**The Real Value of Virtual Estates**

Q: Despite the value of virtual estates can be assured by encrypted currency etc, how can we, as real solid people make use of virtual estates, or in other words, what's the meaning of the existence of virtual estates?

A: Thank you for your question, about the meaning of virtual estates, that's a deep-going question. As you can see, upon the occurrence of the first generation Internet, the public doubted its value of it, and it takes years for the Internet to start to show its power. So my point is we can never predict the real potential of a brand-new technology. Anyway, I'd like to show some examples regarding your question: Corporations can build their office in VR and get freelancers from all over the world to work with their regular staff. A virtual office also allows people to work from their homes and this saves time and money traveling to places for meetings and also saves money spent on office rent. Similarly, a travel company can make virtual environments of the destinations they take people to and let their customers have a feel of the place they are planning to visit.

**Big Bang: What is Metaverse**

Q: As Prof. Zhang Pin-xuan mentioned, interaction and connection are the core of the metaverse, according to my understanding, a usable device can fully experience the metaverse isn't easily accessible due to its high cost and poor portability, therefore obstacles the promotion of the metaverse and market may start to lose its patient, So my question is, how long can we truly experience metaverse like using cellphone nowadays and what's the future of metaverse will be like

A: That's a wonderful question, it's absolutely normal for a newly birthed technology to face various doubts, and of course, several fatal short backs like the expense and portability you asked have been taken under serious discussion both in industry and academia. For example, in academic, dozens of papers has been published to make the algorithm more accurate with less computation cost every single year, digital models we generated today are more flexible and vivid than ever in history. In industry, The edge-cutting VR gaggle Ouest series developed by Google and Metaverse has taken a huge leap toward the perfect experience on metaverse, and there're also numerous cheap options with full functions you can choose from. So I believe, with this unstoppable tendency, the future we expect is within our sight.

**Reconstruction: Physical to Digtal**

Q: Good morning Mr. Xiao, here we have some questions about Mr. Chief Scientist's keynote. So I believe many of us have seen the movie: Ready Player One, and I understand the majority of the audience has been impressed by the technologies it presented, however, I'd like to share my concern about the moral problem behind the scene. I mean is it possible that the reconstruction technology as mentioned was so advanced that people would easily lost in the virtual instead of focusing on their real life? And how to judge criminal activities in virtual world?

A: That's a critical question, of course, these are serious grounds for concern, advancing on reconstruction technology is bound to reshape our acknowledgment of society, however, I'd like to address this problem by taking a glimpse of how humans tackle this "tech-moral" imbalance in history. For example, when the motor vehicle first drove on the street, little legislation had been made to untangle the complex liability when an accident happened. But now, we have a complete law system to handle that. So the real problem is not afraid we gonna got have some troubles when developing something new, but be clear that everything comes with a cost, and be confident that we can find a sweet point.