



METaverse MADE SIMPLE

1. The Metaverse Today

- 1.1. Metaverse is still being built and worked on
- 1.2. It looks a lot different today than it will in years to come
- 1.3. Many people today use it for gaming
- 1.4. Many people have VR headsets that are only used for fun
- 1.5. Some businesses are using metaverse
- 1.6. Metaverse is used in some workplaces
- 1.7. Businesses use metaverse for conferences and work events
- 1.8. Metaverse can be used for those who cannot go places physically
- 1.9. Became a bigger deal during COVID-19
- 1.10. People started to use it so they could stay home
- 1.11. Social media platforms have begun using it
- 1.12. Facebook and Whatsapp have started using the metaverse
- 1.13. Creating the next generation of the internet
- 1.14. Cryptocurrency is the main form of currency
- 1.15. Bitcoin and other cryptocurrencies are being used for purchases

2. Criticisms and Concerns

- 2.1. Many people don't trust the privacy of the metaverse
- 2.2. Blockchain technology is still developing
- 2.3. Identities have the potential to be stolen
- 2.4. Many people do not understand blockchain technology
- 2.5. Lack of trust in blockchain stops people from making purchases
- 2.6. Most legal concerns have not been addressed
- 2.7. Cybercrimes are possible
- 2.8. People are worried about cyberstalking and identity theft
- 2.9. Lack of established legal framework
- 2.10. Issues of patents
- 2.11. Metaverse and VR can become addictive
- 2.12. Some people realize they like VR more than the real world
- 2.13. Can cause social problems
- 2.14. Younger interactions may spend more time online
- 2.15. Many people worry younger people might not be able to face the real world
- 2.16. Has the potential to cause social issues

3. The Metaverse and the Future

- 3.1. The metaverse is changing the way people work and live
- 3.2. Companies are investing money in metaverse technologies
- 3.3. One day people will work in virtual reality at normal jobs
- 3.4. Blockchain technology will be better and better
- 3.5. Apps will be created to give people a better way to access the metaverse
- 3.6. Headsets and other technologies are being made every day
- 3.7. Workers will be trained on technical skills using metaverse tech
- 3.8. Social media might merge with work platforms
- 3.9. Companies may have to spend a lot of money to keep up with the metaverse

4. Emerging Technology

- 4.1. New technologies include VR, AR, and BCI
- 4.2. VR and AR headsets are expected to pass global game consoles sales in 2024
- 4.3. More and more people are adopting metaverse technologies
- 4.4. Artificial intelligence companies are growing
- 4.5. More companies using AI tech
- 4.6. Companies are using VR and AI to train employees

5. How to Use the Metaverse

- 5.1. Metaverse can be used in many different ways
- 5.2. Most people are using it in their personal lives
- 5.3. Some might be using it in their work lives
- 5.4. Can be used for investments and buying of assets

6. Understanding The Metaverse

- 6.1. Collective virtual space
- 6.2. Includes sum of many virtual worlds
- 6.3. Some parts are reality
- 6.4. VR headset needed
- 6.5. Headsets help you to experience things in real-time
- 6.6. Single virtual reality for everyone
- 6.7. Everyone shares the same space
- 6.8. Used for gaming
- 6.9. Can be used for travel
- 6.10. Becoming popular in the workplace
- 6.11. Important for the future

6.12. People will create an avatar

6.13. People can buy things in this new reality

6.14. You can build up assets to make a new identity for yourself

7. Investments

7.1. Use your avatar to buy digital property

7.2. Digital assets can gain value over time

7.3. Collect digital assets to make money for yourself in the VR world

7.4. Cryptocurrency is a way to buy digital investments

7.5. Metaverse has its stocks to buy and sell

7.6. NFT investments are becoming more popular

7.7. Metaverse investments are kept safe in the online world

7.8. Use blockchain technology to keep assets secure

7.9. Proof of purchase of online assets is the same as real assets

7.10. Anyone can invest in the metaverse

7.11. Metaverse is not exclusive like some real-life investments

7.12. One day metaverse investments might be worth more

8. Enhance Personal Life

8.1. Metaverse can be used to meet people online

8.2. More social interactions

8.3. Make a better work-life balance

9. Education

9.1. Metaverse and VR can be used for online classrooms

9.2. Virtual classrooms provide better learning than zoom

9.3. Kids can still talk to other students and meet students online

9.4. Online curriculum can be customized

9.5. Virtual workspaces can be made

9.6. Virtual classrooms make it easier for teachers

9.7. Parents can monitor virtual classrooms