

Well-known "Metaverse" scenarios from books & films

Realized as in META's Horizon Workrooms, the Metaverse is actually something new that is currently evolving as new possibilities are created by modern technology.

However, there was an idea of this in the books and media landscape a few years ago:

The image of a metaverse was first drawn in the science fiction novel "Snow Crash", which was published in 1992.

Here the author Neal Stephenson is already talking about a parallel world in which people live as avatars.

In 2003, the computer game "Second Life" came onto the market, where you could explore a virtual world with your avatar and even communicate with other players.

Online role-playing games like "World of Warcraft" followed, which had a similar dynamic, but were far removed from reality, since you slipped into fantasy characters like orcs or the undead.

The Steven Spielberg film Ready Player One, released in 2018, is about humans fleeing into a virtual world and is believed to be the closest parallel to the vision of the Metaverse as it exists today.