Revised version1

1:

What Is the Metaverse, Exactly?

Good morning, everyone. Today, we will delve into the intriguing concept of the metaverse and its implications for the future of our digital interactions. Our presentation is brought to you by the team members: Kim DongGoen, Kim YeRim, Kang SeonWoo, Sung SeoYoun, and myself, Khegay Viktoriya.

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2:

Background Knowledge for Understanding the Metaverse

To understand the metaverse, we must consider major players like Meta and Roblox.

Meta, previously Facebook, focuses on creating immersive VR and AR experiences, exemplified by its Horizon Worlds platform, where users can socialize and interact.

Roblox offers a user-generated gaming environment that allows players to create, buy, and sell virtual items, highlighting the potential for a digital economy within the metaverse.

Overall, various companies are exploring the metaverse, with each adding unique perspectives. However, a clear definition remains elusive as the technology and its implications continue to evolve.

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3:

Meta > Cyber Space

When we consider the term "metaverse," it's helpful to think about it in relation to "cyberspace." If we replace the term "metaverse" with "cyberspace," we find that the meaning remains largely intact.

Ninety percent of the time, the meaning won't substantially change. That's because the term doesn't really refer to any one specific type of technology, but rather a broad (and often speculative) shift in how we interact with technology. And it's entirely possible that the term itself will eventually become just as antiquated, even as the specific technology it once described becomes commonplace.

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4:

Most Companies' Perspectives & some advocates

Now, let's explore how various companies perceive the metaverse. When discussing the metaverse, many companies focus on virtual and augmented reality as the primary technologies. For example, Meta is developing Horizon Worlds, a VR social platform aimed at fostering virtual communities. However, the metaverse concept goes beyond VR and AR; it encompasses a broader vision of a digital economy where users can create, buy, and sell goods and services.

Some proponents advocate for technologies like NFTs (non-fungible tokens) to facilitate ownership and transfer of digital assets. Yet, the practicality and sustainability of these ideas are still up for debate, especially considering the environmental impact of blockchain technologies.

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Is That Really What “the Metaverse” Means?

Just some new kinds of video games?

This leads us to a critical question: Are we accurately defining what the metaverse is? For instance, existing platforms like World of Warcraft offer persistent virtual environments where players can engage in economic activities. Similarly, Fortnite has hosted virtual concerts that blur the lines between gaming and social experiences. However, can we classify these as part of the metaverse? Claiming that Fortnite represents the metaverse is akin to asserting that Google encapsulates the entire internet. While both platforms are significant players, neither fully embodies the entirety of the concept.

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6:

Companies Building Technologies

Looking at the companies building technologies that allow interaction with virtual worlds, we find a mix of industry giants and innovative startups. Companies like Microsoft and Meta are working on building tech related to interacting with virtual worlds.

At the same time, smaller firms like Nvidia, Unity, and Roblox are creating tools and platforms that facilitate interactions within virtual environments. And also they are building the infrastructure to create better virtual worlds that more closely mimic our physical life.

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7:

The Idea of a Unified Metaverse

Despite the excitement surrounding the metaverse, the notion of a single, unified platform—similar to what we see in science fiction films like “Ready Player One”—remains elusive. Numerous obstacles stand in the way, such as

low profitability for many virtual spaces,

inadequate computing technology,

and a lack of motivation for companies to collaborate. Each company has its proprietary vision of the metaverse, making it challenging to create a cohesive experience for users.

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8:

The Emergence of New Terminology

As discussions about the metaverse evolve, we see the emergence of new terms that attempt to capture its complexity.

One concept is the "multiverse of metaverses," which suggests that rather than a single metaverse, there are multiple interconnected virtual environments, each with its own rules and communities.

Another idea is the "hybrid-verse," which combines elements of physical and digital worlds, enabling seamless interaction between them.

By this definition, anything from a VR concert app to a video game could be considered a part of the metaverse, reflecting the diversity of experiences and technologies involved.

However, it's at this point that most discussions about what the metaverse entails start to stall. The challenge lies in defining the metaverse in a way that encompasses its many facets without becoming too vague or broad.

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9:

We have a vague sense of what things currently exist that we could kind of call the metaverse if we massage the definition of words the right way. And we know which companies are investing in the idea, but there's nothing approaching agreement on what it is.

Meta thinks it will include fake houses you can invite all your friends to hang out in

Microsoft seems to think it could involve virtual meeting rooms to train new hires or chat with your remote coworkers

and , Apple has thrown its hat into the ring of augmented reality computing, but without ever once saying the word “metaverse.”

As such, all three companies are involved in virtual and augmented reality and have ventured into a computing field, but each has a different definition of the concept of the metaverse.

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What's the Metaverse Like Right Now?

In conclusion, the paradox of defining the metaverse is that in order for it to be the future, you have to define away the present..

Although there are promising innovations on the horizon, the definition of the metaverse is still inaccurate.

Ultimately, we can view the metaverse as an evolution of the simple internet rather than a singular, immersive experience.

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11:

Thanks for Listening

Thank you all for your attention today. We hope this presentation has provided valuable insights into the complexities of the metaverse and its potential impact on our digital lives. We would now be happy to answer any questions you may have.