



F.4 Information and Communication Technology See you in the Metaverse

All: Good morning principal, teachers and fellow schoolmates.

Henry: I'm Henry from 4C studying information and communications technology.

Stephanie: I'm Stephanie from 4C studying information and communications technology too. Hey, Henry, do you know how Metaverse was named?

Henry: No, I haven't heard of that before. Is it something bigger than the Universe? So it's called META-verse?

Stephanie: Let me introduce it to you and all of our fellows. Metaverse was inspired by a science fiction "Snow Crash" by Neal Stephenson in 1992. Metaverse was created to represent a similar virtual reality where humans control and interact using their own Avatars.

Henry: I see, but Metaverse seems uncommon in daily life, why should I or why should we know about this concept?

Stephanie: The CEO of *nVidia* has once explained, "the Metaverse is the "next evolution of the internet, the 3D Internet." This description came from *SIGGRAPH*, which is the world's largest computer graphics conference. Although I don't really know about the future development of the internet, I know about some history about Metaverse.

Henry: Sounds interesting, can you introduce it to me?

Stephanie: Components of Metaverse technology have already been developed in some online video games. The 2003 virtual world platform *Second Life* is often described as the first Metaverse, as it incorporated many aspects of social media into a persistent 3D world where each user was represented as an avatar.

Henry: Avatars become social in the virtual world *Second Life*, amazing!

Stephanie: Yep. Now, let's share some news of the feasibility of Metaverse with you. A late 2021 survey of global internet users found that overcoming obstacles that prevented them from doing something in real life was perceived as the biggest benefit of the metaverse. Enhancing creativity and imagination was ranked second with 37 percent of respondents claiming this as a benefit.



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Henry: In a February 2022 article from *The New York Times*, Lauren Jackson argued that the Metaverse is "stalled from achieving scale by a lack of infrastructure for both hardware and software, a monopolistic approach to platform development, and a lack of clear governance standards. It seems that we still need to give some time for the Metaverse to grow.

All: We are now looking forward to the future of Metaverse. Maybe we can meet you in Metaverse one day! See you there!