**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.**