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CS 1010 – Intro to Interactive Entertainment

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Module 1 - Challenge: The future of Interactive Entertainment

When considering the future of the Metaverse, my initial thoughts go to *Ready Player One*, written by Ernest Cline, a novel set in the future where the majority of the world participates in an online virtual environment known as the OASIS. In the OASIS, users work, attend school, and participate in recreational activities through the use of immersive visors and haptic technology. As I listened to Mark Zuckerberg talk about his vision for the Metaverse, it sounds like it was taken directly from this 2011 novel.

While the Metaverse, or the public marketplace for that matter, doesn't yet offer affordable haptic gear to immerse yourself like *Ready Player One*, it seems that technology is moving in that direction. Until the technology to participate in virtual reality becomes more cost effective and widespread, I think it will be quite some time before we see Zuckerberg's vision come to life. In my current social circle, I know of only two people who have VR headsets, and they are used exclusively for gaming. I do not yet personally know anyone who participates in the Metaverse.

But thinking ahead to the future, I can imagine enjoying the possibilities for social interaction and entertainment that will come from the Metaverse. As a tool, I think the Metaverse could most drastically impact the field of education. 'Hands on learning' can be accessible for students with low resource costs or risks by using simulations. The idea of simulations where surgeons can practice is a

great implementation of this technology. I can also imagine with 3d scanning, we will also get to a point where a surgeon can practice on virtual replica of a patient.

Currently, the weakest link that I see when it comes to interacting in the Metaverse is work. Outside of a conference call like Zoom, I have a difficult time imagining a corporation being able to use the Metaverse for any type of production, file sharing, etc. I think there are many cyber security risks associated with having employees using a large social network, and I am having a hard time envisioning a future where corporations are comfortable allowing their business to be conducted in a 3rd party environment where they don't have control.

One idea that I don't recall seeing in the first part of the assigned video that I feel will make a positive impact on the world, is creating a more accessible environment to people with disabilities. The Metaverse could help those who may be isolated due to a physical or mental disability experience everything from social engagement to being able to participate in a professional setting.

Overall, I have excitement for the future of virtual reality, but am skeptical that a sole company will have a monopoly over this virtual environment, like the Metaverse is attempting to corner. I also feel that until technology to participate in these environments becomes much more cost-effective, the development for these virtual reality worlds will be a slow one.