

The Metaverse



Warm up:

- Have you heard about the metaverse?
 - If so, what do you know about it?
- Why do you think Facebook changed its name to Meta in November 2021?
- What changes do you think the Metaverse might bring to the workplace?
- What changes do you think the Metaverse might bring to everyday life?
- What changes do you think the Metaverse might bring to tourism?
- Are you excited or nervous about the Metaverse?



1. Read the text below and answer the following questions with your class.



'Wi-fi' has often been said to stand for 'wireless fidelity', however, this is incorrect. In actual fact, 'wi-fi' doesn't stand for anything. The term was coined by a marketing firm because the wireless industry was looking for a user-friendly name for the technology known as 'IEEE 802.11.' – which didn't quite have the same ring to it. They decided to go with 'wi-fi' which rhymes with 'hi-fi' and the name stuck. 'Hi-fi' is short for 'high fidelity', which simply meant – audio that is very high quality. In the context of virtual reality 'fidelity' means more resolution and a level of exactness with which real world people can interact with the virtual world.

- What was the problem with the name 'IEEE 802.11.' ? *The name is too complicated for people to remember.*
- What does 'fidelity' mean in virtual reality? *It refers to the quality level in the virtual world. The levels of resolution and details.*
- The word 'fidelity' can be used in a completely different context in English. Can you describe the alternative meaning? *Fidelity also means faithfulness/loyalty to someone.*



2. Watch the first part of the [video](#)¹ (stop at 5:51), take notes and answer the following questions with your class.

1. What makes the metaverse different to a ZOOM chatroom? *Unlike a ZOOM chatroom the spaces don't disappear when you're done, they're there for someone else to use.*
2. In what ways has the idea of metaverse already been around for several years? *It has always existed in gaming and in online communities. Roblox and Minecraft have been building virtual worlds for years. Other games have also included virtual, augmented and mixed realities.*
3. What is the difference between virtual reality and augmented reality? *Virtual reality refers to entirely digital spaces which are accessed through hardware such as headsets. Here objects seem real even though they aren't. Augmented reality brings digital objects into the real world.*
4. Why are some people concerned about who will build the metaverse? *People are concerned that a corporate version of the metaverse could lead to repeating and magnifying the problems which we already have on social media, such as false-bias, bullying and misinformation.*
5. How developed are the industry standards for the metaverse? Who is rushing to lay the foundations? *Industry standards don't exist for the metaverse. That means big companies are competing to lay the foundations which others will have to follow. A pattern which was established with the development of the internet.*

¹ https://www.youtube.com/watch?v=7DEVfUk2zCk&ab_channel=CNET



3. Discuss the following points with your class or partner.

- Did you learn anything new from the first part of the video? Were there any points which surprised you?
- Have you ever tried a VR set?
- Can you think of any applications for the metaverse in your job or life?
- Can you think of why it might be hard to get the metaverse up and running?
- Would you be interested in trying out the metaverse?



4. Watch the rest of the video², take notes and answer the following questions.

1. According to Zuckerberg, what are the necessary steps to get people to use the metaverse? *Companies need to collaborate so people using the metaverse can move freely between platforms.*
 2. Why is 'interoperability' complicated? *Different universes have different styles and this makes moving the avatar between universes very challenging as no two metaverses are delivering the same experience.*
 3. What did the 2020 report from consultancy PWC say? *PWC predicts that nearly 23.5 million jobs worldwide will use AR and VR by 2030. The technology will be used for tasks like employee training, meetings and customer service.*
 4. How can people make financial gains from the meta verse? *People are able to make money though game creation, virtual retail or digital asset trading.*
 5. How much of the world's population had access to the internet in 2021, according to the ITU? *63%*
- Did you learn anything from this video? What surprised you?

² https://www.youtube.com/watch?v=7DEVfUk2zCk&ab_channel=CNET



5. Work with a partner and make a list of what you think are the pros and cons of the metaverse.

Pros	Cons



6. Swap partners. Compare and discuss your lists. Then answer the following questions with your class.

- Do your lists contain some of the same points?
- What were some points that your partner made which weren't on your list?
- Do you disagree with anything on your partners list? If so, why?



7. Work with your partner. Take a look at the list of pros and cons of the metaverse below and discuss the following questions in groups or with your class.

Pros	Cons
- Connecting people who do not live in the same city. - An immersive experience. - Better social interactions than what current video call tools have to offer. - upgrading social media. - New business opportunities - Improvements to online learning and education. - The developments of cryptocurrencies and NFTs. - Improvements to gaming - New opportunities for financial gain. - Possible improvements to the work environment	- Cybercrime. - The negative impact on cultures and societies. - Addiction problems - The loss of connection with the physical world. - Privacy and security. - Mental health issues. - Virtual bullying. - The difficulty of moderating such a large space. - Connection and hardware issues. - The possibility of large corporations taking over to run ads and use the metaverse to serve themselves.

- Are there any points on the list above which you hadn't discussed previously?
- Do you think that one side outweighs the other? Why?
- Has today's lesson changed your mind on the metaverse?



- People are using NFTs (non-fungible tokens),to buy real estate and luxury items worth millions. Real estate in the metaverse is appreciating in value and early buyers are making large profits.
 - What do you think about this?
 - Would you consider buying real estate in the Metaverse?
- How soon do you think people will be using the metaverse at work?
- What do you think about having business meetings in the metaverse?
- What do you predict for the future of the metaverse? Are you more optimistic or pessimistic?
- What kind of jobs would we do in the virtual world?
- Do you think there is a chance that we could already be living in a simulation?



8. Choose from one of the titles below and write about your point of view.

1. What do you predict for the future of the metaverse? Are you more optimistic or pessimistic?
2. How could virtual worlds be used to punish criminals?
3. Should the public start taking the metaverse more seriously? For example, discussing and establishing industry regulations for the metaverse?
4. How will humans act differently in the virtual world? Will there be less violence?

