

Flipped classroom: BBC Stories: “Decentraland: The virtual land selling for millions“, <https://t1p.de/8mmu>.

Defintion: Metaverse

“The term ‚Metaverse‘ stems from Neal Stephenson’s 1992 novel *Snow Crash*, and describes a collective virtual shared space that’s created by the convergence of virtually enhanced physical reality and persistent virtual space. In its fullest form, the Metaverse experience would span most, if not all virtual worlds, be foundational to real-world AR experiences and interactions, and would serve as an equivalent ‘digital’ reality where all ‘physical’ humans would simultaneously co-exist. It is an evolution of the Internet.“

(Ball, Matthew. “Fortnite Is the Future, but Probably Not for the Reasons You Think“. 2019, <https://www.matthewball.vc/all/fornite>, 9-13-2021.)

Focus: Factual**Tasks**1. Define the Metaverse.

The Metaverse,

- [...] never “resets” or “pauses” or “ends”, it just continues indefinitely
- [...] even though pre-scheduled and self-contained events will happen, just as they do in “real life”, the Metaverse will be a living experience that exists consistently for everyone and in real-time
- [...] everyone can be a part of the Metaverse and participate in a specific event/place/activity together, at the same time and with individual agency
- [...] individuals and businesses will be able to create, own, invest, sell, and be rewarded for an incredibly wide range of “work” that produces “value” that is recognized by others
- Be an experience that spans both the digital and physical worlds, private and public networks/ experiences, and open and closed platforms
- [...] your Counter-Strike gun skin, for example, could also be used to decorate a gun in Fortnite, or be gifted to a friend on/through Facebook. Similarly, a car designed for Rocket League (or even for Porsche’s website) could be brought over to work in Roblox. Today, the digital world basically acts as though it were a mall where every store used its own currency, required proprietary ID cards, had proprietary units of measurement for things like shoes or calories, and different dress codes, etc.
- Be populated by “content” and “experiences” created and operated by an incredibly wide range of contributors, some of whom are independent individuals, while others might be informally organized groups or commercially-focused enterprises

(Ball, Matthew. “The Metaverse: What It Is, Where to Find it, Who Will Build It, and Fortnite“. 2020, <https://www.matthewball.vc/all/themetaverse>, 9-13-2021.)

2. Explore ‘Decentraland‘ (<https://decentraland.org/>), ‘The Sandbox‘ (<https://www.sandbox.game/en/>). Describe the metaverses.3. Discuss: Metaverse - the future of living?**further information:**

definition: Metaverse	The Metaverse: “What It Is, Where to Find it, Who Will Build It, and Fortnite”	https://www.matthewball.vc/all/themetaverse (https://t1p.de/hggt)
	Reuters: “South Korea’s ‘Gen MZ’ leads rush into the ‘metaverse’”	https://www.reuters.com/technology/south-koreas-gen-mz-leads-rush-into-metaverse-2021-09-08/ (https://t1p.de/3bk3)

Focus: Science Fiction

introduction to lesson:

Spielberg, Steven. "READY PLAYER ONE - Official Trailer 1". 2018, <https://t1p.de/7tzc>.

Tasks

1. Outline the Metaverse and avatars as described in Neal Stephenson's science fiction novel *Snow Crash* (pp.15ff., pp.21ff.).
2. Analyze how Stephenson describes the Metaverse.
3. Create parts of a world in Minecraft/ ... Explain your decisions building this world.

Neal Stephenson's science fiction novel <i>Snow Crash</i>. 1992. (pp.15ff.)	
1	[...] So Hiro's not actually here at all. He's in a computer-generated universe that his computer is drawing onto his goggles and pumping into his earphones. In the lingo, this imaginary place is known as the Metaverse. Hiro spends a lot of time in the Metaverse. It beats the shit out of the U-Stor-It.
5	...
75	The monorail is a free piece of public utility software that enables users to change their location on the Street rapidly and smoothly. A lot of people just ride back and forth on it, looking at the sights. When Hiro first saw this place, ten years ago, the monorail hadn't been written yet; he and his buddies had to write car and motorcycle software in order to get around. They would take their software out and race it in the black desert of the electronic night. [...]

Neal Stephenson's science fiction novel <i>Snow Crash</i>. 1992. (pp.21ff.)	
1	[...] As Hiro approaches the Street, he sees two young couples, probably using their parents' computers for a double date in the Metaverse, climbing down out of PortZero, which is the local port of entry and monorail stop. He is not seeing real people, of course. This is all a part of the moving illustration drawn by his computer according to specifications coming down the fiber-optic cable.
5	...
60	The Street is fairly busy. Most of the people here are Americans and Asians --it's early morning in Europe right now. Because of the preponderance of Americans, the crowd has a garish and surreal look about it. For the Asians, it's the middle of the day, and they are in their dark blue suits. For the Americans, it's party time, and they are looking like just about anything a computer can render. [...]

(Due to copyright, these parts of the are abbreviated. The complete version of the relevant text can be found on pages 15ff. and 21ff.)