

## **International Cooperation for an Interoperable Metaverse**





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### Metaverse will be Built on Interoperability Standards

# The metaverse combines the connectivity of the Web with the immersiveness of Spatial Computing

through enabling multiple disruptive technologies to work together (AI, GPU, XR, Web3, 5G+)



Building bridges between applications to scale beyond a series of disconnected silos







Pervasive metaverse interoperability will need a constellation of open standards ... involving 100s of standards organizations

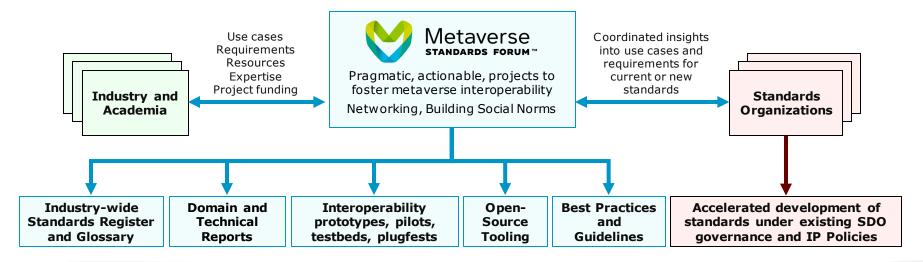
A unique venue for cooperation between standards organizations and with the wider industry





### **Better Standards for the Metaverse – Sooner!**

- The Forum aims to assist and accelerate development of metaverse standards by its Members
  - The Forum does not create standards itself!
- A neutral and welcoming venue for all standards organizations and companies to cooperate
  - Open to any organization, free membership tiers, no NDA, no patent licensing obligations
- Pragmatic, active and agile strongly connected to industry activities
  - Multiple Forum meetings happening almost daily



### Khronos Bootstrapped the Metaverse Standards Forum

- The metaverse has driven significantly increased interest in interoperability standards!
- Khronos recognized the need for broad cooperation to avoid duplication, eliminate gaps, and gather use cases and requirements to inform and assist standardization activities
- Khronos successfully executed the transition to incorporate the Forum as an independent consortium in April 2023



Khronos launches the Forum in bootstrap mode to quickly start cooperative work while determining industry interest

37 Founding Companies including Meta, Microsoft, NVIDIA, Epic, Unity, Adobe, Autodesk



The Forum grows to over 2400 Member organizations

Multiple Domain Working Groups working to improve interoperability one project at a time

## FAST @MPANY

<u>Fast Company Gives Metaverse Standards</u>
<u>Forum Honorable Mention in 'World</u>
<u>Changing Idea' Awards!</u>



#### The Forum incorporates with unanimous agreement from its membership

Independent, self-funded, nonprofit industry consortium

The Forum's mission is to create a wavefront of business opportunities through fostering interoperability 'brick-by-brick' on the road to the metaverse

June 2022 End 2022 April 2023

### 2500 Global Members and Counting...

## Wide diversity of organizations, including...

#### **SDOs**

Khronos, W3C, Open Geospatial Consortium, IEEE, OMI, ASWF, Spatial Web Foundation, VRM Consortium, XRSI, OMG, Open AR Cloud, OMA3...

#### **Platforms**

Meta, Microsoft, Sony, Google, Baidu, Huawei, General Motors, RedHat, Siemens, Tencent, Mozilla, Paramount ...

#### **Tools and Engines**

Epic, Unity, Adobe, Autodesk, Otoy, Maxon, Cesium, ESRI, Blackshark.ai, Croquet, Lamina1, Niantic, Ready Player Me, DGG, Manticore ...

#### XR

HTC, Magic Leap, Nreal, Panasonic, Tobii, zSpace ...

#### Hardware

NV IDIA, Intel, AMD, HP, Acer, Dell, Qualcomm, Samsung, Sony, MediaTek, Oppo, Lenovo, ZTE, LG ...

#### **Wireless and Networking**

China Telecom, Deutsche Telekom, T - Mobile, V erizon, NTT, A T&T, Telefónica, Juniper, C omcast ...

#### **3D Commerce**

A libaba, A Ivanon, A vataar, CLO, Browzwear, I KEA, V NTANA, Metaverse Fashion Council, Target, Wayfair ...

#### **Universities and Institutes**

 $Stanford, John \, Hopkins, Yale \, (XRP), Q \, ueens \, University \, Belfast, University \, Salford, New York \, Institute \, Technology, A \, PMG \dots$ 

#### Advocacy

XRSI, A REA, XR A ssociation, V RAR Association, XR Guild, Web3 Marketing Association, International Virtual Reality Healthcare, Swiss Institute for Disruptive Innovation, IOT Consortium, Metaverse Japan, RIAA ...

Global participation enables gathering diverse requirements and expertise Strong industry involvement drives pragmatic projects and deliverables Broad membership ensures continuity of progress despite 'hype cycles'



### **Organizing for Effective Forum Action**

### 1. Gather standardization topics of interest from all members

Actionable interoperability problems and opportunities

Over 200 topics suggested and counting, for example..

Etc. etc..

### 2. Organize Topics into Domains

Member voting on where the Forum can best add industry value

#### Member-prioritized Domain List

Privacy, Safety, Security, Inclusion Interoperable 3D Assets Real/Virtual World Integration Identity (was User Identity) Avatars and Apparel Teaching, Education, Certification Metaverse Standards Register XR and UI Metaverse Definition Networking Geospatial Payments and Economy Runtimes and Object Model Governance and Advocacy Video Broadcasting and Meetings Forum Outreach Tooling and Creators Gaming **Health and Medical** Performance and Scalability **Business Analytics** 

## 3. Create Domain Groups

To execute projects to create public work products

#### Any Forum member can propose and participate in Domain Groups

Domain and technical reports

Use case and requirements
recommendations

Best practices and guidelines
Pilots, testbeds and plugfests

Interoperability data, insights and visibility

Open-source tooling

Etc.

Forum Domain Groups focus on pragmatic, focused projects to create a wavefront of short-term business opportunities

### **Forum Domain Group Pipeline**

#### **Metaverse Standards Register**

Publicly available database mapping the landscape of metaverse-relevant standardization activities

#### gITF/USD 3D Asset Interoperability (visuals, behaviors)

Cooperation between USD and gITF to increase synergy and reduce duplication of effort, gaps, fragmentation and industry confusion

#### Asset Management (web3, protection, digital rights)

Digital rights, protection, portability, access, availability

#### Real/Virtual World Integration (digital twins, IOT)

Constructs to describe and integrate the physical world and created representations

#### Network Requirements and Capabilities to Support Metaverse Applications

Industry requirements for seamlessly transitioning traffic on multiple wireline and wireless technologies for deploying metaverse applications at scale

#### **Interoperable Avatars**

Cross-platform avatars and characters for film, gaming, fashion and social platforms

#### **Digital Fashion/Wearables**

Clothing (including layering), shoes, hats, accessories

#### Privacy, Cybersecurity & Identity

Recommendations for responsible innovation that mitigates human and societal harm from objective and subjective privacy risks — including cybersecurity and identity risk management

#### Technical Interoperability and End-User Troubleshooting

Enabling end-users to ensure reliable metaverse experiences

#### 3D Web Interoperability

Enable the broadest possible interoperability of Metaverse Content using the Web

### Ownership and Identity Accessibility

Best Practices for Living and Working in the Metaverse
Academia & Research and the Metaverse
Ethical principles for the metaverse and their implementation

The Industrial Metaverse

### Forum Domain Groups are driven by broad consensus to meet industry's most urgent needs

There are typically multiple Domain Group meetings being scheduled every day

#### Key

Working Groups
Exploratory Groups
Exploratory Group Proposals

#### **Forum Domain Group activities**

https://metaverse-standards.org/domain-groups/

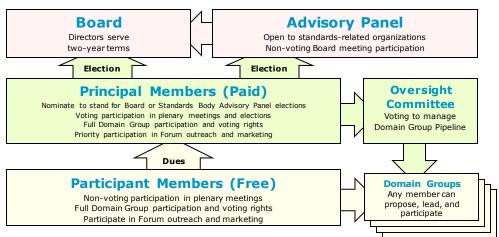


### **Forum Organization**

- No NDA or IPR Framework is needed as the Forum is not a standards organization
  - All Forum-generated materials are made publicly available
- Participant Membership is free
  - Access to all Domain Group activities
- Principal Members oversee Forum priorities and operations
  - Participate in Oversight Committee and elected Forum Board of Directors
  - Membership fees from \$50 to \$10K
  - Principal dues are waived for standards-related organizations and non-profits

The Metaverse Standards Forum is an independent non-profit 501(c)(6) industry consortium that welcomes global participation





### **Metaverse Reality vs. Hype**

### The Hype The Reality

You will need to plug into a VR headset to access the metaverse

Although VR will deliver some of the most immersive experiences and AR could eventually replace mobile phones, there will be many ways to use metaverse applications - including phones, tablets and PCs

We will live our lives isolated in a dystopian VR metaverse!

We will choose to use the metaverse when and if it is engaging, insightful and educational – and perhaps more productively than the average of 3 hours a day we on average spend watching TV today

The Metaverse will be a wild west of crypto currencies and NFT scams

Web3 is a young area of innovation – and is still evolving how to enable systems of decentralized trust for ID, reputation and economic transactions that will be essential to the metaverse

The Metaverse market will be worth Trillions of dollars \$ in the next few years As with many transformative technologies, its evolution will take longer than we think, but its impact will likely be larger than we first imagined

The Metaverse is dead!

Many over-associate 'the metaverse' with their favorite technology such as VR or NFTs, or the quarter-by-quarter actions of individual companies

Cooperative endeavors such as standards organizations and the Metaverse Standards
Forum can provide the thread of continuity for industry forward progress as
technologies, platforms and market positions – and hype cycles - swirl and evolve

### **A Unique Cooperative Opportunity**

Broad global participation in the Forum provides a unique opportunity for metaverse standards cooperation, coordination and leadership for Forum members to accelerate their objectives

Any company or organization is welcome to join the Forum! https://metaverse-standards.org/

Comprehensive, international gathering of industry requirements and expertise in Forum Working Groups

Any Forum member can propose, lead, contribute to, participate in, or monitor Domain Working Groups



Wide visibility and adoption of Forum initiatives and deliverables

The Forum values the opportunity to cooperate with the ITU to help advance the metaverse for all through international standards!

