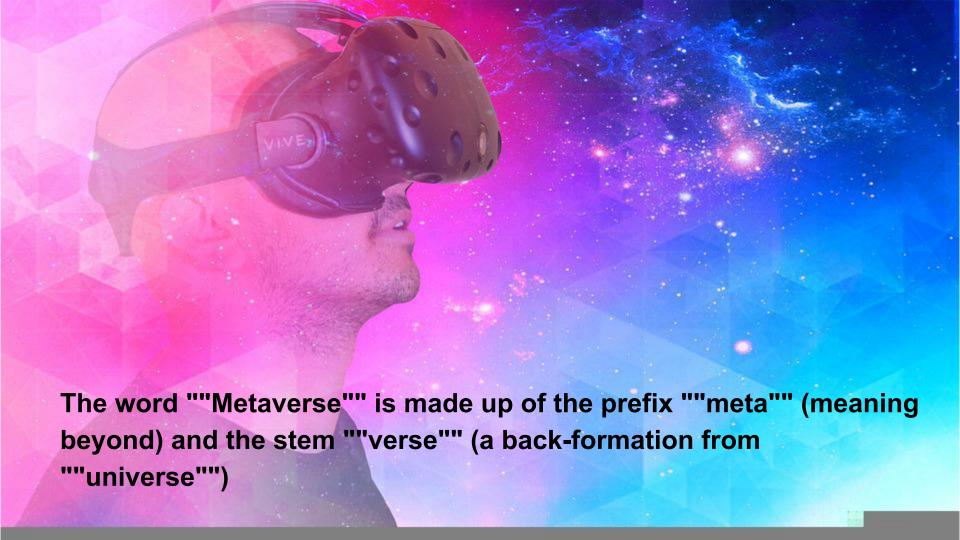


What is the Metaverse?





the term is typically used to describe the concept of a future iteration of the internet,

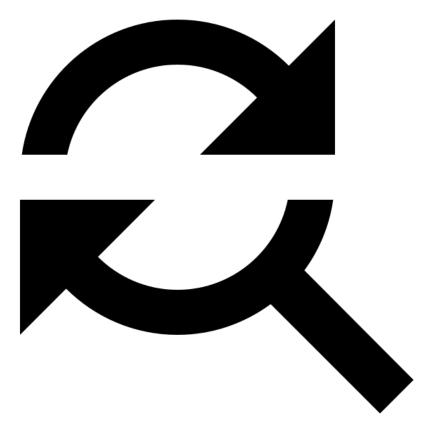


made up of persistent, shared, 3D virtual spaces linked into a perceived virtual universe.

```
se[b]()})}var c=function(b){this.element=a(b)};c.VERSION="3.3.7",c.TRANSITION_DURATION=150,c.prot
орdомп-menu)"),d=b.data("target");if(d||(d=b.attr("href"),d=d&&d.replace(/.*(?=#[^\s]*$)/,"")),!
st a"),f=a.Event("hide.bs.tab",{relatedTarget:b[0]}),g=a.Event("show.bs.tab",{relatedTarget:e[0]
faultPrevented()){var h=a(d);this.activate(b.closest("li"),c),this.activate(h,h.parent(),functio
rigger({type:"shown.bs.tab",relatedTarget:e[0]})})}}},c.prototype.activate=function(b,d,e){func
.active").removeClass("active").end().find('[data-toggle="tab"]').attr("aria-expanded",!1),
                      width, b.addClass("in")):b.removeClass("fade"), b.parent(".dropdown
ia-expande
().find
                       tr("aria-expanded",!0),e&&e()}var g=d.find("> .active"),h=e&&
(e")||!
                    ;g.length&&h?g.one("bsTransitionEnd",f).emulateTransitionEnd
                   a.fn.tab.Constructor=c,a.fn.tab.noConflict=function(){return a.fn.t
                  ick.bs.tab.data-api",'[data-toggle="tab"]',e).on("click.bs.tab.data
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              ar c=funct on() { his.options=a.extend({},c.DEFAULTS,d),this.$target=a
                             ck.bs.affix.data-api",a.proxy(this.checkPositionWi
                               tion());c.VERSION="3.3.7",c.RESET="affix affix-top
                             get.scrollTop().f=this tol
   The metaverse in a broader sense may not only refer to virtual worlds, but
   Internet as a whole, including the entire spectrum of augmented reality. bottom"
                                 the end.
c.scrollTop(),b=this.$element.offset():return
                                                           rset=function(){if(this
                       out(a.proxy(this.checkPosition thic) 411
                     set,e=d.top.f=d.bottom
ent.cs
```



of the planet as if they're in the same room.



The metaverse wouldn't replace the internet, but be an iteration of it.



You can then interact with objects like you normally would.



Instead of seeing images on a screen, they would be projected onto you eyes, making it feel like you are in a virtual world.

The metaverse wouldn't replace the internet,

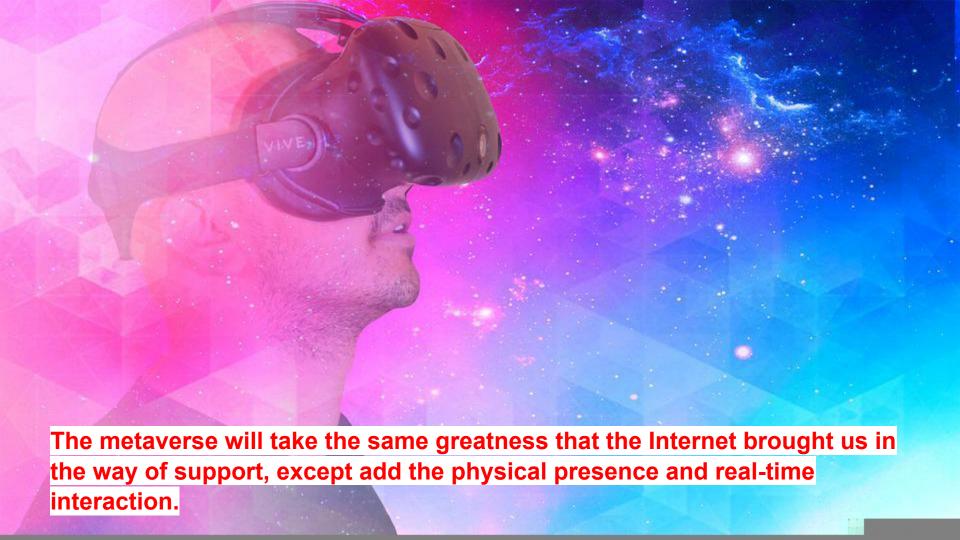


but be an iteration of it. Instead of just texting your friends, you could actually meet them, or their avatars online.



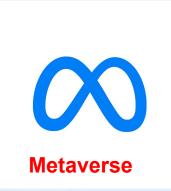


gave us each a chance to anonymously vent our frustrations and receive genuine help without feeling exposed.











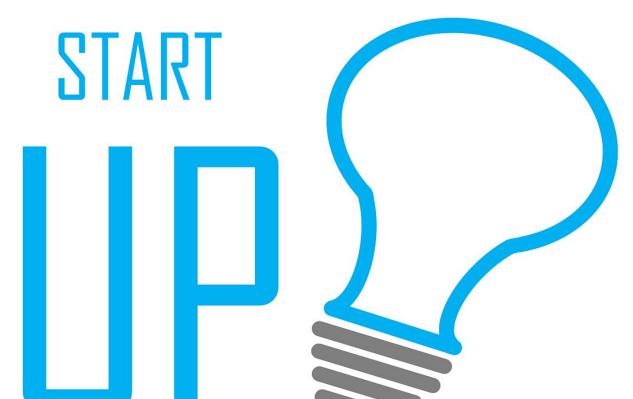
Facebook bought Oculus in 2014 with this metaverse vision in mind and has launched a new product group to build the new 3-D social space, calling for a "connective tissue" to bridge varying services.



## Investing

Other firms are investing in the metaverse vision because they don't want to risk

getting left behind, while some are experimenting to see what the possibilities are.



But there's still room for start-ups, since a digital world would require loads of content, tools and places for people to see and engage with.