Slide 5: Major players in the metaverse (companies and their projects).

1: [Meta](https://about.meta.com/uk/)

Meta appeared in 2021 focus more to the metaverse and now offers information and services on VR, AR and smart glasses, with creative ideas and practical applications being developed every day by all people. The company’s ethos is that the metaverse will work to transform education and industries ranging from healthcare, mechanics and engineering, to name a few.

## 2: [Microsoft](https://www.microsoft.com/en-gb)

## Microsoft is one of the main companies developing the metaverse,. The company has also [partnered with Meta](https://blogs.microsoft.com/blog/2022/10/11/microsoft-and-meta-partner-to-deliver-immersive-experiences-for-the-future-of-work-and-play/) to give us a future immersive experiences for the future of both work and play.

## 3: [Apple](https://www.apple.com/uk/)

Apple started to dip its toe into the metaverse earlier this year (2023), with [CEO Tim Cook sharing his excitement](https://www.xrtoday.com/mixed-reality/the-apple-metaverse-what-we-know-so-far/) about the concept of overlapping virtual and physical worlds in the years ahead.

In france, Many companies are based on Sandbox Metavers like :

Carrefour Group

Axa Insurances

Ubisoft

Havas Group\*

Arte

France Television

Sandbox is the main French metavers company, and she already has an important international position. This company sell virtual environnement to his customers, wich let us create their own virtual territory

Carrefour Group was the first French company which tried the blockchain technology. Their virtual territory corresponds to 9 hectares, wich is the same space as 30 standards supermarkets

Slide 6: Social and ethical implications (privacy, security, societal impact).

### Social and Ethical implications are based on :

Data collects: there are many interactions now with meta plateforms and it’s a necessity to protect all individual datas

Cybersecurity: virtual financial trades could be a target for hackers,

Property and numerics rights e commerce creation and virtual property are a big subject about intellectual property and virtual rights

Mental Health immersion part of metavers could be a danger for humanity, like dependance and the reality feelings

Virtual Economy, Metavers could be the creation of new jobs,

Bas du formulaire