

To: Andrew Guarino(AndrewMarcoGuarino@Gmail.com)
Subject: U.S. Trademark Application Serial No. 97118569 - INSIDE THE INTERNET
Sent: August 24, 2022 02:56:14 PM EDT
Sent As: tmng.notices@uspto.gov

Attachments

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**United States Patent and Trademark Office (USPTO)
Office Action (Official Letter) About Applicant's Trademark Application**

U.S. Application Serial No. 97118569

Mark: INSIDE THE INTERNET

Correspondence Address:

ANDREW GUARINO
4101 W. OAKLEY BLVD.
4101 W. OAKLEY BLVD. LAS VEGAS NV, 89102
LAS VEGAS NV 89102 UNITED STATES

Applicant: Andrew Guarino

Reference/Docket No. N/A

Correspondence Email Address: AndrewMarcoGuarino@Gmail.com

NONFINAL OFFICE ACTION

The USPTO must receive applicant's response to this letter within six months of the issue date

below or the application will be [abandoned](#). Respond using the Trademark Electronic Application System (TEAS). A link to the appropriate TEAS response form appears at the end of this Office action.

Issue date: August 24, 2022

The referenced application has been reviewed by the assigned trademark examining attorney. Applicant must respond timely and completely to the issues below. 15 U.S.C. §1062(b); 37 C.F.R. §§2.62(a), 2.65(a); TMEP §§711, 718.03.

SEARCH OF USPTO DATABASE OF MARKS

The trademark examining attorney has searched the USPTO database of registered and pending marks and has found no conflicting marks that would bar registration under Trademark Act Section 2(d). 15 U.S.C. §1052(d); TMEP §704.02.

SUMMARY OF ISSUES:

- Sections 1, 2, 3, and 45 Refusal - Failure to Function as a Service Mark
- Identification of Services

SECTIONS 1, 2, 3, AND 45 REFUSAL - FAILURE TO FUNCTION AS A SERVICE MARK

Registration is refused because the applied-for mark is a slogan or term that does not function as a trademark or service mark to indicate the source of applicant's goods and/or services and to identify and distinguish them from others. Trademark Act Sections 1, 2, 3, and 45, 15 U.S.C. §§1051-1053, 1127. In this case, the applied-for mark is a slogan or term that would be perceived by consumers as merely conveying information about applicant's or similar goods and/or services. *See In re Bos. Beer Co.*, 198 F.3d 1370, 1372-74, 53 USPQ2d 1056, 1058-59 (Fed. Cir. 1999) (holding THE BEST BEER IN AMERICA for beer and ale not registrable because it is merely a common claim of superiority); *In re TracFone Wireless, Inc.*, 2019 USPQ2d 222983, at *3 (TTAB 2019) (holding UNLIMITED CARRYOVER for telecommunications services not registrable because it "simply provides information about the services"); TMEP §1202.04(a).

Terms and expressions that merely convey an informational message, such as common statements or laudatory phrases about goods and/or services, are not registrable. *In re DePorter*, 129 USPQ2d 1298, 1299 (TTAB 2019) (citing *In re Eagle Crest, Inc.*, 96 USPQ2d 1227, 1229 (TTAB 2010)). Determining whether the term or expression functions as a trademark or service mark depends on how it would be perceived by the relevant public. *In re Wal-Mart Stores, Inc.*, 129 USPQ2d 1148, 1150 (TTAB 2019) (citing *D.C. One Wholesaler, Inc. v. Chien*, 120 USPQ2d 1710, 1713 (TTAB 2016)); TMEP §1202.04. When there are no limitations on the goods or services in the application, the relevant public comprises all potential purchasers of the goods or services. *In re Team Jesus LLC*, 2020 USPQ2d 11489, at *3 (TTAB 2020) (citing *In re Yarnell Ice Cream, LLC*, 2019 USPQ2d 265039, at *5 (TTAB 2019)); *see* TMEP §1202.04. "The more commonly a term or expression is used, the less likely that the public will use it to identify only one source and the less likely that it will be recognized by purchasers as a trademark [or service mark]." *In re Ocean Tech., Inc.*, 2019 USPQ2d 450686, at *3 (TTAB 2019) (citing *In re Hulting*, 107 USPQ2d 1175, 1177 (TTAB 2013)); TMEP §1202.04(b).

The attached evidence shows that this term or expression is commonly used by those in applicant's

particular trade or industry to indicate the interior of the internet as part of the virtual spaces. See attached evidence from <https://forumea.org/2022/07/20/study-abroad-and-the-metaverse/>; <https://www.alittlebithuman.com/what-is-metaverse-and-why-is-it-the-future/>; <https://techwireasia.com/2021/09/the-dawn-of-the-future-of-interaction-the-metaverse/>; <https://futurism.com/augmented-reality-is-bringing-the-internet-to-life>; <https://www.vice.com/en/article/93bmyv/what-is-the-metaverse-internet-technology-vr>; <https://medium.com/the-treatise/metaverse-d8c9f23591c8>; <https://www.whatisthemetaverse.info/>; <https://www.codingpixel.com/what-is-metaverse-should-i-care/>; <https://www.shieldyourbody.com/metaverse/>; and <https://mosaicwriting.com/12-ways-the-metaverse-will-change-the-world-in-the-near-future/>.

Because consumers are accustomed to seeing this slogan or term used in this manner, and would take the words at their ordinary meaning as applied to applicant's services, consumers are likely to perceive the wording merely as informational matter about the services. Thus, this slogan or term would not be perceived as a mark that distinguishes applicant's services from those of others and identifies the source of applicant's services.

An applicant may not overcome this refusal by amending the application to seek registration on the Supplemental Register or asserting a claim of acquired distinctiveness under Section 2(f). *In re Ocean Tech., Inc.*, 2019 USPQ2d 450686, at *8; TMEP §1202.04(d); see *In re TracFone Wireless, Inc.*, 2019 USPQ2d 222983, at *4. Nor will submitting a substitute specimen overcome this refusal. *In re Team Jesus LLC*, 2020 USPQ2d 11489, at *5-6 (TTAB 2020) (quoting *D.C. One Wholesaler, Inc. v. Chien*, 120 USPQ2d 1710, 1716 (TTAB 2016)); TMEP §1202.04(d).

Although applicant's mark has been refused registration, applicant may respond to the refusal by submitting evidence and arguments in support of registration. However, if applicant responds to the refusal, applicant must also respond to the requirement set forth below.

IDENTIFICATION OF SERVICES

The identification of services is indefinite and must be clarified because the nature of the services has not been identified with adequate specificity. See 37 C.F.R. §2.32(a)(6); TMEP §1402.01.

Applicant may adopt the following identification, if accurate:

Class 41: Entertainment and gaming services, namely, virtual reality [further clarify type of concerts, e.g., live music] concerts, virtual reality shows in the nature of [further clarify services, e.g., live stage events] and virtual reality games [further clarify games services, e.g., provided on-line from a computer network].

Applicant may amend the identification to clarify or limit the services, but not to broaden or expand the services beyond those in the original application or as acceptably amended. See 37 C.F.R. §2.71(a); TMEP §1402.06. Generally, any deleted services may not later be reinserted. See TMEP §1402.07(e).

For assistance with identifying and classifying goods and services in trademark applications, please see the USPTO's online searchable *U.S. Acceptable Identification of Goods and Services Manual*. See TMEP §1402.04.

RESPONSE GUIDELINES

For this application to proceed, applicant must explicitly address each refusal and/or requirement in this Office action. For a refusal, applicant may provide written arguments and evidence against the refusal, and may have other response options if specified above. For a requirement, applicant should set forth the changes or statements. Please see “[Responding to Office Actions](#)” and the informational [video “Response to Office Action”](#) for more information and tips on responding.

TRADEMARK COUNSEL

Because of the legal technicalities and strict deadlines of the trademark application process, applicant is encouraged to hire a private attorney who specializes in trademark matters to assist in this process. The assigned trademark examining attorney can provide only limited assistance explaining the content of an Office action and the application process. USPTO staff cannot provide legal advice or statements about an applicant's legal rights. TMEP §§705.02, 709.06. See [Hiring a U.S.-licensed trademark attorney](#) for more information.

QUESTIONS

Please call or email the assigned trademark examining attorney with questions about this Office action. Although an examining attorney cannot provide legal advice, the examining attorney can provide additional explanation about the refusal and requirement in this Office action. *See* TMEP §§705.02, 709.06.

The USPTO does not accept emails as responses to Office actions; however, emails can be used for informal communications and are included in the application record. *See* 37 C.F.R. §§2.62(c), 2.191; TMEP §§304.01-.02, 709.04-.05.

How to respond. [Click to file a response to this nonfinal Office action.](#)

/Andrew Crowder-Schaefer/
Trademark Examining Attorney
Law Office 104
(571) 272-0087
andrew.crowderschaefer@uspto.gov

RESPONSE GUIDANCE

- **Missing the response deadline to this letter will cause the application to [abandon](#).** The response must be received by the USPTO before midnight **Eastern Time** of the last day of the response period. TEAS maintenance or [unforeseen circumstances](#) could affect an applicant's ability to timely respond.
- [Responses signed by an unauthorized party](#) are not accepted and can **cause the application to**

abandon. If applicant does not have an attorney, the response must be signed by the individual applicant, all joint applicants, or someone with **legal authority to bind a juristic applicant**. If applicant has an attorney, the response must be signed by the attorney.

- If needed, **find** **contact information for the supervisor** of the office or unit listed in the signature block.

STUDY ABROAD AND THE METAVERSE
+

forumea.org/2022/07/20/study-abroad-and-the-metaverse/

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difference?

Recently, I read an article in which the Instituto Tecnológico de Monterrey (Tec) in Querétaro, Mexico, **delivered their entire first class in the Metaverse** during the 2021 winter term. This was an engineering and architecture class in which the students used virtual and augmented reality to learn about Alternative systems and installations in Smart Homes.

They are currently delivering another class known as **Global Classroom**, where Tec students learn with other students from foreign universities, in this case, with the **Catholic University of Colombia**, and the feedback from students seems to be very good.

As I got more interested into this topic, I read other higher education examples that are using the metaverse or virtual reality environments to deliver their classes and even to make remote work more interactive.

Perhaps, it is too early to say if it is the answer, but I am sure that there are very good possibilities that virtual and augmented reality, and the metaverse could help to democratize study abroad and make it more accessible to more people.

Now, you may be asking but what the Metaverse is exactly and how could it be a possibility to democratize Study Abroad. We might have heard the term for the first time at the end of 2021 thanks to Mark Zuckerberg, but what is it? And is it anything different to virtual and augmented reality? Does it have to do with Blockchain, cryptocurrencies, and the FTPs? Well, we will not go all the way to explain it in this article, but we will just try to understand what the metaverse is and how it is different to virtual and augmented reality.

What is the Metaverse?

To put it in simple terms it is an avatar-based virtual reality that lives in the internet.

According to an interview in this VICE [article](#) "*The Metaverse, Explained for People Who Still Don't Get It*" to Mathew Ball, a venture capitalist and angel investor who has written a **series of essays** about the potential and structures of the metaverse, in the Metaverse, it is:

"A 3D version of the Internet and computing at large,"

According to Ball, there are two ways to place this in the current context. "When these two technologies (internet and computing) first emerged, all interactions were primarily text-based (emails, messages, usernames, email addresses). Then they slowly became more media-based (photos, videos, livestreams). The next elevation of user interface and user experience is into 3D. Secondly, if we think of [a] mobile [phone] as placing a computer in our pocket and the internet

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being available at all times, think of the metaverse as always being within a computer and **inside the internet.**”

Many experts look at the metaverse as a 3D model of the internet. Basically, a place parallel to the physical world, where you spend your digital life. A place where you and other people have an avatar, and you interact with them through their avatars. Some also argue that the metaverse in the truest sense of the term doesn't actually exist yet.

To understand more about the metaverse and virtual reality I strongly recommend you to also read this entire [article](#) by Bart Cywinski from UIGStudio. In it he states that we are not there yet with the metaverse as is it was originally conceived. Right now, we are experiencing different virtual reality environments but one day we will get to a virtual world with its own currency, where we could experience actual sensations in the virtual world, like sight, sound, touch, and perhaps even smells.

When that day arrives, we might not have to travel to experience another country, city, or town and interact with other people without having to move physically. In the meantime, we can experience from physical interactions and traveling while making the most out of virtual and augmented reality to make study abroad and international education accessible to more people.

This entry was posted in Resources and tagged augmented reality, hybrid model, metaverse, study abroad, virtual reality. Bookmark the permalink.

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What Is the Metaverse?

The term was coined by science fiction writer Neal Stephenson in his 1992 novel, *Snow Crash*. In most movies, books, and other media, the metaverse is often described as a three-dimensional internet where augmented reality (AR) and virtual reality (VR) technology lets users can interact and experience virtual worlds in a more realistic way.



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If you've seen or read *Ready Player One*, the "Oasis" is essentially the Metaverse we were hoping to see soon.

If you're still a little confused, you're not alone. Talking about the metaverse today is like talking about the telephone or internet back when those were brand new and not yet part of our daily lives.

Part of that confusion comes from the fact that the term is so overused and exaggerated that it basically lost its meaning.

Nevertheless, the metaverse is real and it's actually not much different than the internet we have now. A lot of the hype is just based on the idea that we may soon get to achieve our dream of living **inside the internet**.

Let's separate the hype and exaggeration from the real thing by taking a look at what the metaverse currently looks like today.

What Does the Metaverse Look Like Now?

If you've played online video games, then you already know what the metaverse is. Some games that have metaverse-like concepts are Fortnite, GTA V (especially the Role-Play servers), and of course, Minecraft. You can virtually live inside of these games, and living in a digital space is one of the promises that the metaverse has.



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Will the Metaverse encapsulate the future of digital entertainment?



Welcome to the Metaverse.

By **Rebecca Oi** | 20 September, 2021

- Welcome to the Metaverse.
- Where the physical blends with augmented and virtual reality.
- Where your Meta Me resides.
- Where your avatar is playing, working, shopping, and interacting with a shared online universe.
- You are present inside the internet and not just looking at it.



you are present **inside the internet** and not just looking at it.

It is the next evolution of online experiences; Web 3.0.
Furthermore, you can make money in it, not just spend money on it — yes, Real Money.

The Covid-19 pandemic has accelerated the rise of virtual communities, while new developments are laying the groundwork for post-covid life — this has begun with the dawning of the metaverse.

Defining the metaverse

The term 'metaverse' was first coined in Neal Stephenson's 1992 sci-fi novel, Snow Crash, as a concept that blends digital and physical existence.

With this concept developing and gaining traction, the metaverse can now be classified as the convergence of virtual and physical realities to the new internet.

The virtual and augmented reality market is predicted to grow in value from US\$46.4 billion in 2019 to US\$1.5 trillion in 2030, according to accountancy firm PricewaterhouseCoopers.

South Korea's biggest asset manager, Samsung Asset

Management, recently launched a metaverse fund. The fund focuses





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At first, it was just this thing that existed on the fringes of society, used by a select few who were mostly captivated by the novelty of being able to beam information around the world instantly. It only had a few sites, and there really wasn't much to do. Eventually, as more and more content was created, it sucked everyone in. Now, it has become impossible for anyone to live in society without a connection.

The internet is taking its next steps through AR, augmented reality, and its more popular cousin, virtual reality. What they allow users to do is rather than interacting with the internet through a screen, they place the user **inside the internet** and allow them to interact with it in a three-dimensional space. Where virtual reality plunges users inside new worlds, augmented reality plasters the digital world over top of the real world.

Seeing is believing. If you get the chance, give it a shot, till then watch this demonstration of Microsoft's Hololens to get a sense of what it will enable you to do.

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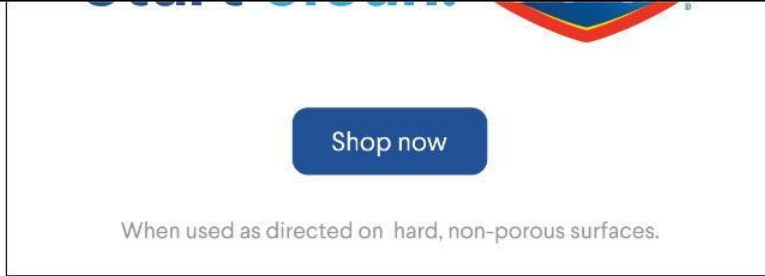
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"The metaverse is a 3D version of the Internet and computing at large," Mathew Ball, a venture capitalist and angel investor who's written a series of essays about the potential and structures of the metaverse, told VICE.

According to Ball, there are two ways to place this in the current context.

"When these two technologies (internet and computing) first emerged, all interactions were primarily text-based (emails, messages, usernames, email addresses). Then they slowly became more media-based (photos, videos, livestreams). The next elevation of user interface and user experience is into 3D. Secondly, if we think of [a] mobile [phone] as placing a computer in our pocket and the internet being available at all times, think of the metaverse as always being within a computer and **inside the internet.**"

Many experts look at the metaverse as a 3D model of the internet. Basically, a place parallel to the physical world, where you spend your digital life. A place where you and other people have an avatar, and you interact with them through their avatars. Some also argue that the metaverse in the truest sense of the term doesn't actually exist yet.

"It's not real at this stage, and won't become real until people have a single location they can go to to get into in a virtual world they could live in," Ibrahim Baggili, a cybersecurity expert and the founding director of the Connecticut Institute of Technology at the University of New Haven, told VICE.

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Essentially, the metaverse is supposed to be a 3D version of the internet that is seen as the logical next stage of development, and would ideally be accessed through a single gateway.

"The internet was described as an 'information superhighway' in the 90s, but it was more of just a term to refer to a potential future with networked computers rather than an actual highway,"



Tech

Being a Facebook Metaverse 'Community Guide' Seems Like a Nightmare Job

EMANUEL MAIBERG

02.16.22

It refers to a concept of future iteration made up of persistent, shared, 3D virtual spaces linked together OR as a collection of virtual reality rooms which are connected to a perceived virtual universe.



Image: Facebook Inc. rebrands as Meta to stress 'metaverse' plan

Metaverse is a set of virtual or augmented spaces which you can create and explore with other people who aren't in the same physical space as you. Digital spaces which are made more lifelike by the use of virtual reality or augmented reality. Spaces where you are represented by a 3d version of you by your "Avatar" and that avatar will be playing, working, shopping and interacting in a shared online universe where you're present **inside the internet** rather than looking at it from the outside.

In other words, it's an online world where people can use different devices to move and communicate in a virtual environment.

Let's see the present scenario. Currently, to engage with people on the internet,

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we go to different websites such as social media platform or messaging applications, communicate with other users via text, share multimedia, make video calls, etc. But all of these occurs in a 2D interface. Whereas in Metaverse, there will be a 3d representation of you, called your Digital Avatar. And this 3d version of you will be interacting with others while socializing, attending meetings, participating in events such as concert, conferences or games. There would be a digital replication of everything in the physical world so that when you chuck on a pair of AR glasses, the shops or workplaces parks or anything you pass by on your street will have a digital presence allowing you to interact or even physically purchase an item to be delivered to your home without physically stepping outside.

This is why metaverse is physical-digital shared virtual world which is imagined as an over-arching universe with a fully functional economy where everyone can participate, buy and sell items with the use of Cryptocurrency.

Metaverse is an idea that's been around in tech circles for a long time. It's also the coming together of many technologies including online gaming, blockchain, NFTs, AR VR smart devices to social media. It may be considered as a "Successor of Internet", "Fortnite", or "VR", or "crypto" the metaverse is an idea that ties these concepts together and seeks  2  w they all interconnect.

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So, there are economic, physical, and social confines that the metaverse must grow and evolve in.

What is the Metaverse Today?

All of this talk of *Ready Player One* and holograms is the sexy, highly-conceptualized version of the metaverse that *could be* (sort of, hologramming into a concert is still super far-fetched). Currently, the metaverse is pieces of metaverse-like platforms that are being reshaped and stitched together to complete a metaverse puzzle.

It's like we've figured out how to create mini-metaverses (meta-planets?) that we are now trying to connect in meta-galaxies that will ultimately connect in a metaverse. As expected, the tech giants, like Google, Microsoft, and Meta, are building the framework that the metaverse can operate on. But only time will really tell what we build on that framework once it's accessible to the rest of the world.

Yes, the possibilities are endless given enough time and advancement in technology. But the reality will be practically and monetarily driven. Thus, Marketing, Ecommerce, and Gaming will likely continue to be at the main driving force of the metaverse's evolution.

Rather than being a digital universe to escape to (like the Oasis in *Ready Player One*), the metaverse will more realistically continue to augment our real world and daily lives. Just like the internet and smart devices have been doing for decades.

The metaverse is certainly a vague term, but that's the point. It's supposed to be an all-encompassing term for an immersive digital world that intermingles with the real world.

"OVER THE COMING DECADES, THE METAVERSE HAS THE POTENTIAL TO BECOME A MULTITRILLION-DOLLAR PART OF THE WORLD ECONOMY."

CEO - Epic Games

Tim Sweeney

"THE METAVERSE IS HERE, AND IT'S NOT ONLY TRANSFORMING HOW WE SEE THE WORLD BUT HOW WE PARTICIPATE IN IT - FROM THE FACTORY FLOOR TO THE MEETING ROOM."

CEO - Microsoft

Satya Nadella

"WITH THE METAVERSE WE ARE TRANSITIONING FROM VIEWING A 2D WORLD LOOKING AT THE INTERNET TO LIVING **INSIDE THE INTERNET** IN A 3D WORLD."

Source

Dave Waters



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What is Metaverse? Is it a joke? Is it a meme format? Is it something like Minecraft? Or is it just another version of Zoom where people hang out together? Well, it is safe to say that the Metaverse and the Internet are connected. And ever since Facebook rebranded as Meta, Metaverse has become a hot topic of discussion.

You cannot clearly define Metaverse because it means different things to different people based on their experience. However, it's not their fault because the lines between reality and the virtual world have been blurred beyond recognition. So, it's not wrong to say that the Metaverse is just an evolution of the Internet and is a combination of online spaces where people can play, work, and socialize as avatars.

But where has this new word come from all of a sudden and how has it taken over everyone's life?

Let's find out!

So, What Is The Metaverse?

The metaverse is a term that can be collectively used to describe a group or collection of virtual worlds. But then, what are virtual worlds, and are they the same as the real world? No, they are not even close to real, rather they exist only in augmented reality and virtual reality applications & games and everything happens virtually over there.

For instance, you can build a house in the virtual world, you can take your metaverse avatar to a gathering in the virtual gathering simulator, and then head to see your virtual friends and family. Apart from games, you can even attend your office meetings and complete your workouts in the metaverse without leaving your home.

People are even getting married in the metaverse!!!

And How Does It Work?

In the metaverse (or virtual reality), all software and applications (that are specifically designed for the Metaverse) are connected to a network. You create an avatar for yourself and it represents you wherever you go. Metaverse is almost like going **inside the internet**.

Why Is It Important?

So, why should you care about the metaverse? What is so great about it? Well, for starters, it can bring the offline and online worlds together. And that can create a lot of feasibility for mankind. Imagine trying your clothes online or going for a test drive virtually and then buying the stuff in reality.

However, it is difficult to predict right now what exactly Metaverse will be used for in the future since this

however, it is difficult to predict right now what exactly Metaverse will be used for in the future since this is just the start of it. But no matter what people say, it is still a concept under process even for highly-advanced companies.

Is Metaverse The Future Of Social Media?

There has been a lot of gossiping about Metaverse and how it might take over social media in the future. But to what extent is it true or can it even be done?

Well, 2021 was the year of technological advancements. Many companies and businesses poured their money and resources into the metaverse. Many big platforms and brands like Facebook (now Meta) and Nike, respectively, also invested massive amounts of money and resources into the metaverse. So, with influential brands trying out the virtual reality of Metaverse, it might become the future of social media.

What Is Next For The Metaverse? (Summing It Up)

Metaverse is still a risky area to venture in, as the majority of people still believe. Many companies and businesses are still testing the waters when it comes to virtual reality. And even though many people are still unsure and skeptical about Metaverse and how it might just be a bigger and more sophisticated version of Facebook and its social environment, the timing of Metaverse's mainstream popularity is perfect. Technologies like Blockchain, Metaverse, and Cryptocurrency are becoming increasingly popular worldwide. So much so that gaming universes like Minecraft and Fortnite have started investing in them.

So, have you been thinking of taking interest in the Metaverse and trying it out? Then you should do that before it is too late.

Good Luck!





And what do they do with that data?



Psychologists say that human behavior is learned. And if you know enough about an individual, you can change their perception, decisions, and emotions. These tech companies are rumored to use your data to persuade you into doing things like spending a long time on their products and making impulse purchasing decisions.

Data privacy is crucial for our freedom and safety. And the data we share online should work for our good, not against us.

With the embodied internet of the metaverse, we'd be sharing way more data than we're doing now. And, by far, we have no idea how much impact that will have on our lives. We can only make an educated guess based on how those companies have used our data before. And frankly, the future with the metaverse doesn't look too good.

Massive EMF Exposure

Studies say that prolonged exposure to EMF emissions from electronic devices and network sources can cause health effects ranging from minor sleep disorders to chronic diseases like cancer. I have a [separate page](#) that talks about these issues in-depth.

But so far, there are ways you can mitigate your EMF exposure and live a safer, healthier life without giving up the convenience of technology. You just need to minimize your tech use and maximize your distance from EMF sources.

With the metaverse, that may not be an option.

When your world is built **inside the internet**, which you can only access through metaverse tech, it'd be nearly impossible to minimize your use of those gadgets, let alone create a distance between your body and the source of the radiation.

This would cause your EMF exposure to increase significantly, which would not be good for your physical and mental health. And the scarier part is that the metaverse is untested, which means we have no idea how far the biological effects will go.

2022 Update: Dangerous by Design

In February 2022, BBC [published an article](#) revealing how harmful the current metaverse environment is for children.

For this investigation, a BBC news researcher created an account in a metaverse app posing

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as a 13-year-old girl. And what she saw there was horrifying.

She reported that she witnessed sexual situations, harassment, racial slurs, and threats of sexual assault in the app.

This application had an age requirement of 13+ years. And as soon as she visited the virtual space, she saw several types of inappropriate content. On top of that, several adult men approached her.



Though this app wasn't from Facebook (now Meta), one can easily download it from the Appstore and stream it on the Meta Quest eyewear without age verification.

"Some apps in the virtual-reality metaverse are 'dangerous by design'," said the National Society for the Prevention of Cruelty to Children, in response to the BBC investigation report. They were "shocked and angered" by what the BBC investigation revealed, they added.

But first, for those who don't know, here's a super-brief basic rundown of what the metaverse is:

The Metaverse in a Nutshell (The Metaverse 101)

Dictionary

Search for a word

met·a·verse

/ˈmedə vers/

noun **COMPUTING**

a virtual-reality space in which users can interact with a computer-generated environment and other users.

Definitions from Oxford Languages [Feedback](#)

In one sentence, the metaverse is basically like **stepping inside the internet.**



The Metaverse Is Immersive

Rather than watching a video, you'll be **in the video**. You'll be able to **walk around** to get better angles and perspectives, as well as use your hands to **interact with things**. Also, you'll be able to use your voice to give commands or communicate with other people in your "vicinity".

This is going to start to sound **crazy**, but Facebook ("Meta") is actually **currently** working on a way where you'll be able to interact with something in the metaverse **just by thinking about it**; it's called **Electromyography (EMG) technology** and it's already being utilized in the field of medicine.

Although the metaverse can still be accessed on 2D platforms such as desktop monitors and phones, it will be designed to be **experienced in 3D**.

In 2021, people use cumbersome **virtual reality (VR)** headsets that can cause motion sickness with prolonged use. However, Meta (Facebook), Google and other tech giants are working on **lighter, slicker** forms of VR glasses that can be used to enter the metaverse **comfortably for long periods of time**.



United States Patent and Trademark Office (USPTO)

USPTO OFFICIAL NOTICE

Office Action (Official Letter) has issued
on August 24, 2022 for
U.S. Trademark Application Serial No. 97118569

A USPTO examining attorney has reviewed your trademark application and issued an Office action. You must respond to this Office action in order to avoid your application abandoning. Follow the steps below.

- (1) **[Read the Office action](#)**. This email is NOT the Office action.
- (2) **Respond to the Office action by the deadline** using the Trademark Electronic Application System (TEAS). Your response must be received by the USPTO on or before 11:59 p.m. **Eastern Time** of the last day of the response period. Otherwise, your application will be **[abandoned](#)**. See the Office action itself regarding how to respond.
- (3) **Direct general questions** about using USPTO electronic forms, the USPTO **[website](#)**, the application process, the status of your application, and whether there are outstanding deadlines to the **[Trademark Assistance Center \(TAC\)](#)**.

After reading the Office action, address any question(s) regarding the specific content to the USPTO examining attorney identified in the Office action.

GENERAL GUIDANCE

- **[Check the status](#) of your application periodically** in the **[Trademark Status & Document Retrieval \(TSDR\)](#)** database to avoid missing critical deadlines.
- **[Update your correspondence email address](#)** to ensure you receive important USPTO notices about your application.
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Note To The File

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7	6 and "009"[cc]	1292	0	0	0	0:01
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11	6 and ("035" a b "200")[ic]	344	0	344	344	0:02
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