Current challanges to the future vision of the Metaverse

1. Companies must be able to provide server capacity so that the Metaverse depicts a virtual world that does not have to be divided into zones like in computer games and has a player limit.
2. Users need a fast internet connection to participate without delays. There is still work to be done on data processing and presentation.
3. Virtual reality glasses are currently still quite unwieldy and expensive, so the Metaverse experience is not possible for everyone.
4. The question of who controls the Metaverse still has to be clarified, since up to now it has been companies like META and the idea of a decentralized world is therefore not given.
5. More fields of use must be created that are recognized and used by the masses.
6. In addition to META, there is a lack of visible pioneering work by other larger companies.