

Who am I?

Talking about

- Defining the metaverse
- Myths and reality
- The path forward



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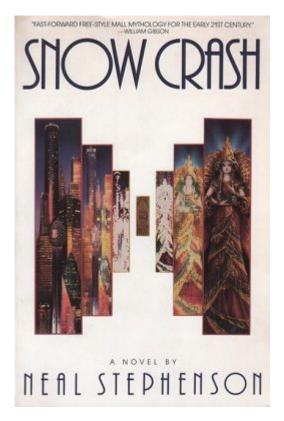


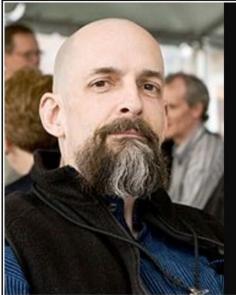






Snow Crash - 1992





Wait a minute, Juanita. Make up your mind. This Snow Crash thing—is it a virus, a drug, or a religion?"

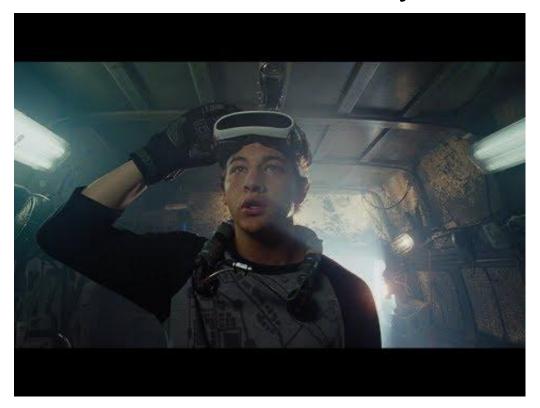
Juanita shrugs. "What's the difference?

— Neal Stephenson —

AZ QUOTES

A futuristic society encounters a computer virus that has the ability to scramble people's brains.

Metaverse: a virtual reality





Second Life - a game, or another world

Who don't want to live or try?



- 2001 LindenWorld
- 2005 -InfoHubs, Community collab, Teen SL banned
- 2010 Open Source, Second Life Marketplace, SL Viewer
- 2015 Hosting biggest events,
 \$60m cashed out, \$500m GDP
- 2020 a platform, creator economy, Linden **Dollar**, immersive - Sensar
- Linden Metaverse

Roblox, Fortnite, Minecraft...

Metaverse - a collaboration

Is it what Meta or Microsoft define?

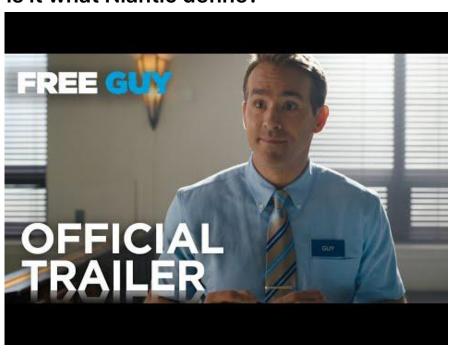


Microsoft - terms "Windows", "Mixed Reality".
 Physical OS to virtual OS, Azure Cloud,
 Office 365, Teams Platform. Mesh

 Facebook - social network, billions of active users, microsoft funding, collaboration with skype, messenger, acq. Instagram, whatsapp, VR Oculus, Internet.org initiative (anti-internet), PyTorch, React native open source, open APIs, payment, controversies

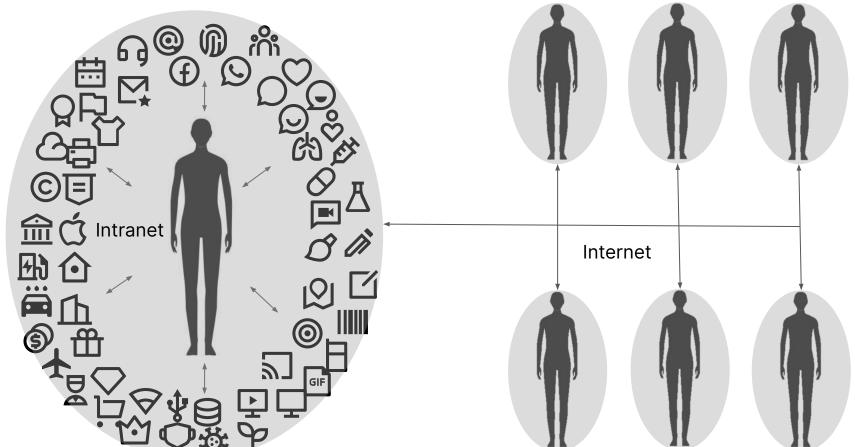
Real world metaverse - eXtending the Reality

Is it what Niantic define?



- Niantic Best known for Ingress and Pokémon Go, Mobile AR at scale.
- Lightship Platform to map the whole world thru communities.
- Aims to make the same world more connected, more accessible
- NFT gaming crypto currency to masses
- Google Immersive Computing in AR
- Samsung all online and digital behaviors and lifestyles, will be accelerated by the new normal that has become part of our daily lives.

"Metadata" and "Internet"



What is the Metaverse?

The definition

Metaverse is a universe built up on the network of metadata around us and about us. In a universe where the real and fake blur together, photo-realistic avatars are making use of virtual identities, virtual intellectual properties / assets, virtual societies and their own virtual currencies.

Metaverse is Open & Independent

Metaverse is One & Interoperable

Metaverse is for Everyone & Self-sustainable

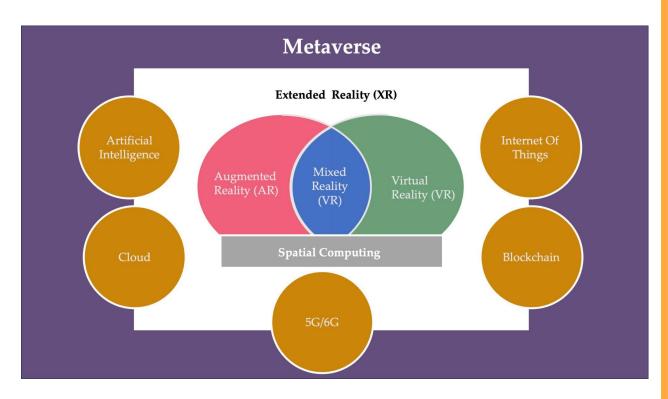


Metaverse is Internet

Metaverse is touted to be the next natural step in the evolution of the internet with use cases to boot

Metaverse

A result of technological evolutions



AR - Augmented reality overlays digital content in the live environment.

VR - A complete immersive experience that shuts out the physical world and takes into the virtual world.

MR - Combination of both AR and VR, where physical world and digital objects interact.

Mobile and Web XR, HUD - Heads up displays, projection based Spatial computing - technology behind XR.

Metaverse - a stage of next internet. Illusion of reality become more persistent

Source: https://thinkuldeep.com/post/getting-into-the-metaverse-part-1/

1. Metaverse ~ Meta





- X Just like Google is not Internet, similarly Meta is not metaverse.
- Meta is building some of the metaverse applications

2. Metaverse is just gaming gimmick



- X No, metaverse is beyond gaming.
- X Just like Internet is not only for gaming.
- Gamify customer experience is one of the key consideration for the metaverse applications
- It is internet at scale, and applicable to all the internet usecase.

Metaverse is virtual reality / it replace real world



- X No, metaverse is not just Virtual Reality
- Metaverse can only be experienced in VR headsets.
- X Metaverse will not replace real world
- Metaverse is also above extending the reality of real world.
- Metaverse is not bound to Head mounted displays.
- ✓ Virtual Reality is just one of the way to experience the metaverse application.

4. Metaverse is NFT, Cryptocurrency



- No, metaverse does not mandate NFT or Crypto usage
- Metaverse does not mandate to be based on blockchain.
- Decentralized metaverse is an ask to meet future localization need.
- NFT based concepts are just one way of building metaverse applications.
- ✓ Metaverse is a stage of internet.

5. Metaverse will be a monopoly / too many people controlling it



- X No, metaverse would not be controlled by one or many.
- Metaverse vision is decentralised and open.
- There will be many metaverse applications like website today.
- Metaverse applications may be owned by single or multiple partners.
- ✓ Metaverse would bring common practices and standards to cross collaborate in metaverse applications.

6. Metaverse is dead / fad, Al has killed metaverse



- No, metaverse is not dead and continuously evolving.
- No, AI has not killed it, but AI is fueling the metaverse.
- All technology advancements are taking us to next internet.
- Al also fueling the metaverse.
- Cloud/ next gen network accelerating the metaverse.
- XR devices are getting natural.

7. Metaverse is utopia



- No, it's not. It will not be without rules and regulations.
- Rules and regulations will also evolve as we proceed.
- ✓ Law and order will also evolve
- Metaverse would be shaped up by interactions and contribution by its users

8. Metaverse is mind-changing, would result in mental issues



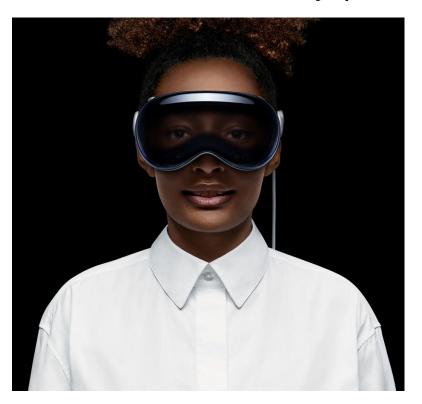
- No, it may not be as rules, regulations would come within devices to not let that happen.
- There number of usecase of influences brain for people with disability.
- Metaverse applications would help resolve some of the mental issues.

9. Metaverse is not inclusive, and may be biased



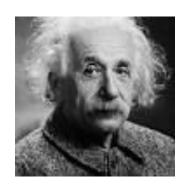
- No, that's not how metaverse is defined.
- ✓ It would bring equity.
- It would bring more ways to earn and survive
- It would make people learn faster and get skilled.

10. Metaverse is taken over by spatial computing



- X No, in reality, spatial computing essential part of metaverse.
- Spatial computing evolution will fuel the metaverse.
- ✓ Law and order will also evolve
- Metaverse is a stage of internet where real and virtual blur and everything will be connected to everything.

Metaverse - "Reality" will become a myth



"Reality is merely an illusion, albeit a very persistent one" - Albert Einstein



"Everything we call real is made of things that cannot be regarded as real" - Niels Bohr



Source: https://medium.com/xrpractices/the-growing-list-of-xr-devices-f102262e4a58

Concerning Reality

Future identify is at Risk

Safeguarding identify and protecting privacy would be difficult part, without strong laws and regulations. It is easy to impersonate people when identity is based on interests. People may want to keeps multiple social profiles and





Identify and Privacy - Someone accessing your property/assets without your knowledge



Social media trials, by the time truth prevails, damage happen



What is real or fake? What is public, what is private



New ways of information exposures, and may be more vulnerable.



As drug - A <u>Legal Heroin</u>? Addictions. Influence your decisions



Law and order

The path forward

Adapt technology ethically

In long run, **not using them** or staying away from it would **not** be **an option**. No matter how scary it looks, it is coming closer than we think.

Need more standards and regulations for hardware, network and software makers.

- XR Safety Initiative (xrsi.org)
- IEEE SA XR
- XR Ethics Manifesto



Awareness - start using it



Training - get ready to build for it.



Developing - **co-create** the metaverse/xr for right use cases. Innovate and solve the concerning parts.



Contribute - Build practices, standards and contribute share with **communities**.



Join hands with enterprises and governments, institutions, systems and people.



Play your part, and save the future.

Contact me here

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