METAVERSE MADE SIMPLE

What is The Metaverse,
Why it Matters For The Future,
and How To Harness its Power

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Introduction

There has been a lot of talk about the Metaverse in recent years, with tech companies, gurus, and business owners all speaking about the limitless power it can give. It's supposed to revolutionize the internet, and that breeds quite a lot of excitement and worry from certain people and groups. With Facebook recently rebranding itself into the company 'Meta' and redefining their commitment to building the Metaverse soon, the word is on people's lips more than ever.

However, the Metaverse is an area that is surrounded in confusion as well. What is it? Who owns it? What can you do with it? These are all questions that people are asking, and asking in much louder voices given the recent news.

Thankfully, this Ebook will help you out, as we are going to lay out step by step what the Metaverse is and why exactly you should care about it. We want to make sure that you are armed with the answers to these hard to answer questions and that our book can cut through the misinformation about the complexities of the Metaverse.

So read on, and by the end of this book, you'll wonder what there was to be confused about in the first place!

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Part 1: What Is the Metaverse?

Understanding the Metaverse

Chapter 1: Understanding the Metaverse

The desire and ability to go into a video game, virtual world, or even into the internet itself hasn't been anything new. From "Wreck-It-Ralph Breaks The Internet" to "Ready Player One", we've seen this trope in countless fiction mediums. The idea that the internet is a virtual world in it of itself, one where people can encounter one another, make interactions with themselves and the world, and even affect the real world with their choices in the digital one.

If you think of it like a massively expanded virtual world, where players don't just control avatars on a screen with a mouse and keyboard, then you've got the right idea. Instead, the person accessing the metaverse *is* their avatar, and they can move around, speak, and travel the virtual world as easily as they can in the real world.

It will also connect the virtual world and the real world to make the pair closer than ever before. For example, have you ever seen in Science Fiction where a character might wear goggles that give them a heads up display of their surroundings? They can look at people and instantly gain access to public information about them, or do the same with buildings or items. With the metaverse, we might have that technology too.

The Metaverse might seem a little confusing, but with a little bit of open mindedness and understanding, you'll know just what this place is, so let's start with a simple definition, shall we?

Definition

The Definition that most people can agree on is this one. The Metaverse is *a set of virtual spaces where you can create and explore with other people who aren't in the same physical space as you.* Think of it like a video game MMO world. In games like Final Fantasy or World of Warcraft, players from all over the world log into servers. Their avatars are visible in game, and they can interact with one another, participate in events, and even drive the game's economy.

The Metaverse is going to be like that, only instead of going into a video game world, you would be logging into a world similar to our own. The Metaverse will be like one huge shopping mall, where you can log into different servers that are all owned by different companies. Imagine logging into Amazon's virtual world and ordering all your packages with simple gestures. You won't need to take out your phone, but instead put on a headset.

Additionally, the Metaverse will be able to support your Avatars. Whether you want to buy real life items to put in your virtual room, or just have an avatar that reacts to your movements and

body language, your virtual manifestation of your avatar will be just as important to the metaverse as the worlds you inhabit.

Persistence

Finally, the last major definition (one so important it needed its own subheading) is the word 'Persistence.' Persistence in the metaverse refers to the continuity and sense of presence that you will feel in the virtual world. There will be several ways to connect to and experience the metaverse, from your phone, PC, Ipad, or VR headset, and the creators of the metaverse want to make sure that you feel like you and your Avatar matter in both of them.

Persistence gives connections between the various 'worlds' of the metaverse and is primarily experienced by avatars. For example, let's say your avatar gets a new pair of glasses from a VR shop in the virtual world. Then you hop off the virtual world and get into the metaverse on your phone. Your avatar will have the same glasses on, and no matter how you access the metaverse, the glasses will remain on.

This persistence of a cosmetic item is an example of how persistence as a whole will work in the metaverse. Basically, if your Avatar buys something, makes a change to their look, or makes a change to their own personal world, those changes will show up no matter how you access the metaverse.

Implementation

Well, this all sounds well and cool, but how will it be implemented into the everyday consumer's life? Much like how you need to buy a VR headset from a certain company (Such as the Oculus Quest or the HP Reverve) to experience certain games and features, you will probably need to buy a headset or a system from the companies that will be getting into the Metaverse, including one from the company Facebook has created, appropriately called: Meta.

Otherwise, it should be like any other online activity. You will need to create an account, customize an avatar, and then you can explore the worlds of your choosing. The theory goes that the metaverse should be quite unlimited, so once you get logged in you won't have too many limits on where you can go.

Required technology

Despite there being quite a lot of advances in the realm of virtual reality with the rise of headsets, VR gaming, and avatar creations, the technology to create a 100% immersive world in digital just doesn't exist yet. The technology that we have access to for virtual reality is merely the lightest scratch on the surface of what everyone hopes the Metaverse might become one day.

Mark Zuckerberg has said that he hopes the technology will come out in 5-10 years, while Meta has given their estimate at around 10-15 years. Meta is already placing technological advancements in the pipeline that will help them get to where the Metaverse as we understand it is possible, but that's still a long way away.

Who knows what type of technology might be required to create this world, or what type of people are aiming to create it? It's certainly something that will be worth watching, especially if you have any interest in the technological field of study.

The Metaverse Today

Chapter 2: The Metaverse Today

Since we've been comparing the metaverse to video games, that's a good place to start this chapter by saying that virtual reality gaming is the best way to give us a peek into what the metaverse is going to look like. Video games and VR have always been the pavers and the movers towards the combination of digital and physical worlds. But there are other items too that will help us get a better understanding of, and make predictions towards, what the metaverse of several years into the future would look like.

Video games

Most MMO video games such as Fortnite, Final Fantasy, Roblox, and World of Warcraft are all examples of 'mini-metaverses.' They are persistent games where a player controls an avatar and makes them do certain things, and every player can connect and talk to every other player. Players can socialize, join clubs or guilds, attend events, and make in game payments using in game currency.

Additionally, several games allow you to fully customize your character. You can design a completely different character than yourself, make a non-humanoid design, or create a character that looks completely like you. The Metaverse is going to be populated with a similar cast of characters, as while many

people might want to create wacky avatars that push the limits, most people will want an avatar that looks like them.

The metaverse might also hold events that can bring thousands or millions of players all to one spot or world, something MMO games are known for. This helps to foster a sense of community for the gamers who play, as well as gives them something to look forward to. Certain worlds in the metaverse might host similar events or sales to bring people together.

But while MMO's are a great sneak peek into the world that the metaverse hopes to create, there's something even more tangible on the horizon, and that is virtual reality gaming.

Virtual reality

Before we delve into the metaverse's uses for VR, let's focus on the gaming side of things. Virtual reality gaming allows for a much greater level of immersion that we have seen so far in gaming, as we are able to actually move our bodies with our character and in essence 'see what they see.' If our character swings a sword, holds a blaster, or throws a bomb, we are making a simular movement with our bodies. It can also be very interesting to see nothing but the virtual land around you. For example, traditional gaming simply has your eyes glued to what is in front of you, but with a virtual reality headset, you can turn around and get a complete 360 view of what the world you are

playing in looks like. If you want to be reminded that the world isn't real, then you need to take the headset off!

Virtual reality is the metaverse in its pre-walking infancy. It allows us to connect with our friends in the virtual world, and also transforms our dull living rooms and offices into places straight out of fantasy and science fiction. We are able to move, interact, and play within the confines of the room we are in and the game we are playing.

The Metaverse will have no limits. You won't be loading up just one game into your headset and playing only that game, but instead you will have access to every single world and the ability to do whatever you want in each. You can log into a zoom call from your headset but feel like you are sitting in your office, you can go into Amazon's world and purchase whatever you would like, or you can walk to a virtual park and sit down to watch the world go by. It will be virtual reality on steroids, and it will open up a lot of doors for people.

Crypto

If you've ever played an MMO or even a single player video game, you have probably noticed that you don't pay for things with dollars and cents. Whether you are buying the newest sword for your character or a new shirt for your avatar in the shop, you are paying in gold, or bottle caps, or ore, or

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