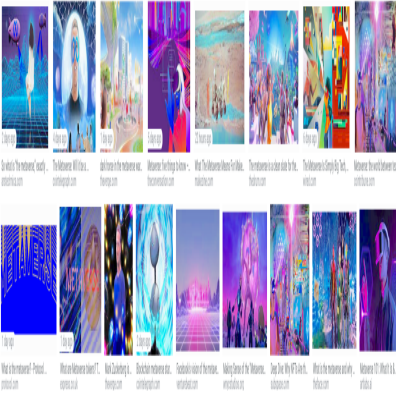




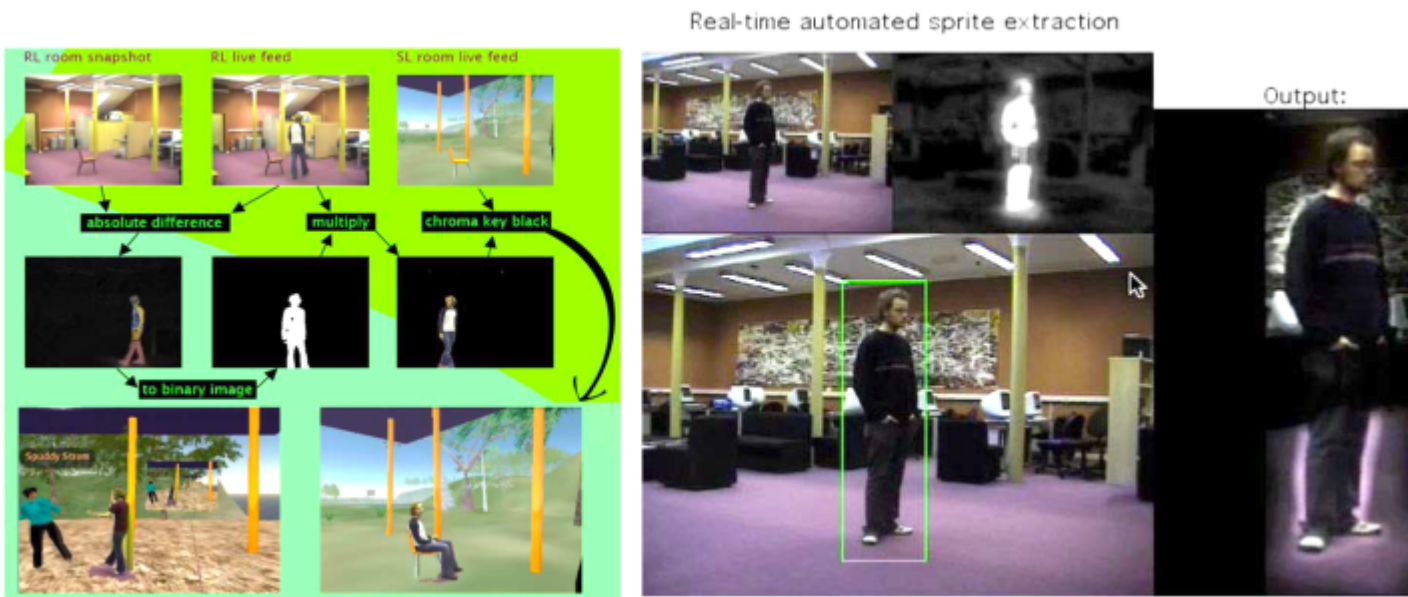
Life in the metaverse

Description

Technology companies such as Facebook have committed to developing the “metaverse.” According to a Facebook [report](#) 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.”

Facebook’s parent company is now called *Meta*. [Skeptics](#) say this is an excuse to rebrand and deflect attention from a series of difficult public exposures of Facebook’s failings in content moderation.

In 2008 some colleagues and I produced a conference article: “Augmented duality: overlapping a metaverse with the real world,” and featured an explanation of how we inserted a live action, human avatar into [Second Life](#).



The metaverse fantasy is a more challenging variant of this: walking about in everyday physical space and seeing, hearing and interacting with virtual objects and environments.

The scifi film *Valerian and the city of a Thousand Planets* (Dir. Luc Besson, 2017) offers a compelling live action and CGI rendering of a multi-layered city superimposed over a desert experienced by the occupants via head-mounted displays. The film *Ready Player One* (Dir. Steven Spielberg, 2018) offers a similar scenario.

A search online around the theme of *metaverse* returns several variants: parallel universes, alternate universes, interpenetrating dimensions, parallel dimensions, parallel worlds, multiple worlds, parallel realities, alternate realities, alternate timelines, alternate dimensions, dimensional planes, quantum universes and quantum realities. I would add some further variants: planes of existence and hidden dimensions.

Here are some blog posts pertinent to the metaverse theme:

[Enchanted places](#)

[Animating spirits](#)

[One knock for yes two for no](#)

[Morphic fields](#)

[The magic circle](#)

[Is cyberspace real?](#)

[Cryptography for space aliens](#)

[Quantum entanglement for designers](#)

[Quantum Internet](#)

References

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- A. Bosworth, â??Building the Metaverse Responsiblyâ?•, Available online: Bosworth, Andrew. 2021. Building the Metaverse Responsibly. *Facebook: Newsroom*, 27 September. Available online: <https://about.fb.com/news/2021/09/building-the-metaverse-responsibly/> (accessed 26 October 2021).
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Category

1. Architecture

Tags

1. Facebook
2. metaverse
3. multiverse
4. VR

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