

METAVERSE LIBRARY SYSTEM

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Overview

Background

- What is Metaverse?
- Integration of Metaverse Library
- Why Do We Need Metaverse Library?

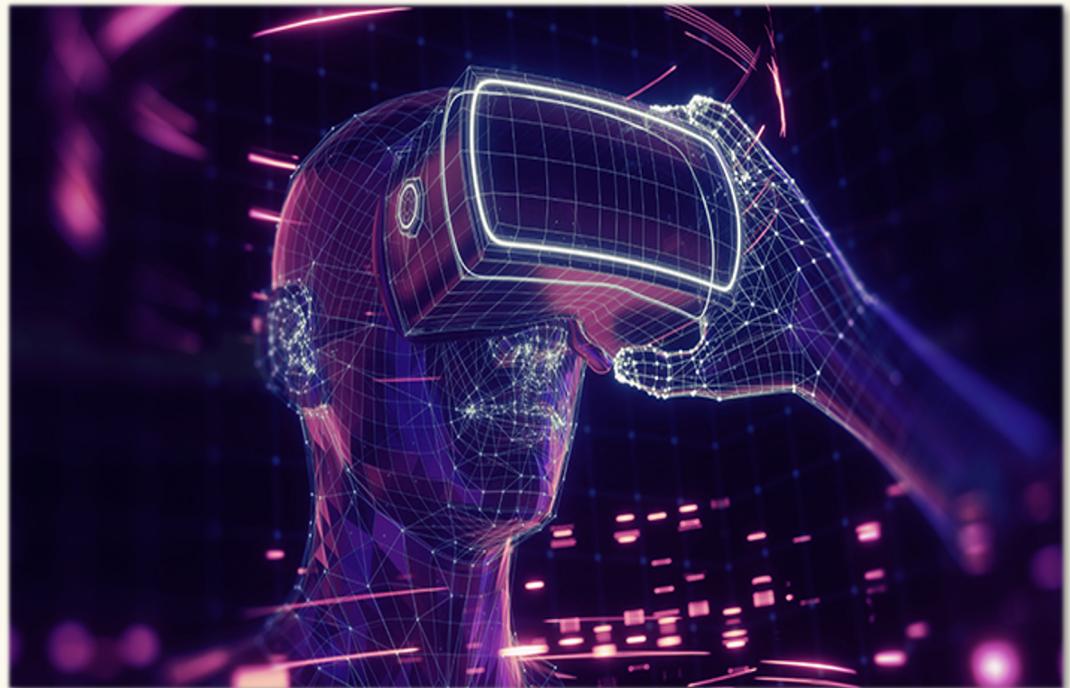
Overview

Background

What is Metaverse?

Metaverse, a term that is a combination of the prefix *meta*, meaning “beyond” and “universe”

The Metaverse refers to shared virtual worlds where land, buildings, avatars and even names coexist and can be bought and sold. In these environments, people can wander around with friends, visit buildings, buy goods and services, attend events and many other activities.



Overview

Background

Integration of Metaverse Library

Using VRChat as a platform for the Metaverse World



The Metaverse Library in VRChat will serve its' purposes as a virtual library where users of VRChat can use their avatars to explore the features and functions provided.

Users will be able to communicate and use the virtual library just as how a physical library are used, with additional features that the benefits of creating a Metaverse World can serve.

Background

Why Do We Need Metaverse Library?

To provide a method for students to virtually experience and use the facilities that libraries provide

To provide great accessibility to a library as there are limitations that might not be able to be handled, such as geographical distance and compulsory social distancing requirements due to COVID-19 pandemic in real life

Can save architectural cost while serving the same purpose as a real-life library with unlimited extension of space

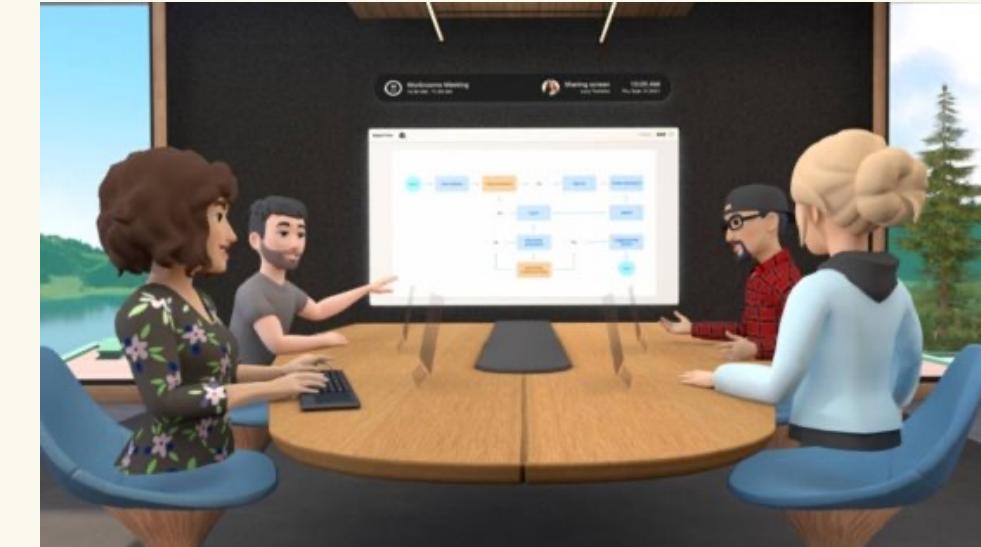
Goals & Methods

Final Goals

“

Let's provide a lounge where you can communicate on the same topic

”



Detailed Goals

“Let's provide a lounge where you can communicate on the same topic”

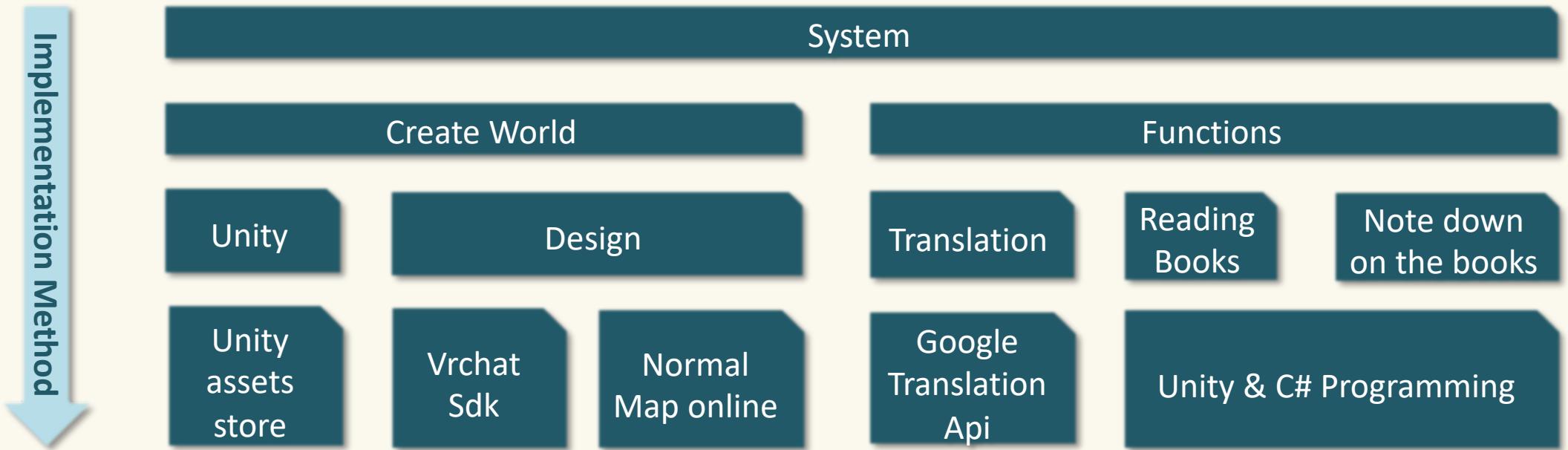
Provide a place for people to gather and have a conversation

Function to open
books in vrchat

Provides foreign
book translation
function

Function to take
notes on books
and share them
with friends

Methods - Systems



Methods - Detailed Systems

Create World



Asset Store

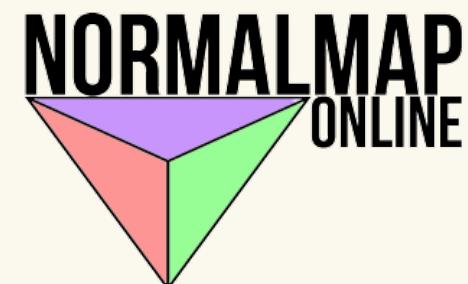
Character modeling API



Character animation API



Create Interactive worlds & avatars



Texture mapping

Methods - Detailed Systems

Functions

Vision API



Google Cloud Platform

Google OCR API

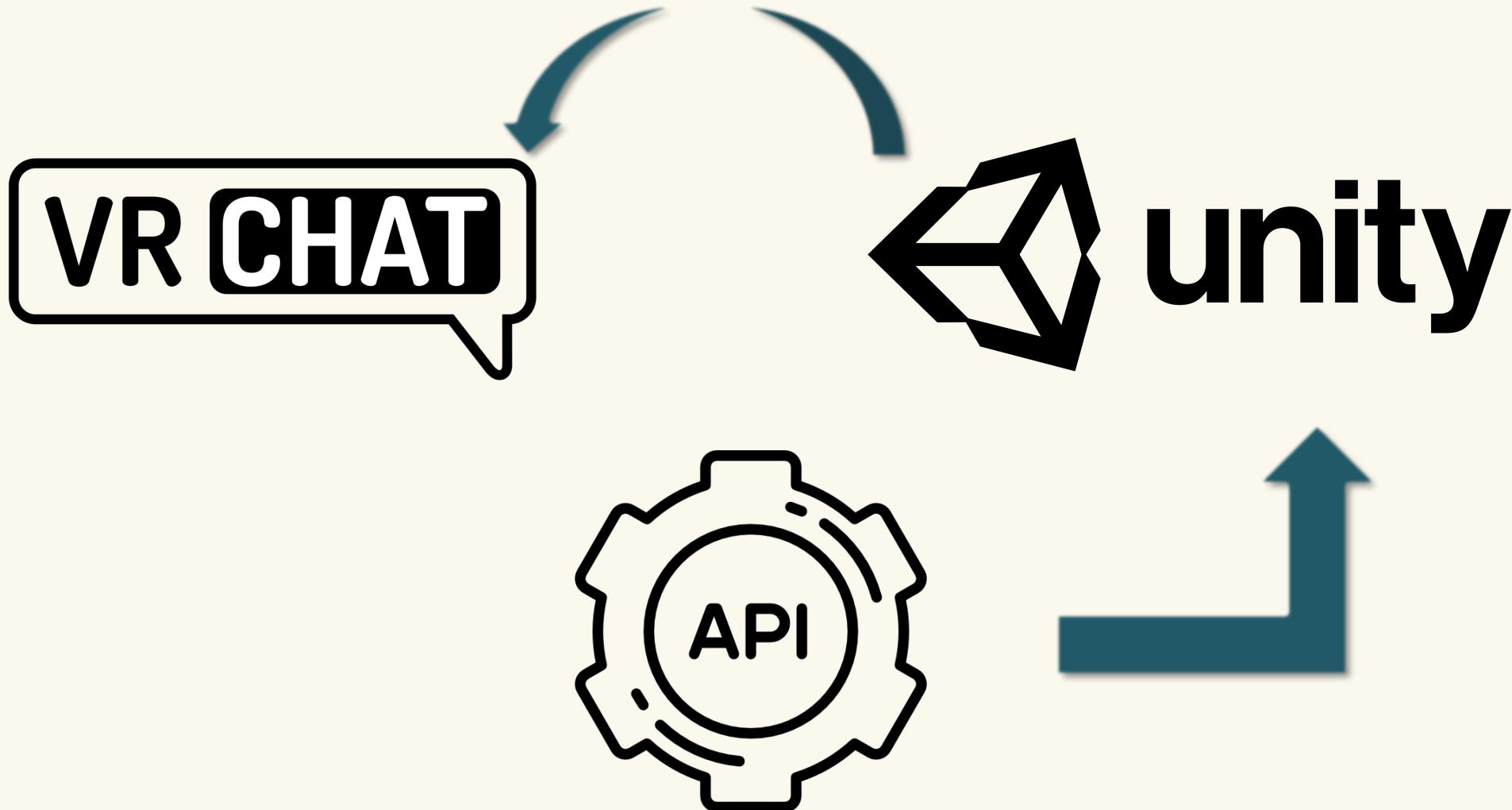
Extracting text from a book

Google Translation API

Translating the extracted text into the language you want

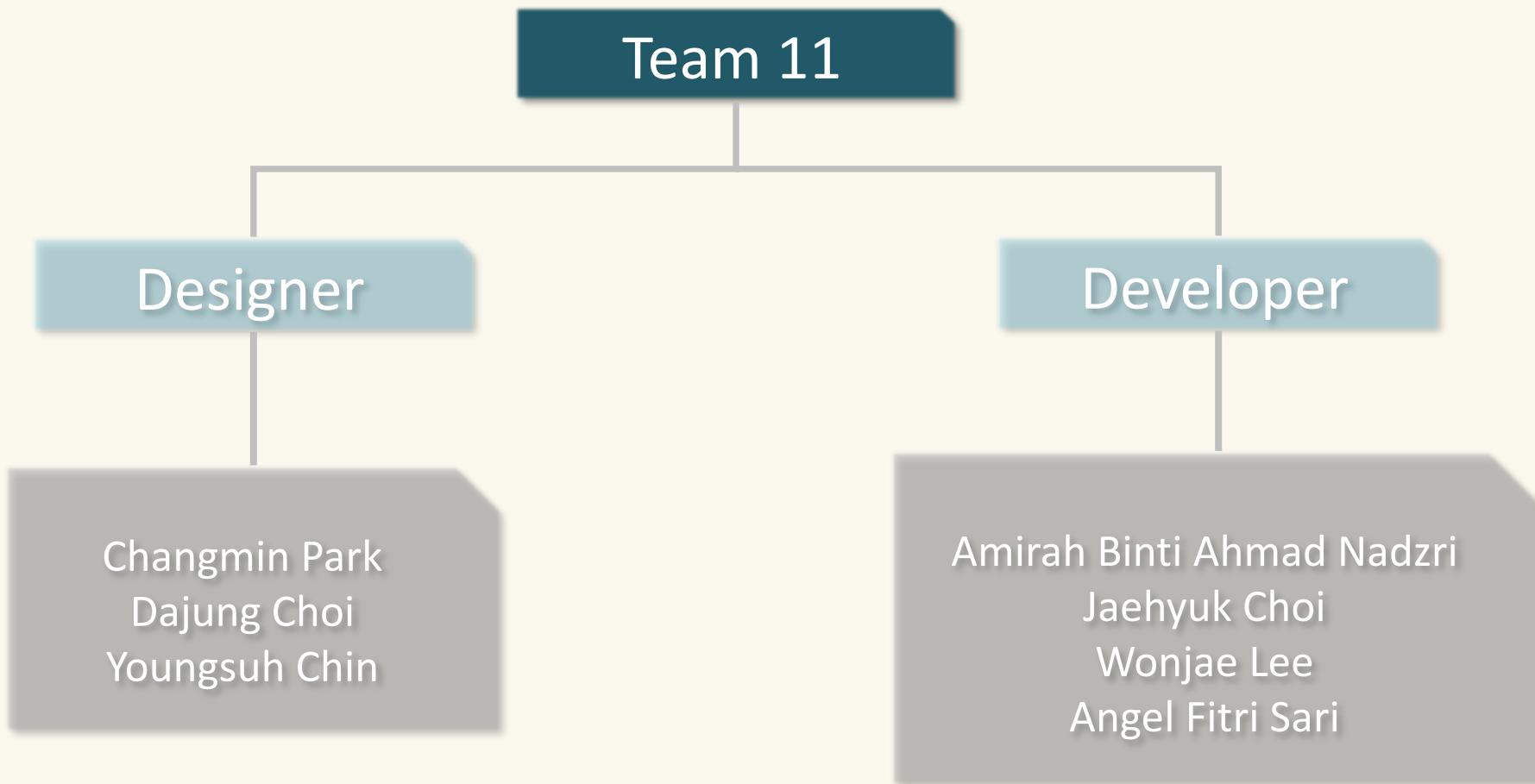


Methods - Tools



Team

Team Formation

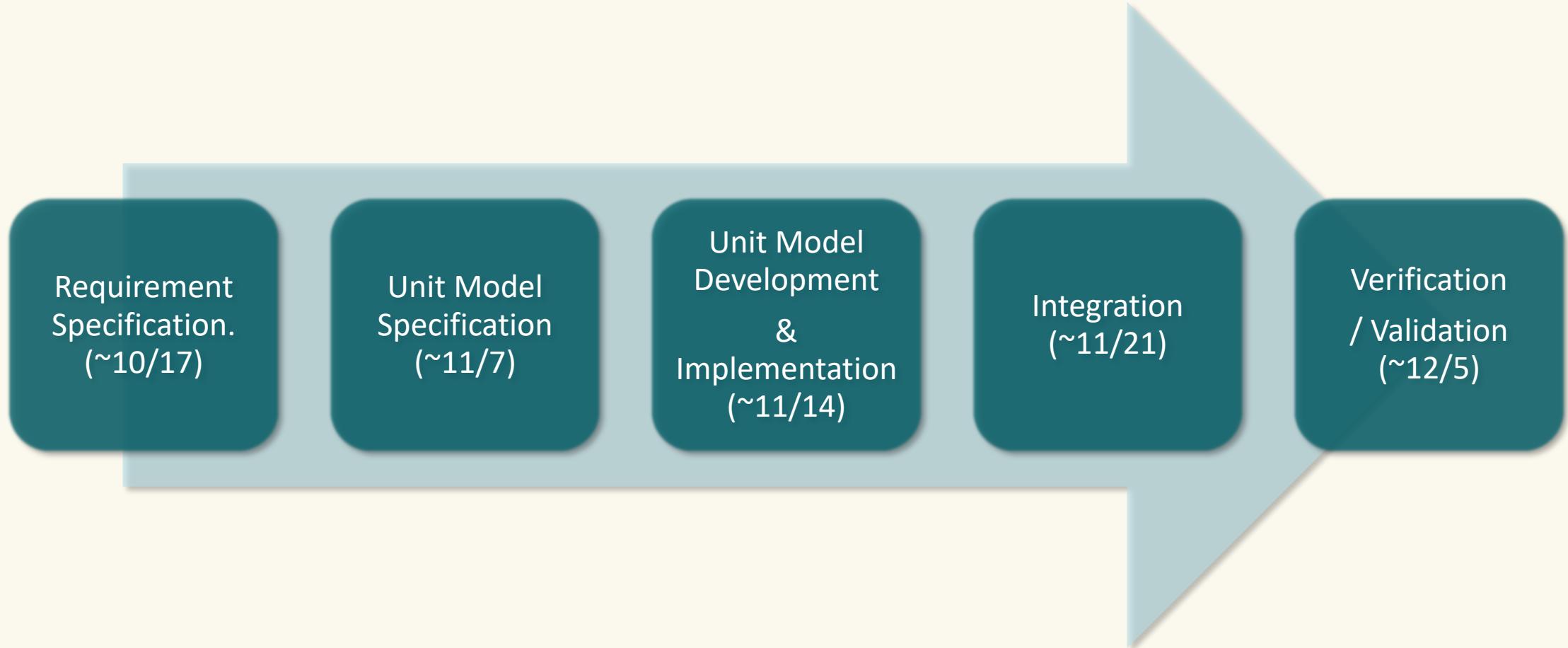


Plan & Effect

Plans - Schedule

Contents	9/27 ~	10/4 ~	10/11 ~	10/18 ~	10/25 ~	11/1 ~	11/8 ~	11/15 ~	11/22 ~	11/29 ~	12/6 ~
Requirement Specification											
Design Specification											
Implement Component											
Integration											
Test Plan											
Code Review											
Testing											
Prepare Final Video											

Overall Plan



Test Process



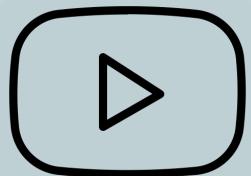
Application Plan



- It can be extended not only the discussion of books but also the space for team projects or lectures.



- It can be expanded to an online library available not only to students but also to everyone.



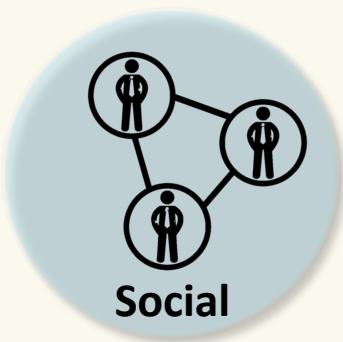
- It can be extended not only to books but also to video and audio.

Plan & Effect

Benefit



- You can experience the library in the virtual world and read the books you want through e-books without going to the library.
 - Effective learning is possible by simultaneously checking the translated translation into the desired language in the e-book of the metaverse environment.
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- It is possible to discuss topics of interest with students in the COVID-19 era, which lacks social exchange and communication.
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- Rather than searching for e-books on the Internet, it can have a visual and spatial effect as if you are in a library without having to go directly to the library in the virtual world.

Thank you!