVERS EVERYONE'S
USE CASES.

SOON:

SITUATION:
THERE ARE
15 COMPETING
STANDARDS.

The web (immersive web) is the best attempt at standards currently.

But is it enough?

"People thought CD-ROMs were much more important than the internet, but it wasn't true. It wasn't true because of hyperlinks. What is the hyperlink in the metaverse?”

- Philip Rosedale, CEO of High Fidelity and Founder of Second Life

https://youtu.be/rsMrllsaknM?t=1160

There is no
“base reality”
in the web

The end result might be less of a singular Metaverse and more of a hyperlinked multiverse of different experiences.

- Be practical, problem solving oriented
- Focus on compatibility over invention
- Start simple and allow for emergence

Thanks!

Any questions?

You can find me at
@chrisplatorres