

## ***PREPARED BY SUBHAN RANGILA***

### **TOPIC 1: METAVERSE: A JOURNEY INTO THE FUTURE OF VIRTUAL REALITY**

#### **MAJOR POINTS:**

- 1: INTRODUCTION TO METAVERSE
- 2: IMPACTS ON VARIOUS INDUSTRIES SUCH AS GAMING, ENTERTAINMENT, EDUCATION AND SOCIAL MEDIA
- 3: BENEFITS OF METAVERSE SUCH AS NEW FORMS OF COMMUNICATION, INCREASED ACCESS TO INFORMATION AND KNOWLEDGE, AND SOCIAL INTERACTION ENHANCING
- 4: VARIOUS CHALLENGES WE COULD FACE SUCH AS DATA PRIVACY, VIRTUAL IDENTITY, OWNERSHIP, AND VIRTUAL ECONOMIES
- 5: WHAT WE CAN DO FOR THE DEVELOPMENT OF METAVERSE
- 6: CONCLUSION

### **TOPIC 2: THIRSTY PLANET: THE LOOMING WATER CRISIS AND ITS IMPLICATIONS FOR THE FUTURE**

#### **MAJOR POINTS:**

- 1: INTRODUCTION ON CURRENT CRISIS AND WHY IT IS IMPORTANT TO DISCUSS ABOUT IT
- 2: CURRENT STATE OF WATER CRISIS IN THE WORLD LIKE NOT AVAILABILITY FOR DRINKING OF CLEAN WATER, DROUGHTS AND WATER SCARCITY AND HOW THIS IS IMPACTING WORLD
- 3: CAUSES OF WATER CRISIS: SUCH AS CLIMATE CHANGE, POLLUTION, OVERUSE, AND POPULATION GROWTH WITH STATISTICS OR EXAMPLES
- 4: IMPACTS OF WATER CRISIS: ON PEOPLE, ON ENVIRONMENT, AND GLOBAL ECONOMY WITH EXAMPLES
- 5: POTENTIAL SOLUTIONS: SUCH AS NEW TECHNOLOGIES, CONSERVATION, AND POLICY CHANGES WITH PROS AND CONS OF EACH SOLUTION
- 6: CONCLUSION