

The background is a dark navy blue. On the left, there are two overlapping geometric shapes: a blue parallelogram and a light green parallelogram. Below these, a circular inset shows a close-up of a circuit board with various components. In the top right corner, there is a grey, 3D-rendered pattern of interlocking cubes or a circuit trace. The main title is centered in a large, white, sans-serif font.

# METaverse ASSIGNMENT

A NEW ERA OF TECH ON THE PEAK OF  
INNOVATION



# WHAT IS METAVERSE

The Metaverse are online spaces which allow people to interact in a more immersive way than traditional websites like VR games.

“Elizabeth halcroft” from reuters-the fuck?

It is essentially emulating the physical world in a digital world but with a extensive range of possibilities.

Metaverse offers a new space for people to socialize, play games and attend concerts.

Yahoo Finance’s Dan Howley has defined the metaverse as “a persistent and virtual world accessible through augmented reality, virtual reality, or even smartphones.”

You can call it the mirror world, the AR Cloud, the Magic Verse, the Spatial internet, or Live Maps, but one thing is for certain, it’s coming and it’s a big deal.



# ORIGINS

Where did the concept of the metaverse come from?

The word "metaverse" is a portmanteau of the prefix "meta" (meaning beyond) and "universe"; the term is typically used to describe the concept of a future iteration of the internet, made up of persistent, shared, 3D virtual spaces linked into a perceived virtual universe.

The word "metaverse" is often traced to Neal Stephenson's 1992 dystopic, cyberpunk novel *Snow Crash*, and many see a more recent inspiration in the dazzling warren of experiences at the heart of Ernest Cline's 2011 novel *Ready Player One*. However, the metaverse is far from the stuff of sci-fi. It's not even new.

AR, VR shows us some glimpse of metaverse by taking us into new digital world.



# INVESTMENT OPPORTUNITY

The metaverse has seemingly just begun being built, and “Be specific” one tech industry giant says it will surpass the physical world.

By 2025, gaming, business communication and advertising in the metaverse could be worth at least \$82 billion, a little less than what Facebook made last year from advertising alone.

ARK Invest founder Cathie Wood told CNBC last week she thinks the metaverse will be a multi trillion-dollar market. Investment firm Morgan Stanley has a more specific estimate of \$8 trillion. But venture capitalist Matthew Ball, CEO of Epyllion, believes the metaverse market could be worth up to \$30 trillion over the next 15 years.



# HIGH VALUE STOCKS OF METAVERSE COMPANY

There is expected that there will be huge increase in stocks of three companies which includes.

1. META
2. Nvidia
3. Unity

These three companies working on metaverse and trying to grab the market of this new multi billion dollar industry



# FUTURE OF METAVERSE

Metaverse will bring a vast change in sectors of economy, culture , shopping and entertainment.

**ECONOMY:** Companies in future will be marketing there ads in virtual spaces by placing them in it instead of popping ads by this people can interact with them and they got to know what people want.

**Culture:**In the metaverse, people won't be individually wandering around. They will have friendships, relationships (with autonomous NPCs, holograms or other people) who will affect their decisions.

**SHOPPING:** Virtual fashion houses and designers have a chance to enter a whole new market of digital-first clothing.

**Entertainment:**Concerts , Cinema and games will be much more attractive in metaverse where people can interact with each other in virtual land like ROBOLox.



# WHAT FOR DEVELOPERS?

We've had a flurry of metaverse news from other tech companies this year — everything from Microsoft's "enterprise metaverse" to Nvidia's "metaverse for engineers."

we are headed for a 3D version of the web in the coming years. As with the rise of the 2D web in the 1990s and into the 2000s, this will present many opportunities for developers.

There are just as many developer tools to choose from, such as Epic's Unreal Engine, Unity, Amazon Sumerian, Autodesk's Maya, and the open source Blender.