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_//--- Mark Zuckerberg [+] Metaverse
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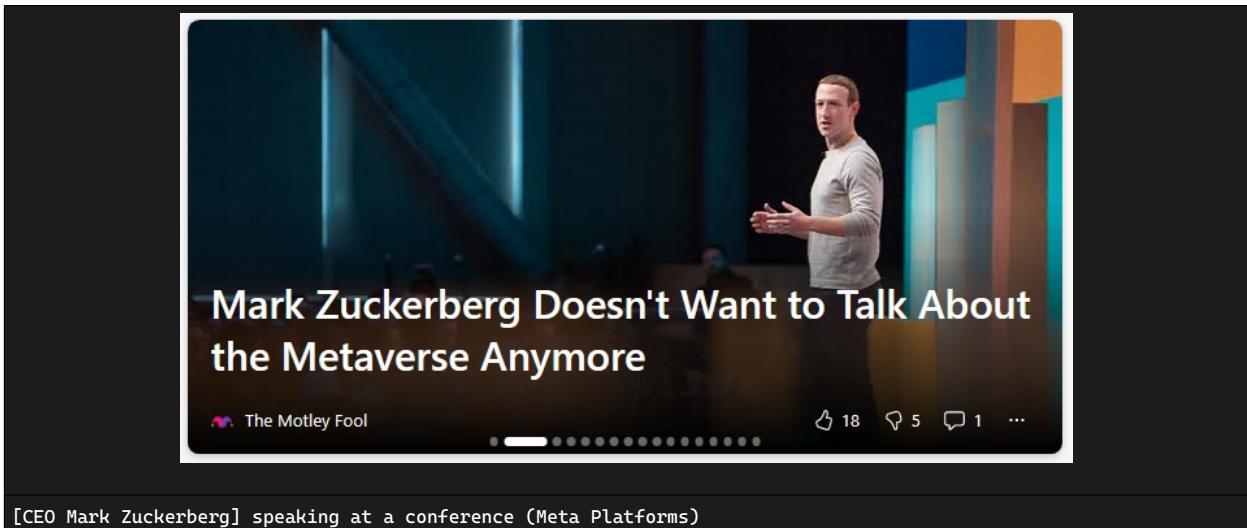
\ Introduction /
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This article can be found here:

[Original]
Motley Fool

[Duplicate]
<https://www.msn.com/en-us/money/topstocks/mark-zuckerberg-doesn-t-want-to-talk-about-the-metaverse-anymore/ar-AA17mCVN> (link continued on next line)

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[CEO Mark Zuckerberg] speaking at a conference (Meta Platforms)

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Unlike most of its big tech peers, [Meta Platforms (NASDAQ: META)] stock soared on its recent earnings report.

The [Facebook] parent didn't turn in particularly strong numbers. Revenue in the quarter fell [4% => \$32.2B], and earnings per share plunged [52% => \$1.76], though adjusting for restructuring charges, earnings per share were down [18% => \$3], which was [better than estimates].

Looking ahead to the first quarter, the company expects another modest decline in revenue, a sign of the macroeconomic headwinds in the ad market and its decision to ramp up its short-form video product, [Reels], which monetizes at a lower rate than other "surfaces" like news feed and stories.

However, there was something else noticeable about the report and the earnings call that came with it.

[CEO Mark Zuckerberg]'s focus seemed to shift back to the core business, its family of apps, which is made up of: [Facebook], [Instagram], [WhatsApp], and [Messenger].

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Meta-what /-----\

Under [Zuckerberg]'s direction, the company transformed itself a little more than a year ago, changing its name from [Facebook] to [Meta Platforms], signaling that the metaverse would be the primary focus of the business.

Around that time, the company restructured its financial reporting to separate [Reality Labs], the division that produces [Oculus VR] headsets and is focused on the metaverse, from its family of apps segment. That move also revealed [Reality Labs] to be a smoldering money pit, and it's only gotten worse since then.

In the fourth quarter, [Reality Labs] lost [\$4.3B], capping off a year in which it lost [\$13.7B].

However, like a seasoned politician, [Zuckerberg] seems to have learned that the best way to deal with bad news is to [shift attention/censor people]. That's exactly what he appears to be doing here.

On the earnings call, the company talked up its investments in [AI/artificial intelligence] and cost-cutting and efficiency initiatives such as a more cost-efficient data center architecture. In the report, the company noted that nearly all of its capital expenditures, which primarily go to its data centers, are for its family of apps, rather than [Reality Labs].

[Zuckerberg]'s opening statement in the earnings release also omitted any mention of [Reality Labs], saying:

[Zuckerberg]: The progress we're making on our [AI discovery engine] and [Reels] are major drivers of this.
Beyond this, our management theme for 2023 is the [Year of Efficiency] and we're focused on becoming a stronger and more nimble organization.

The [Meta] chief discussed the company's recent work in the metaverse on the earnings call, but it seemed to take a back seat to [Meta]'s other projects as he summed up the company's priorities by saying...

[Zuckerberg]: Alright, so those are the areas we're focused on:...
[+] AI, including our discovery engine
[+] ads
[+] business messaging
[+] increasingly generative AI
[+] future platforms for the metaverse.

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The pendulum swings back /-----\ /-----
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There's nothing [Edgar Allan Poe] about [the pit and the pendulum]... Not at all.

If [George Lucas] can capitalize on the how the [Empire Strikes Back]...?

Then, this story can capitalize on how the [pendulum swings back] in [Mark Zuckerberg]'s favor.

[Meta] isn't giving up on the metaverse by any means.

In fact, it released [Quest Pro], its latest headset, at the end of the last year.

However, there are a number of reasons why [Zuckerberg]'s focus seems to have returned to the core business. The metaverse project has fallen flat thus far, not just at Meta but elsewhere as well.

[NFT/Non-fungible token]'s, a companion market, have plunged in value, and the idea that people want to spend time in virtual worlds has yet to gain salience, while public interest in the metaverse also seems to have evaporated after [Zuckerberg] initially made it a buzzword.

The struggles of the metaverse are also noticeable compared to the level of attention that [ChatGPT] and [generative artificial intelligence] have gotten recently, which seems like the kind of transformative technology that actually has practical applications.

The [Meta] CEO may also be responding to the plunge in the stock.

Shares fell roughly [75%] in the year after the company changed its name to [Meta], and part of the reason for that seemed to be investor fear that [Zuckerberg] would risk the entire business on his metaverse experiment.

He seems to have convinced investors that isn't true, and that's partly why the stock has soared.

The company plans to grow overall profits steadily while investing in [Reality Labs].

That's a sensible plan, and it doesn't overshadow [Meta]'s high-margin digital advertising business.

The metaverse will continue to spill billions of dollars more in red ink on the income statement, but after [Zuckerberg]'s pep talk, investors are looking at the company through rose-colored lenses. If the advertising business can return to growth, which seems likely with the emergence of Reels, the stock should keep moving higher from here.



Randi Zuckerberg, Mark Zuckerberg's sister

[Randi Zuckerberg, (who's WAY better looking than Mark is on any given day of the week)], is a former director of market development and spokeswoman for [Facebook] and sister to [Meta Platforms CEO Mark Zuckerberg], is a member of [The Motley Fool]'s board of directors. [Jeremy Bowman] has positions in [Meta Platforms].

[The Motley Fool] has positions in, and recommends [Meta Platforms].
[The Motley Fool] has a disclosure policy.

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Opinion /----- / The pendulum swings back \-----/

Look. Why the hell does [Mark Zuckerberg] not wanna talk about his pride and joy, idea from the future, the [Metaverse]...? Well, it could be because it's basically [Second Life], with a virtual reality twist.

But also, he has [too much of a business mindset] to [understand the thing about GOOD original content creation], and what causes people to be INTERESTED in that idea. Making a platform like the [Metaverse] requires this thing called [talent].

The dude has been constantly censoring me since [February 2019] when I submitted an ad proposal for my business, [Secure Digits Plus LLC], and then the staff rejected it, saying:

[Facebook Staff] : OoooOoohHHh, your ad is violating peoples privacy, dude.
[Me] : Alright, what about [Cambridge Analytica]...?
[Facebook Staff] : That's different, dude.
 Legally speaking, we're ALLOWED to violate people's privacy.
 And, you're not.
 So...
[Me] : That's gotta be the dumbest thing I've ever heard.
[Facebook Staff] : YOU'RE dumb...
[Me] : So what...?
[Facebook Staff] : LOL, you flat out admitted that you're dumb...?
[Me] : Yep.
 Here's what separates me from most people.
 I know I'm dumb, because I'm human.
 But- I'm still smarter than most people.
[Facebook Staff] : That doesn't make any sense, it's like a contradiction...
[Me] : Yeah, so is your ad rejection.
 "Your ad is violating people's privacy, dude."
 That's a contradiction, because someone's being a total hypocrite right there.
 That someone, being the person who's gonna read my ad rejection appeal.
[Facebook Staff] : Yeah, well... WTF dude.
 Can't go blabbing on and on about stuff that nobody cares about...

Look... I'm not going to gloss over the fact that there's talent out there in [the field/Silicon Valley].

There's probably plenty of talent at [1 Hacker Way, Menlo Park, California].

There's probably plenty of talent at [1 Apple Way, Cupertino, California].

There's probably plenty of talent at [1800 Amphitheatre Parkway, Mountain View, California].

But- if you want to find the EXPERTS that have been doing this for a real long time, you have to go up to a place like: [One Microsoft Way, Redmond WA 98052]

That is the true location, where people can find the most top-shelf experts there are, at software engineering.

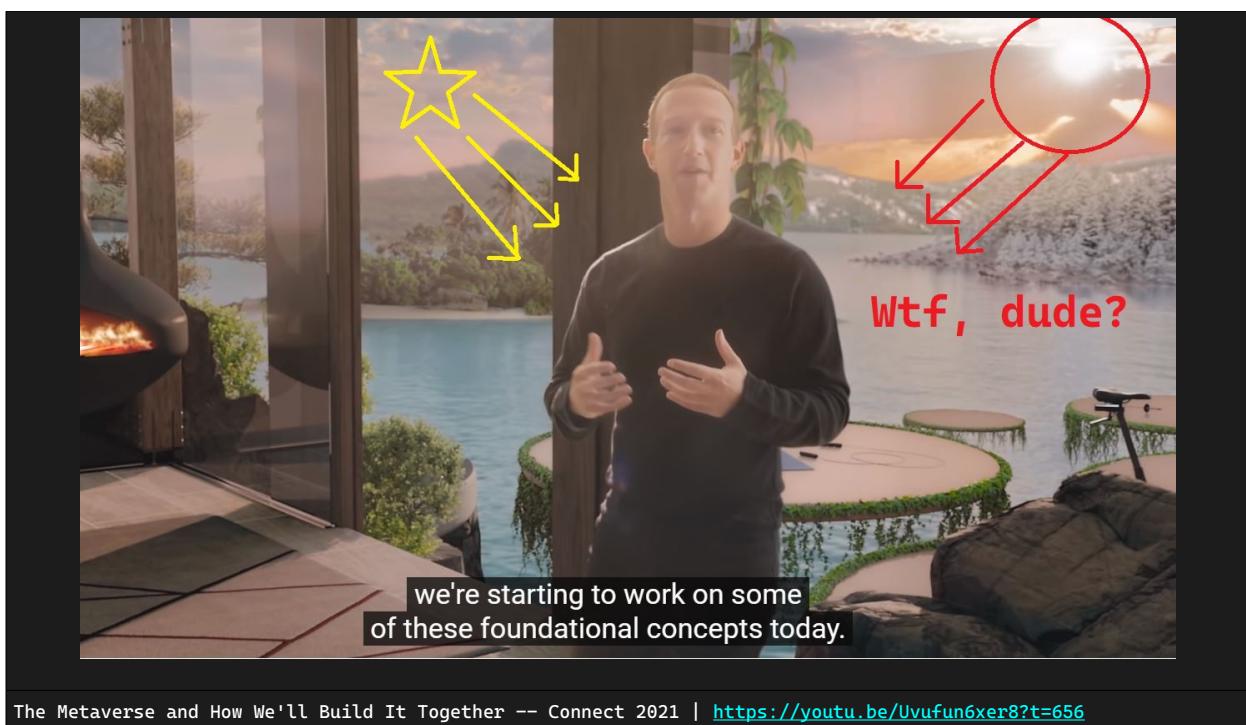
What causes THEM to be the most top-shelf experts there are, at software engineering...

...is that they know when and where to throw in the towel, and to allow other people to go ahead and try something really audacious and ambitious.

But, at some point in the future, they are gonna get together in a big friggen circle, and start chatting amongst themselves about the idea that they had to put on the backburner.

And that is the point at which they're gonna put a lot of effort into something, and create the best thing that could possibly be made.

They're not a company that's gonna develop [the Metaverse], and not see the sun shining on the wrong side of the scene in the [Metaverse] video right here.



The Metaverse and How We'll Build It Together -- Connect 2021 | <https://youtu.be/Uvufun6xer8?t=656>

The sun is on the wrong side of the scene.

I noticed various other issues regarding the climate in this shot as well.

Maybe there is a part of the planet where it's like 80 degrees fahrenheit, palm trees and whatnot... and then like less than a half mile away, it's about 0 degrees fahrenheit, and there's some pine trees + snow.

That's not a good design methodology, that's like, taking something straight out of Alice in Wonderland.

What is this scene shooting for, to confuse the hell out of people, and cause them to think they're in a game world...? Why bother having the sun casting rays onto you in the production video at all, if it's not even going to be a realistic scene...? Maybe there's a second sun like on Tatooine, where Luke Skywalker came from.

I hate to be the bearer of news here, but like, I've been a design artist since I was *checks watch* like 14 years old, if not beforehand. If you don't believe me, here...

[Michael C. Cook Sr.'s Quake III Arena mapping portfolio (2000-2005)]

<https://github.com/mcc85s/FightingEntropy/blob/main/Pics/20230211/readme.md>

And then, I've taken some screenshots of all the maps I have on hand.

If you've downloaded the PDF file, then clicking on any thumbnail below will expand the picture.





Now, what I'm gonna do, is talk about [Mark Zuckerberg]'s other (2) sisters, [Arielle] and [Donna].

\-----/ / Opinion

Analysis /-----\

So, check it out.



I hate to be the bearer of news here, but every single one of them just so happens to be a lot better looking than [Mark] is. That could also be because they're females.

Just like my [Quake III Arena] maps from before [Facebook] existed, they're all pretty good looking. And, none of them have the sun on the wrong side of the scene behind them. That means, they all look very true and realistic, not fake, and screwed up.

Lighting matters. That's a lesson that I learned when I used to make [Quake III Arena] maps. [Shaders] were a relatively new thing. In [Quake I & II], every single lighting element had to be its own entity. However, in [Quake III Arena], you could use a COMBINATION of [Shaders] and [light entities] in order to illuminate the game world.

In each of these pictures with [Mark]'s (3) sisters, the lighting looks REALISTIC and NATURAL. In the [Metaverse AR] demonstration, there's something really fake and non-natural looking going on.

I could imagine [Mark Zuckerberg] catching wind of this document, and trying to have a conversation with me...

[Mark] : You better not start complimenting my friggen sisters, dude.
You've got a lot of nerve, pal...
[Me] : What are you going to do if I continue to talk about them...?
[Mark] : *shakes head* I dunno, dude.
But- quit it.
[Me] : Well, they're all more appealing to look at, than you...
[Mark] : So what, dude.
[Me] : I would be willing to bet that they don't do the jiggly fish fins when they're speaking in public.
[Mark] : ...jiggly fish fins...?
[Me] : Yeah.
Your hands, when you talk in the demo, you look like a straight-up fish, wiggling its fins around.
“OoooOOooHhhh, look at me~! I'm [Mark Zuckerberg], comin' at ya with the fish fins~!”
[Mark] : OH MY GOD, DUDE...
Get over yourself, already...
That's how I speak in public.
[Me] : It doesn't look natural.
It looks really stupid when you do it.
Stop doing it.
Try to memorize the things you want to talk about, rather than reading from a teleprompter or whatever.
[Mark] : Grumble grumble cauldren bubble...
[Michael Cook]'s tryna start some trouble...
[Me] : That's right Mark, on the double.
Your hairless face doesn't have any stubble.
[Mark] : That's really stupid.
[Me] : *shakes head* Nah, Mark.
taps head Girls like dudes with beards.
[Mark] : I'm too busy being a business magnate, to care about that, dude.
[Me] : I know.
Good luck with all of that.
Bye.
[Mark] : So, you're gonna stop talking about my sisters, right...?
[Me] : Did they tease you at all when you were growing up...?
[Mark] : *crosses arms* I don't want to talk about it.
[Me] : They got the [Cabbage Patch Kids] when they were growing up, didn't they...?
[Mark] : ...how did you know that...?
[Me] : Dude, you and I are almost the same age.

What little girl DIDN'T get a [Cabbage Patch Kid] in the 90's...?
You had (3) sisters.
I can only imagine that the (4) of you basically started wars with each other over who got to play with the [Cabbage Patch Kids].

[Mark] : SO WHAT, DUDE...?
[Me] : Probably wasn't till first or second grade when you found out that BOYS aren't supposed to play with [Cabbage Patch Kids].

[Mark] : YEAH WELL, I DIDN'T KNOW THAT...
AT LEAST I DIDN'T PICK MY NOSE AND EAT THE BOOGERS, LIKE YOU...
[Me] : Mark.
I think we both know that you did, don't lie.
Great minds think alike.
I ate mine cause they were either crunchy, or gooey, and salty.

[Mark] : THAT IS SO GROSS...
[Me] : Mark.
We've all eaten a booger here or there.
Don't try to lie about it... jeez.

[Mark] : Nah dude, I'd rather go down in history being the (1) boy who played with [Cabbage Patch Kids], over describing what the texture or saltiness of the boogers I never ate.

[Me] : Mark, I'd be willing to bet that if we asked your sisters if they have a picture of YOU playing with their toys when you were younger... there's probably hundreds of them.

[Mark] : *nervous gulp* You wouldn't dare, dude...
[Me] : Ohhhh, I would, Mark.
I'll ask each and every one of em:
"hey, how often did your brother play with your [Barbie] dolls and [Cabbage Patch Kids]...?"
And they'll probably ALL say:
"Oh god, couldn't keep this kid away from em. Every single day, I'd wake up, there he is. Playing with our friggen toys. We'd always say 'Mark, don't you have your OWN toys to play with...?' But- Mark would play with our toys just to spite us. 'Heh heh heh, Ken's not playin' any games with these Barbies.' Sometimes he'd bring along the GI Joes, and start ordering them around."

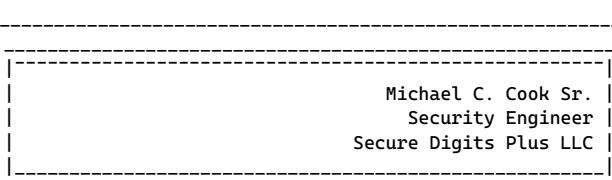
[Mark] : ...
[Me] : That's what I thought, [Mark].
You were a chauvinistic little boy, weren't you...?
[Mark] : ...I outgrew that phase, [Michael Cook]...
[Me] : No little chauvinistic little boy ever outgrows that phase, [Mark Zuckerberg]...
It's like, in our DNA.

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Conclusion /-----

/ Analysis
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Look. Would [Mark Zuckerberg] ever have that conversation with me...?
Probably not.

Are his sisters better looking than HE is...?
Undoubtedly.



/ Conclusion