**Microsoft’s vision for the Metaverse**

Nowadays all the gaming companies are running behind the Multiverse. Here is the same scenario with Microsoft. The CEO of Microsoft **Mr. Satya Nadella** formally announced that they are intending to –the game industry’s [biggest-ever by some distance](https://www.videogameschronicle.com/news/take-two-announces-acquisition-of-mobile-games-giant-zynga-for-12-7bn/). Here are all the games the company has under its name now. Microsoft is in the process of buying Activision Blizzard for 68.7 billion dollars, making it the third-largest video game company in terms of revenue.

Microsoft will acquire **Activision Blizzard for $95.00 per share, in an all-cash transaction valued at $68.7 billion**, inclusive of Activision Blizzard’s net cash. When the transaction closes, Microsoft will become the world’s third-largest gaming company by revenue, behind Tencent and Sony. The planned acquisition includes iconic franchises from Activision, Blizzard, and King studios like “Warcraft,” “Diablo,” “Overwatch,” “Call of Duty” and “Candy Crush,” in addition to global eSports activities through Major League Gaming. The company has studios around the world with nearly 10,000 employees.

**Satya Nadella shared some information in an interview as: -**

"Take what's happening with the metaverse. What is the metaverse? Metaverse is essentially about creating games. It is about being able to put people, places, things in a physics engine and then having all the people, places, things in the physics engine relate to each other," said Nadella.

**Metaverse is a 3-D network**, in which we can interact with the surroundings and work with them. In further stages of metaverse…

"You and I will be sitting on a conference room table soon with either our avatars or our holograms or even 2D surfaces with surround audio. Guess what? The place where we have been doing that forever... is gaming," explained Nadella.

Nadella is trying to take the Microsoft company taking to the next level in gaming, and this will be made with the Metaverse.

"To me, just being great at game building permits us to build this next platform, which is essentially **the next internet**: the embodied presence. Today, I play a game, but I'm not in the game. Now, we can start dreaming [that] through these metaverses: I can be in the game, just like I can be in a conference room with you in a meeting. That metaphor and the technology... will manifest itself in different contexts," said Nadella.

**THE NEXT INTERNET:**

Metaverse is growing rapidly and it became THE NEXT INTERNET. “And so, the way we will even approach the system side of what we’re going to build for the metaverse is, essentially, democratize the game building.... and bring it to anybody who wants to build any space and have essentially, people, places, [and] things digitized and relating to each other with their bodily presence.”

“Gaming is the most dynamic and exciting category in entertainment across all platforms today and will play a key role in the development of metaverse platforms,” said Satya Nadella, chairman and CEO, Microsoft.

“We’re investing deeply in world-class content, community, and the cloud to usher in a new era of gaming that puts players and creators first and makes gaming safe, inclusive, and accessible to all”.

**ABOUT ACTIVISION BLIZZARD:**

The mission is, to connect and engage the world through epic entertainment has never been more important. Through communities rooted in our video game franchises, we enable hundreds of millions of people to experience joy, thrill, and achievement. We enable social connections through the lens of fun, and we foster purpose and meaning through competitive gaming. Video games, unlike any other social or entertainment media, can break down barriers that can inhibit tolerance and understanding. Celebrating differences is at the core of our culture and ensures we can create games for players of diverse backgrounds in the 190 countries our games are played.

“As a company, Microsoft is committed to our journey for inclusion in every aspect of gaming, among both employees and players,” says Spencer. “We deeply value individual studio cultures. We also believe that creative success and autonomy go together by treating every person with dignity and respect. We hold all teams, and all leaders, to this commitment. We’re looking forward to extending our culture of proactive inclusion to the great teams across Activision Blizzard.” explained Nadella.

Microsoft now expects the Activision Blizzard deal “to close in the fiscal year 2023,” which means we might not see this deal approved for up to 18 months. That’s a long period for a deal to close, but Activision Blizzard operates in several markets, which could make regulatory approval more complicated for Microsoft.

**MULTIVERSE A REMARK:**

The gaming industry is worth a staggering amount and yet it’s true pinnacle has yet to be chartered — through Enjin seems to be one inch closer to realizing the true potential of blockchain gaming with the multiverse.

For many years, the next step in the development of games has been crafting unique experiences and stories that have yet to be told. Yet, often, the only real improvement comes from a mechanical and graphical viewpoint.

Upon the release of the Xbox One and PlayStation 4, players were able to experience the next generation of gaming — yet this pales in comparison to the vision of the multiverse.

Blockchain gaming isn’t likely to become a trailblazer in the mainstream industry overnight, but the concept of a gaming multiverse might just be the deciding factor that finally garners mainstream attention.

**CONCLUSION:** As we came to know that Microsoft in gaming techniques extend to Metaverse. The metaverse can be defined as **a unified and interoperable VR space where users can interact with each other and the digital world around them through advanced** human-computer interaction (HCI) hardware and software. This takes VR gaming to incredible new heights.