

# Metaverse – the future of the Internet

Facebook – newly rebranded *Meta* – CEO Mark Zuckerberg, wants to be at the forefront of the Internet's next major upgrade: the Metaverse



Promotional image (above) from **Steven Spielberg's Ready Player One** movie – perhaps our closest look at what **Metaverse** could be like

## Meta

**Mark Zuckerberg** (right) wants **Meta** to build Metaverse



**Metaverse:** Coined by **Neal Stephenson** in his 1992 science fiction novel **Snow Crash**, where humans, as avatars, interact with each other in three-dimensional virtual successor to Internet

### SEVEN-LAYERED ECOSYSTEM OF METAVERSE

**Persistent virtual world with its own economy, jobs, shopping areas and media to consume**



**Experience:** What we engage with – games, social experiences, live music, etc



**Discovery:** How people learn that different experiences exist



**Creator economy:** Everything that helps creators build in Metaverse – design tools, monetisation tech, etc



**Spacial computing:** Software that translates objects into 3D, allowing us to interact with them



**Decentralisation:** Everything that moves ecosystem to permissionless, more democratic structure



**Human interface:** Hardware that helps us access Metaverse – mobile devices, VR headsets, etc



**Infrastructure:** Semiconductors, material science, cloud computing and telecommunications networks that make it possible to construct any of above layers

Sources:  
Gizmodo,  
Washington  
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