Ready Player One - Research Document

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CONTENTS

Abstract—**The research document covers the ideology of the Metaverse. The research perspective is from a Software Engineer role to see how the technology and how Software Engineering may change in the future.**

Index Terms—**Metaverse, Collective, Virtual Reality, VirtualSpace**

I. INTRODUCTION

The Metaverse idea was introduced as early as 1992 by Neal Stephenson in the Science-Fiction Novel 'Snow Crash'.

To make us think that the Metaverse is applicable in 50 years of today in universities has Mark Zuckerberg has recently proposed to change the name of Facebook to Meta. By taking a look at to understand Mark Zuckerberg's intention with Meta.

Essentially, the Metaverse is a platform, which joins other platform's together, less realistically speaking, similar to the Matrix in a 3D environment. The way the Matrix works, in theory, is that the human body is in a container and lives in a dying world, whilst living in a different reality, a virtual environment. However, the proposed Metaverse we are looking at will not be unethical or as advanced as the Matrix movies.

The research document will cover the ethical issues, obstacles and benefits that the Metaverse may encounter, covering how the implementation, user interaction (UI), and user experience (UX) are covered.

II. LITERATURE REVIEW

A. Ethical Issues

B. Advntages and Disadvantages

III. IMPLMENTATION

A. User Interaction

B. User Experience

IV. LIBRARIES AND RESOURCES

V. CONCLUSION

VI. TERMINOLOGY

List of terminologies used in this document:-
- UI - User Interaction.
- UX - User Experience.

VII. REFERENCE LIST