Potentiality Scope Report

Subject : Report on Metapolis collaborative opportunity with Chingari/Gari
Location : On-site meeting at Eth India in JW Mariott, Bangalore
Interaction : a) Metapolis Keynote Segment
b) Table Discussion
c) POC Video Demo & Roadmap

Highlights

Feature Details : Segment : XR
Primary Potential : Virtual environment creation & social interaction
Secondary potential : Pocketed experiences based on Gamification for scaling
Engine : Unity
Platform : WebGL
Current Active POC segments : Fashion & Ecom
Active feature checklist : Custom 3D User avatars, social domes and environments, Mass multiplayer interactive lobbies, Brand Promotional environments, Live show integration using Motion capture.

Collaborative Road-map :
- Concept Alignment
- Project Pipeline for Development
- POC integration for AB testing
- Segmented & Seasonal User interaction loop

Sale Strategy : Virtual Tokenized Social World for Content Creators & Consumers with multiple scopes of commercializing experiences, interactions, assets, events and spaces

Key Takeaways

Advantages :
- Quick Validation & Realisation to Social Metaverse plans with the launch of Chingari-City/Gari-verse etc.
- Creators can level up to be part of the virtual events sessions
- Users can have multiple layers of interaction & exploration towards consuming content
- Potential to Gamify menial experiences & immersive recollection for tasks & activites
- Seasonal strategy to reset userbase interest with theme based experiences. etc Rock Season, Bollywood Season..
- Virtual Assets that are used ingame can also become AR assets integrated to filters
- Ability to tokenize custom spaces & social spaces for rent, trade ownership
- Platform to build interactive mini games
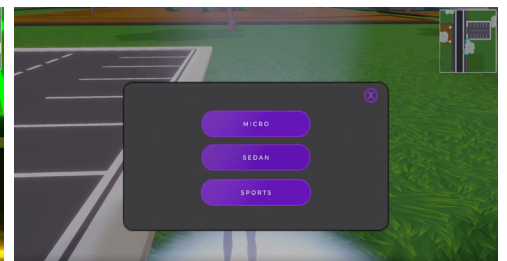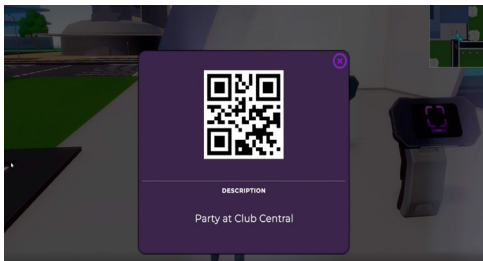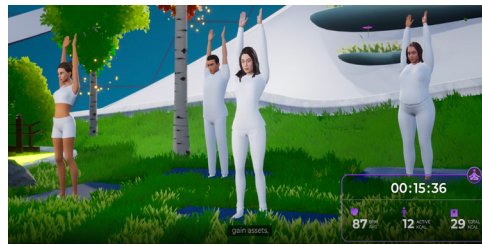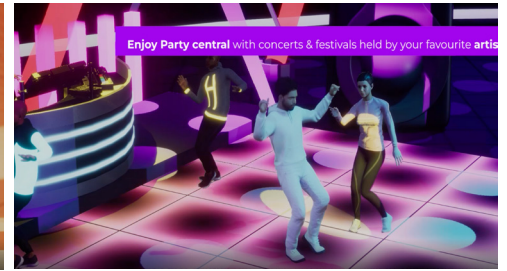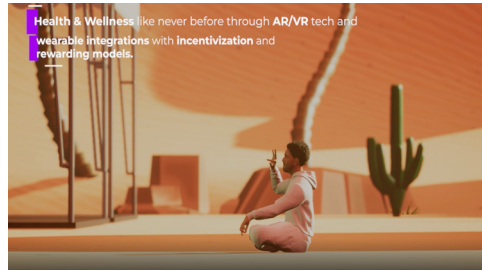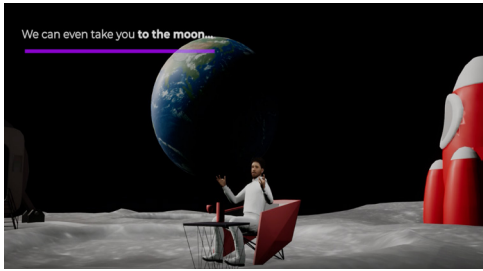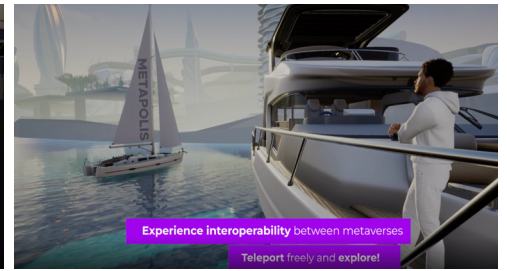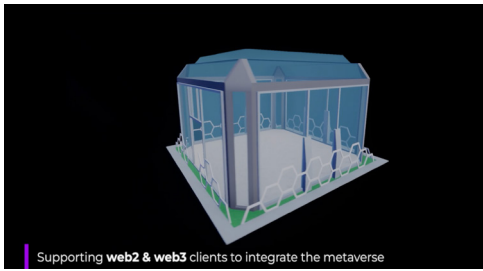- Good visibilty in the International market

Challenges :
- VR device contraints will mean shifting focus to Mobile with IOT sensors platform
- Well planned marketing strategy based around exclusivity/demand
- Unforeseen variables on the national scale

Conclusion

The Market is fresh with no popular Social interactive Monopoly that has been tokenized. The limelight alone can fuel prospects for further interaction elements and collaborations. Also sheds more light to current off-chain experiences on short video platforms where innovation has been recently lacking. Potential to monetize multiple elements in and out of virtual environments.

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Overview Screenshots :

https://www.metapolis.studio