Reimagining the Future World with "Metaverse"

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Abstract: If we say TODAY, in the year 2023, that you are physically present in India and can also be physically present in Japan or UK at the same time, then how can it be possible that the same person is physically present in two or more different places at the same time? But believe me, this is happening and this is going to happen in the future in full swing. It could happen by the year 2032 or even earlier. And this is possible with Metaverse - Third/3D World. Metaverse means a new form of Facebook's Horizon World. Metaverse is beyond the world of today's Internet and Virtual Reality (VR) / Augmented Reality (AR) technology. The aim of this paper is to find out what exactly the Metaverse is and how the Metaverse is going to affect the future world and how?

1   INTRODUCTION

Although it is not so easy to understand the Metaverse, still in simple words it is a virtual world. Metaverse is not just talking about taking you from one corner of this world to another, rather it is talking about something much beyond our and your understanding. It means to say that it is talking about taking us to a new world beyond the moon, stars, sky, and planets. Means to take you to a fantasy world.

So, here I tell you that you do not need to go anywhere, you can visit this world "Metaverse" even while staying at your Home/Office place. This means your body will be in your Home/Office, but your mind will be in a New World with your own Horizon Worlds AVATAR (Virtual Body) that we probably cannot even fully imagine right now. Yes, Metaverse is an iteration of the internet that gives us a far more immersive experience. In October 2021, owner Facebook Inc., social media giant, changed its company name to Meta Platforms, Inc., as it focused on building the "Metaverse" and announced plans to invest at least $10 billion in the concept.

2   WHAT WE CAN DO IN THE METAVERSE AND HOW?

In Metaverse, you can move from one place to another very easily. By going to shopping malls, you can do shopping, roam around, and make your own friends. Virtually you can do all the activities that you are doing right now in the real world but in a virtual way with your Avatar.

Not only this, the goods bought in the imaginary world will be delivered to you in this real world, for this the payment method you will have to adopt is cryptocurrency.

You can play new games in this world, participate in events, have meetings, participate in group activities, as well as you may perform many family gatherings.

This means it is beyond the Video Conferencing and our Avatars' are doing Conferencing there.

In this world of the Metaverse, you will be given a different name, an identity will be given, a new identity of your own will be created and not only this, an avatar of your own will behave in a manner according to your gesture.

This means whatever you want to do/doing in the real world you can do through your avatar in the Metaverse. This is somewhat similar to James Cameron's film "Avatar", where a link connects a person's mind to the mind of their avatar body, representing the same person (Real and Avatar Body) in two different worlds at the same time. Or "Jumanji 2.0: Welcome to the Jungle" is an American fantasy adventure film where a group of students enter a video game with their avatar bodies and spend adventurous time in that Game world and share their feelings, ideas, actions, etc. Metaverse is an advanced form of virtual reality, which we can call Automated Virtual Reality, in which the person will not only be

looking at the 3D world through virtual reality, but his own avatar will go inside that 3D world and communicate with other avatars.

3 ORIGIN OF THE METAVERSE

It originated in 1992 with the science fiction novel "Snow Crash", by the American writer Neal Stephenson, where he merged "Meta" and "Universe" together, and called it METAVERSE.

In this novel, he told the meaning of this word, where people connect with each other with the help of digital gadgets. To reach Metaverse, first of all, we should have a "Virtual Reality Headset" device, this device is placed in the eyes, ears, and hands.

After this, as of now, we have to open a Facebook (Meta World) account and through account login, we will get our entry into the Metaverse, and with the help of a Virtual Reality Headset device, we will find ourselves inside Metaverse.

At present, Facebook, which is now known as Meta, has not yet given complete detailed information about how we will be able to enter the Metaverse and how we will be able to use it.

The future of the Metaverse is infinite and it depends on how well it connects with other people and makes things. Preparations are being made to make Metaverse the biggest platform for E-Commerce, E-Business, Education, Events, Games, etc…

In the Education/Training Sector, Flexible learning concepts with an interactive curriculum, understanding a concept is much simpler if explained in an interactive manner in a virtual environment. Another example is – it is easier to understand the process of launching a rocket by virtually experiencing it from the space launch station. Understanding step-by-step launch into orbit can be represented visually, with the help of a virtual 3D classroom setup.

In this way, two types of people will be found in Metaverse, one who is in the role of the Customer of this horizon world who wants to buy or rent the goods, and the other are Merchants who want to sell or rent these goods.

This means Metaverse will come as an opportunity for many businesses, which will become a means of earning or making a good amount of money in a virtual or real mode.

In the E-Commerce Sector, the way we purchase weapons, clothes, vehicles, etc for our characters in mobile gaming, in the same way, Metaverse will also provide us with a virtual platform where we can buy

or rent lands, houses, clothes, shoes, cars, and many more things and for this, Metaverse is going to use and has started using Cryptocurrency (Bitcoin) and NFT(Non-Fungible Token) for financial transactions and in terms of security, Blockchain Technology is being used in all financial transactions to ensure that all transactions in the Metaverse remain hack-free and fully secure.

4 METAVERSE CHALLENGES AND EFFECTS

Ever-evolving technologies have been driving transformation in all walks of life. There is no doubt that whenever there have been changes in technology and technology has advanced a lot, whatever changes have come in digital platforms, they have also made a big change in our lifestyle somewhere in a good or a bad way.

The way many people are facing various mental and physical problems after too much usage of mobile technology, so this automated reality world (3D world) of Metaverse certainly affects the mental and physical health of people.

After this, people will probably be physically confined to their homes and active only in the virtual world or Metaverse. They will spend most of their time in virtual meetings with people's avatars, where they will only be able to see their virtual feelings and their own real feelings will be with them only. There's a big difference between being in the real world and experiencing the real world.

Perhaps then one would like to be left alone and start treating this virtual world as the real world and forget to differentiate between the real and virtual world. And the way man is locked in a cage with mobile technology, perhaps the man will spend his whole life in a metaverse cage.

Jefferies Group LLC is an American multinational independent investment bank that has explained the metaverse as "The biggest disruptor to how we live ever seen"

According to them, the metaverse will change:

- How we play.
- How we shop.
- How we look after our health.
- How we create new things.

But it will bring new challenges and risks as well, Like

1) Data Privacy Risk: Like virtual reality can catch all your feeling through your eye-tracking and can

monitor all your physical reactions, so your more personal data and action may be collected.

2) Protecting our children: We also have to protect our children from this virtual world, as they immerse themselves into these digital worlds and put on virtual reality goggles we don't even know where they are and what they are doing, we need to monitor our children.

3) New Health Concerns: Due to immersive Technology and too much usage of VR, people might have a VR hangover or post-VR sadness after experiencing this amazing immersive world and suddenly coming back to the real world, which might not feel exciting. Here I wish to quote that cyber addiction will become a bigger problem especially because of that tempting metaverse virtual world.

4) Virtual Crimes: Inappropriate behaviour and desensitized actions will be a big challenge in the virtual world. A person can fulfil his feelings and thoughts through his avatar in the virtual world, whereas he is not able to fulfil his feelings and thoughts in the real world. Maybe he tries to kill someone in the virtual world, or maybe he does an inappropriate action with a female avatar that he wants to do in the real world.

5) Identity Hacking Risk: The way people's passwords, bank accounts, personal data, and social media accounts get hacked in mobile technology, in the same way, the identity of an avatar can be easily hacked in the virtual world, it cannot be denied.

5 PROS OF METAVERSE

1. Easy and equal access to the general public.
2. Virtual Interaction with physical objects.
3. Shared virtual experiences with family and friends.
4. More real virtual work collaboration with colleagues like they are present in the same workplace.
5. Efficient training sessions.
6. More new business opportunities.

6 CONS OF METAVERSE

1. Restricted access for some users.
2. Additional expenditure for purchasing or renting the technologies needed to participate.
3. More business investments to maintain metaverse objectives.
4. Likelihood of invasions of privacy.

5. Metaverse dependence for those looking to escape reality.

7 CONCLUSIONS

It has been the nature of mankind that has embraced every change and new technology with open arms and always try to make it better. It has always been the specialty of mankind that he is always engaged in the new discovery and Innovations, which separates him from other living beings.

Earlier we use to send letters to people living far away, then the facility of making phone calls came, after that the facility of real-time video calls and messaging came, and now with the help of this virtual reality Metaverse while talking we may touch and feel each other. Perhaps this is what has inspired us toward this virtual world of Metaverse. That's why we call it beyond the world of today's Internet.

No doubt, every change has some good and bad aspects. The good aspects give a new flight to our future and the bad aspects can be rectified. The Metaverse is a new wing to our future, that will completely change the technological way we communicate today.

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