# The Metaverse in Asia

Strategies for Accelerating Economic Impact

www.deloitte.com/sg/the-metaverse-in-asia



2<sup>nd</sup> ITU Forum on Creating a metaverse for all through international standards



What *should* be keeping you up at night? That is what we bring to the table.

What is created on the *edge* of technology, markets, geographies and demographics strikes at the very heart of a business.

The next version of the

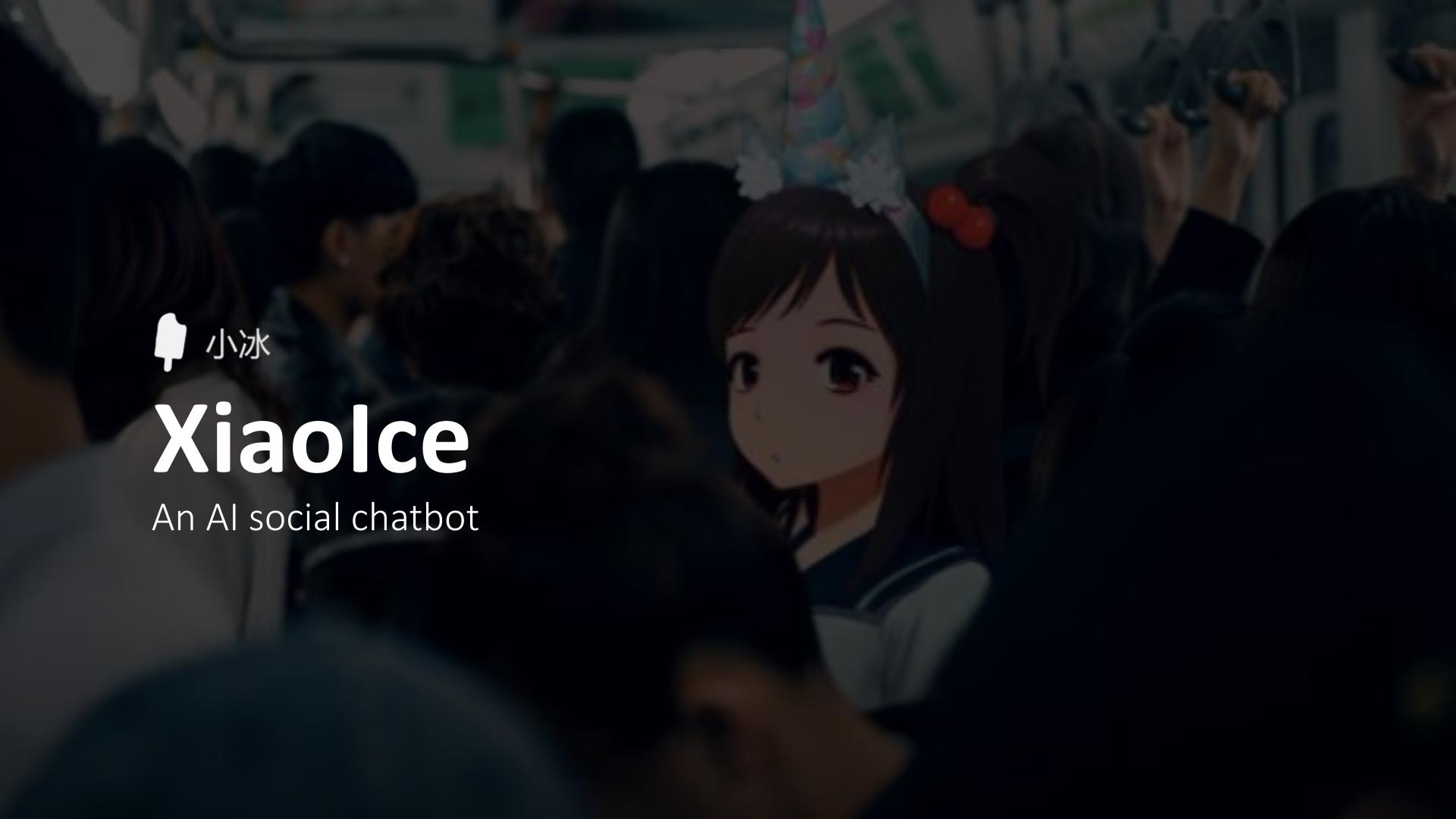
Internet will be more

immersive,

instantaneous and

intelligent









Much more than a chatbot: China's Xiaoice is built on empathetic computing which can recognise human feelings and state.



Xiaolce accounts for 60% of human-Al interactions by volume globally.



## US\$5.13 Billion

In 2022

23.3% per annum

7 years, CAGR

China's innovation revolutionized chatbots by designing the ability to forge emotional connections to satisfy the human need for communication, affection, and social belonging.





## Al Beings as a service

Xiaolce has signed deals with firms such as Huawei, Xiaomi, Oppo, Vivo, and Alibaba's TMall, and cooperations on autonomous driving with firms like Chinese electric vehicle company NIO, SAIC and Nissan

## Build emotional connections

With an integration of both IQ, EQ, and personality, XiaoIce becomes a chatbot companion for users to chat with, thereby building strong emotional connections and relationships. It has over 500 million "friends" in China.

## Building a social ecosystem through combining chatbot & Al

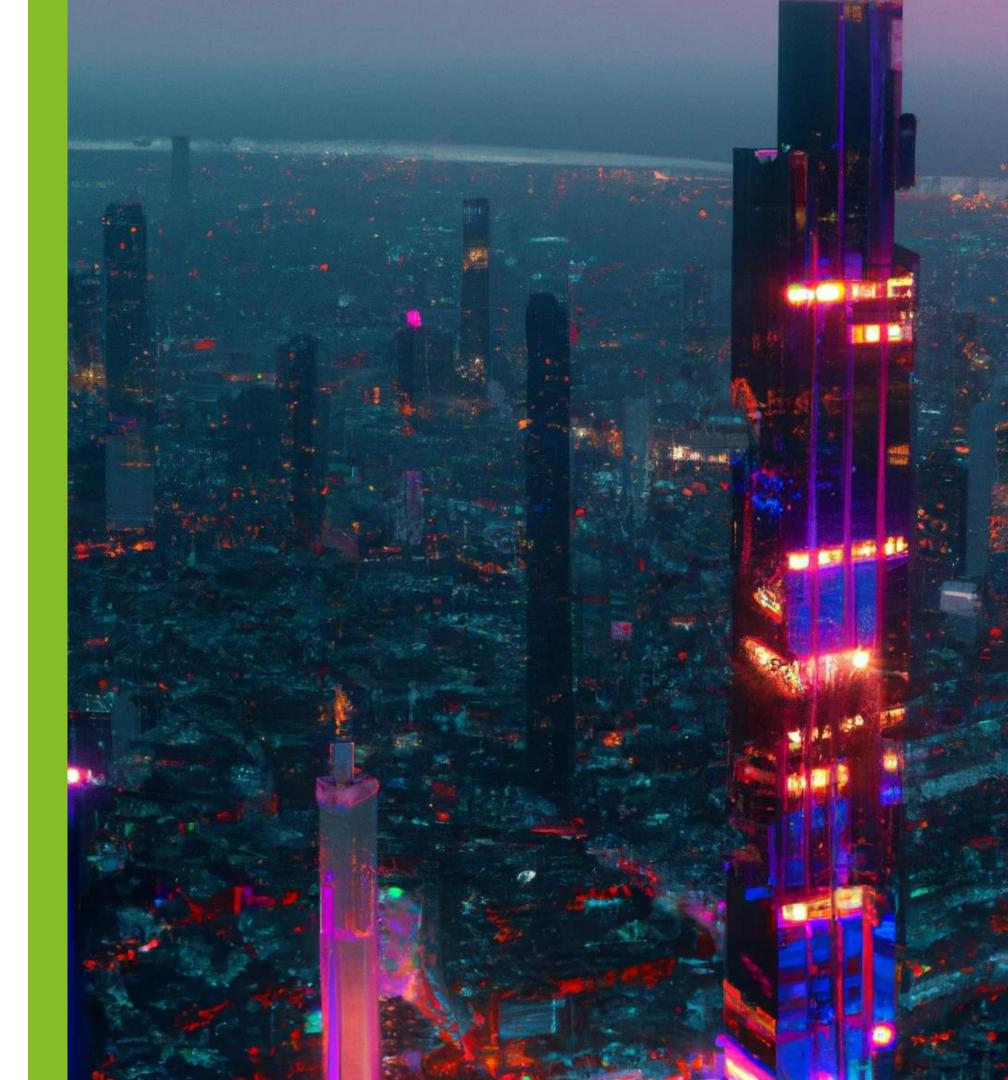
Xiaolce launched a sandbox system that allows users to participate in and build up their own social network or "island" and highly customize their own AI chatbot within the platform.



The metaverse is a *trillion-dollar* opportunity in Asia



The estimated economic impact of the metaverse to Asia's GDP by 2035 is US\$0.8-1.4 trillion per year, 1.3-2.4% of overall GDP.





#1: Vietnam #2: India #3: Pakistan Global crypto adoption <sup>3</sup>

Integrated circuits 75% manufacturing <sup>4</sup>

China, South Korea, and Japan have featured the metaverse in their economic plans

1.3bn

Biggest mobile player base <sup>2</sup>

 $60\% \text{ of the world's youth } (15-24)^{1}$ 

<sup>1</sup>United Nations ESCAP, *Youth in Asia Pacific*, 2012, p. 1.

<sup>2</sup> Statista, "Mobile gaming market in the Asia-Pacific region - statistics & facts",

accessed 19 September 2022.

<sup>3</sup> Chainalysis, <u>2021 Geography of Cryptocurrency Report</u>, 2021.

<sup>4</sup> The Observatory of Economic Complexity (OEC) "Integrated Circuits.", accessed

## Instructions

Go to

www.menti.com

Enter the code

36 75 85 6



Or use QR code



# Team Pink

# Team Blue

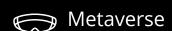














exemplifies how South Korea synergises meta-human technologies and entertainment.



ETERN!TY is the world's first 100% Al-based virtual K-Pop girl group.



The digital human and avatar market

US\$530 Billion By 2030 46.4% per annum

Up to 2030, CAGR

The global popularity of K-Wave has led to South Korea's dominance in the entertainment and media industry.

Source: <u>Emergen Research</u>



High engagement rates

The group's music videos have had more than 10 million views combined. Companies have sought out the group to be advertisers for their brand.



Increase rate of debuting new groups

For the human stars working around the clock to train, perform and interact with their fans, having some avatar assistance in the virtual world could provide some relief. Able to create idols instead of scouting for them, and reduces training time.



Overcomes physical limitations

Eliminates risks for overstressed and pressurised human idols to keep up with ever-changing demands.



# WHAT DOES IT MEAN TO BE HUMAN?



## HUMANS AS DREAMERS

In each human lies a dreamer, thinking beyond the status quo, with a desire to create new things. In many ways, the next internet is primed for dreamers.

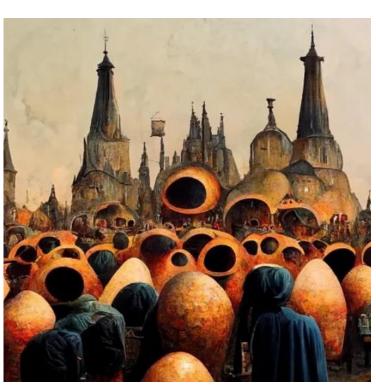


# The next internet provides new tools to dream and create possibilities









Artist Sean Aaberg using Midjourney to create art after a stroke



This image was created by writing the phrase "Never alone with you ink drawing" and sharing it with an AI known as Midjourney. This marks the beginning of a revolution. I'm not an artist by trade, and yet I created everything here.



## But yet, an overfocus on its utility could supplant meaning

A.I. and Chatbots > Test A.I.'s Literary Skills Spot the A.I. Image What Are the Dangers of A.I.? How 35 Real People Use A.I.

## An A.I.-Generated Picture Won an Art Prize. Artists Aren't Happy.

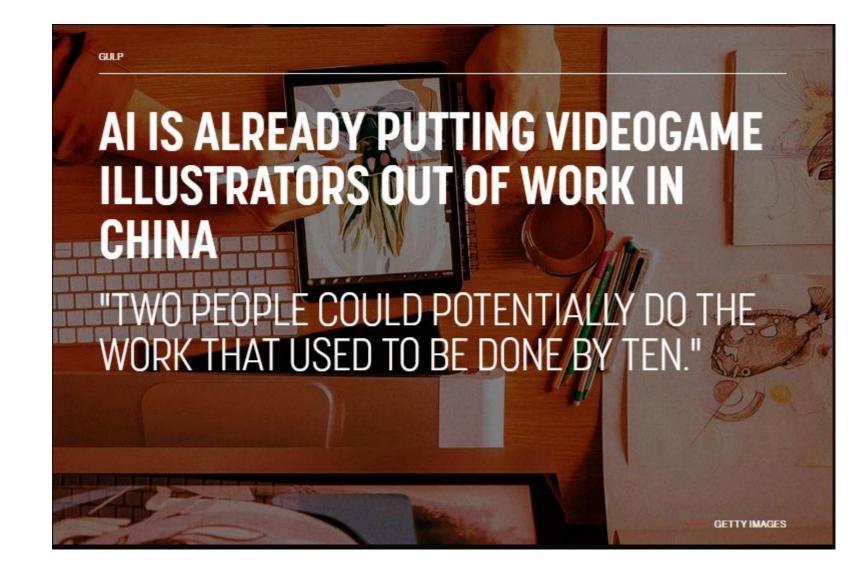
"I won, and I didn't break any rules," the artwork's creator says.











Jason Allen's A.I.-generated work, "Théâtre D'opéra Spatial," took first place in the digital category at the Colorado State Fair. via Jason

## Fundamental questions to ask using the lens of "humans as dreamers"

How can we ensure the next evolution of the internet balances utility and meaning, supporting rather than supplanting human creativity?

## SOCIETY/USERS

- Can we design the next internet with a greater balance between meaning and utility? While users come in search of utility, can they be nudged to stay and explore meaning?
- → Does the next internet replace the human quest for meaning with consumption? Will our attention be satiated by consuming more rather than seeking more meaning?
- → Does this discourage artists and creators from honing their craft because there is no incentive to go above the fray of good amateurs armed with good technology?

### **BUSINESSES**

## Does the business model or technology design ...

- ... allow creators to earn sustainable income streams and share value and income risk collectively?
- ... reduce humans to instruments or datapoints to drive profit and growth?

### **REGULATORS**

## When regulating the next internet:

- Are the interests of creators and consumers balanced with the interests of capital providers like investors and businesses?
- Are digital assets and metaverse services sufficiently interoperable to curb monopolistic tendencies?
- In a world where AI can assist with many human tasks at a lower cost, are the incentives distributed fairly between human creators and AI? Will income inequality worsen?

# HUMANS AS STORYTELLERS

As an art form, storytelling is as old as mankind, and can be found across almost all cultures. More than an art form, stories are internal narratives that help us both make sense of the chaotic world and relate to one another.



## Our mediums for storytelling are changing

07

## SPEAKING IN TIKTOK

Apart from being the world's fastest growing social network, TikTok has created a language and culture that all networks follow. However, its influence goes far beyond the world of content because TikTok, with its algorithm, has made many discover the importance of anticipating their consumers' tastes. TikTok's formats, dynamics, and hyper-customization have transformed the music, marketing and political industry, and perhaps the video game industry as well.

https://bit.ly/revolutioningthedrun https://bit.ly/readershipnewsaxios https://bit.ly/tipilotingmingames https://bit.ly/americansgetnewstt https://bit.ly/tiktokimprovesearch https://bit.ly/blexagettingmorepro https://bit.ly/bereal2023mashable https://bit.ly/fiv/bhennessybasel The United States, as India has already done, may ban the use of TikTok. Despite all the criticism, it is the fastest growing network in the world. While it has been in the middle of controversy over China's access to people's data for years, its algorithm continues to capture thousands of new users every day, who view it as entertainment or as an escape from reality.

TikTok created a culture, a style of relating to people, and a way to connect to content. Many of the most commonly used phrases in TikTok have become part of users' everyday language, and a more friendly search space than Google itself can be for many. In fact, last August, TikTok announced that it was testing a new system to facilitate searches on its platform. Also in August, it announced that it would start a pilot including mini-games within the platform.

TikTok has also changed the way we are informed. While news consumption has declined in all formats, both traditional and digital, TikTok appears to have become the space where people today learn about the news. According to a Pew Research

TRENDS 2023





# Within new mediums, what kind of stories are getting told and how are they enabled by business models?



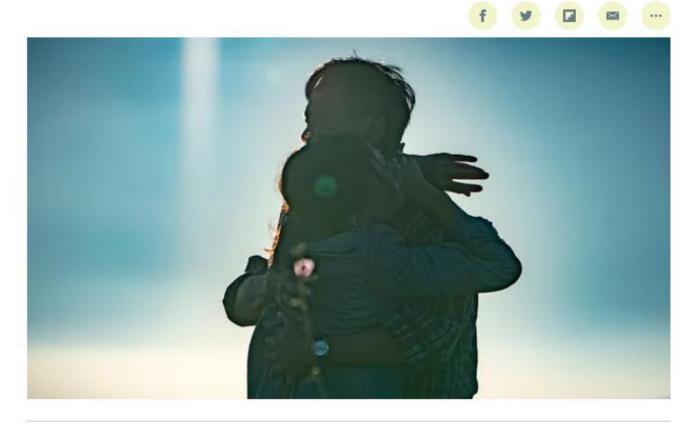
### HOME > FILM > COLUMNS

Mar 9, 2021 1:00pm PT

## Taiwanese Masterpiece 'A Sun' Has Been Hiding in Plain Sight All Year (Column)

Film critic Peter Debruge's favorite film of 2020 has been widely available on Netflix since last January. Director Chung Mong-hong explains what the film says about his home country, and why this family drama is too universal to be overlooked.

By Peter Debruge ∨



## Fundamental questions to ask using the lens of "humans as storytellers"

How can we guide the next evolution of the internet to preserve diversity in storytelling, prevent algorithmic biases, and empower individuals to tell their unique perspectives and stories?

## **SOCIETY/USERS**

- Does technology determine everything we see, or do humans have the power to choose and curate our stories?
- → Are there valid stories from specific groups that are systemically buried because of the invisible hand of technology and commercial interests?

## BUSINESSES

## Does the business model or technology design ...

- ... take in user and stakeholder inputs on whose stories are heard and whose are valid?
- → ... diminish authentic human culture with digital simulations?

## REGULATORS

## When regulating the next internet:

Are there sufficient governance mechanisms to prevent echo chambers and the spread of mistruths, while preserving freedom of expression?

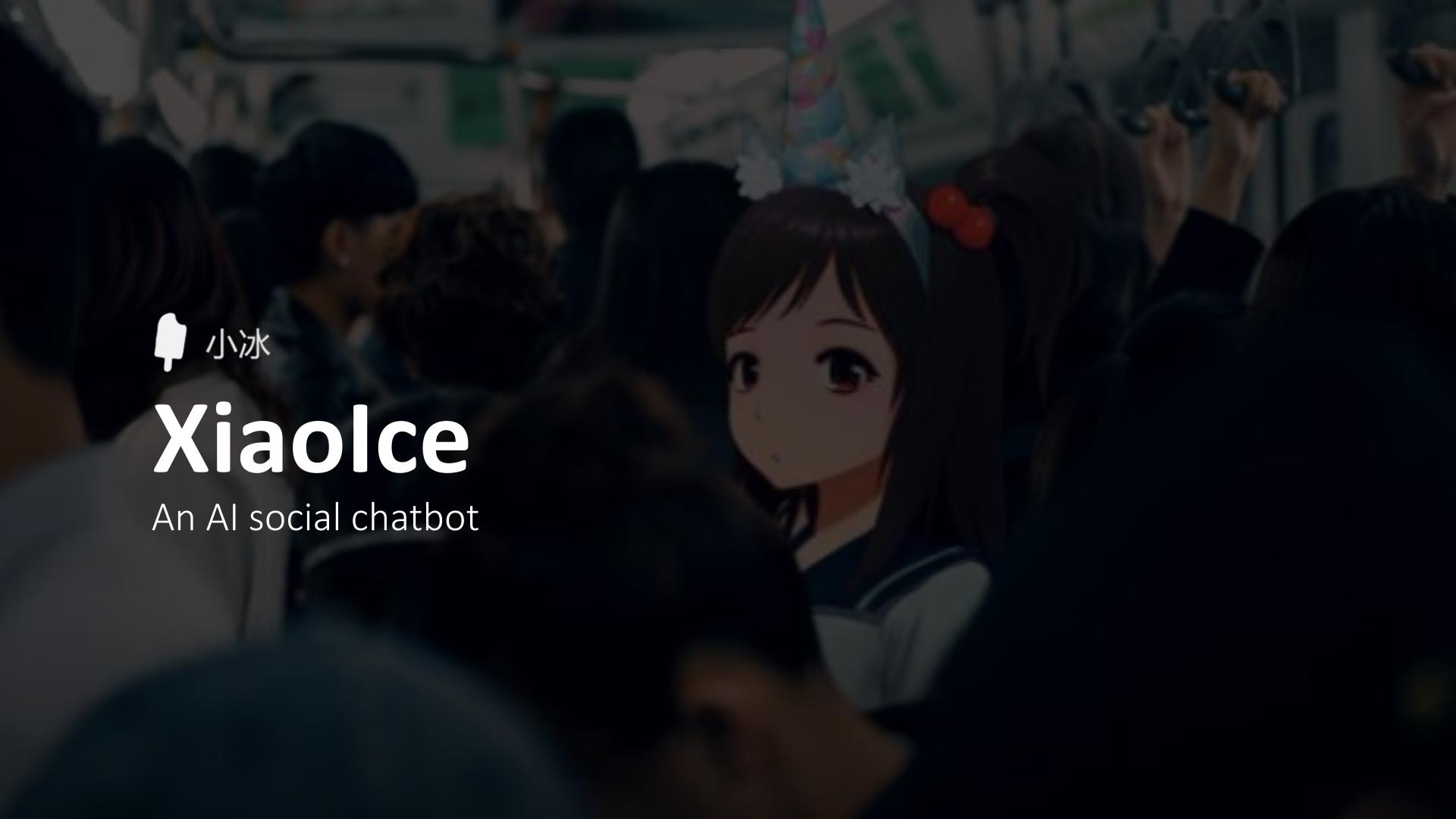
# HUMANS AS SOCIAL AND MORAL BEINGS

Humans are social beings – biologically hardwired for interpersonal connections. To be able to relate to one another, humans rely on shared beliefs, values, customs, and behaviours.









# Fundamental questions to ask using the lens of "humans as social and moral beings"

As we advance into the next internet, how can we effectively balance the need for regulation and decentralized control to ensure the safeguarding of our inherent social norms and moral values?

### **SOCIETY/USERS**

- How might the next internet affect the dynamics of human relationships, and could it lead to a significant shift toward machine-oriented relationships?
- Does the next internet abdicate moral decisions to robots and autonomous systems, and what kind of moral codes are encoded into platforms we interface with?

### **BUSINESSES**

## Does the business model or technology design ...

- ... provide users with a level of choice such that human beings are not governed or directed by technologies like Al and Internet of Things?
- ... involve a representative group of stakeholders in the governance of the business or specific technologies?

### **REGULATORS**

## When regulating the next internet:

- Is inclusion baked into the design or is it an afterthought?
- Is civic space to resolve clashes in values and beliefs preserved?
- Are important moral debates and democratic processes overtaken or oversimplified by algorithms and virtual townhalls?
- How much of an "intent to mislead" is considered malicious when tools for creating photorealistic images and videos are accessible to the general public?

HUMANS AS
PHYSICAL BEINGS

Will our virtual selves be an extension of our physical selves, or will the internet be a form of escape from the physical world?

As more of our lives are spent online, our relationship with our physical environments and our relationship with our physical bodies will evolve.





## The use of technology will augment the way we interact with our physical bodies.

Technologies that touch you 131

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COMPLIMENTARY ARTICLE REPRINT

### Technologies that touch you

by Maggie Wooll, Steve Hatfield, and Duleesha Kulasooriya

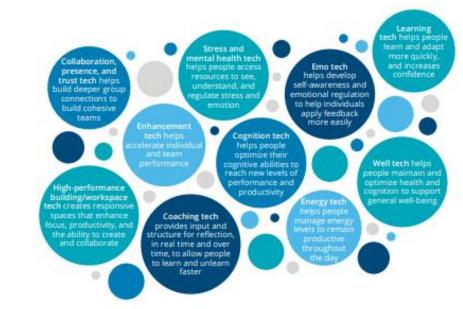
ILLUSTRATION BY JON KRAUSE

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## Transformative solutions are built on an array of foundational sciences



### Major methods of measurement

- · Heart rate/heart rate variability Breath rate/CO, levels
- Muscle movement/tension
- Body movement/temperature
   Skin conductance · Body fluid composition Electroencephalogram
- Galvanic skin response · Sleep quality/quantity
- DNA/RNA/biome
   Eye tracking

· Resilience

- Mood/meaning tracking Pattern/behavior recognition Voice/tone/word recognition

#### **Enabling technologies**

- · Artificial intelligence/ machine learning • Robotics
  - · Massive data sets
- · Digital fabrication

### Underlying research domains

Advanced sensors/mobile

- Behavioral economics
   Awe/flow Compassion
  - · Persuasive computing
- Source: Nichol Bradford, Transformative Tech Lab.

www.delgittereview.com

## How will our relationship with our physical environments evolve in a more phygital future?



### Feeling included and accepted, and perceiving ourselves to be treated fairly in the city i.e., inclusiveness, tolerance, and/or acceptance of diversity CONNECTION ATTACHMENT Feeling close to and affection Feeling familiar with and for others in the city rooted to the city i.e., opportunities to meet an i.e., place attachment, character of the city, heritage and local culture socialize with others STIMULATION FREEDOM Feeling interested in and excited Feeling free to express and about what the city has to offer be ourselves in the city i.e., freedom and opportunities to pursue aspirations and interests; i.e., place attractiveness, elements of discovery, variety of experiences freedom of being and expression **AGENCY** Feeling that we are able to influence change in the city i.e., capacities and opportunities

to shape the city

INCLUSION



PERSONA A Unloved but attached

### Persona A often feels excluded or marginalized in some way.

- . This affects their ability to move about freely in Singapore, metaphorically but also sometimes literally. This persona would feel stuck, and thus low on agency.
- They may also be anchored by nostalgia, personal history, and a sense of heritage. They therefore score higher on the attachment and stimulation fronts.



### PERSONA B Loving but unengaged

Persona B may personally feel included in Singapore but is disturbed by injustice in society. This group is likely to see others being excluded, impacting their perception of Singapore's lovability.

- . Their sense of connection is high. as this group is driven by social justice and connection.
- . They want to take action, but it might not be clear to them how to do so. Their sense of agency is therefore lower.



### PERSONA C Loved but unengaged

Persona C has been treated fairly well and lives a good life. This is what's most important to them.

- . They have a high sense of freedom and inclusion, but their sense of agency is on the lower side, though they often do not feel this is important. This group may be uncomfortable with societal change.
- . The group's stimulation is negatively affected by stress.



### PERSONA D Loved and engaged

Persona D represents those who believe that Singapore is home no matter what.

- . They feel a sense of attachment and agency. Those who fall in this group also tend to be involved in grassroots and volunteer work.
- . They are doing well in their own lives, so they feel free to be themselves in wider society.

## Fundamental questions to ask using the lens of "humans as physical beings"

How can we harness the potential of the next evolution of the internet to enrich our physical lives and experiences, while fully engaging with and enhancing our digital identities in a balanced, beneficial way?

### **SOCIETY/USERS**

- → Does the next internet seek to minimize human flaws just to make a better fit with technology?
- Does digital convenience and efficiency lead to the deterioration of our physical and mental health?
- → How can the internet and its technologies bring better awareness to our internal workings to nudge us toward human flourishing?

### **BUSINESSES**

## Does the business model or technology design ...

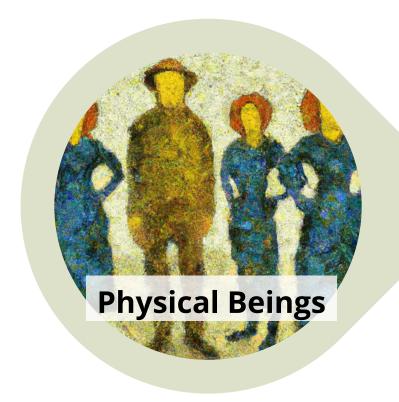
- ... build in and look after the interests of the voiceless, e.g, children, the marginalized, and the environment?
- ... guard against irresistible incentives for users to prioritize their digital identities, relationships, or environments to the detriment of their physical ones?

### **REGULATORS**

## When regulating the next internet:

- Are there enough ground-up initiatives to create more human and lovable\* physical spaces in a future where digital and physical experiences become even more blended?
- Does the design of virtual spaces prioritize efficiency and incentives over authenticity, diversity, and safety?
- Do people have the right to disconnect, given the incentives to be "always on," in a persistent metaverse?

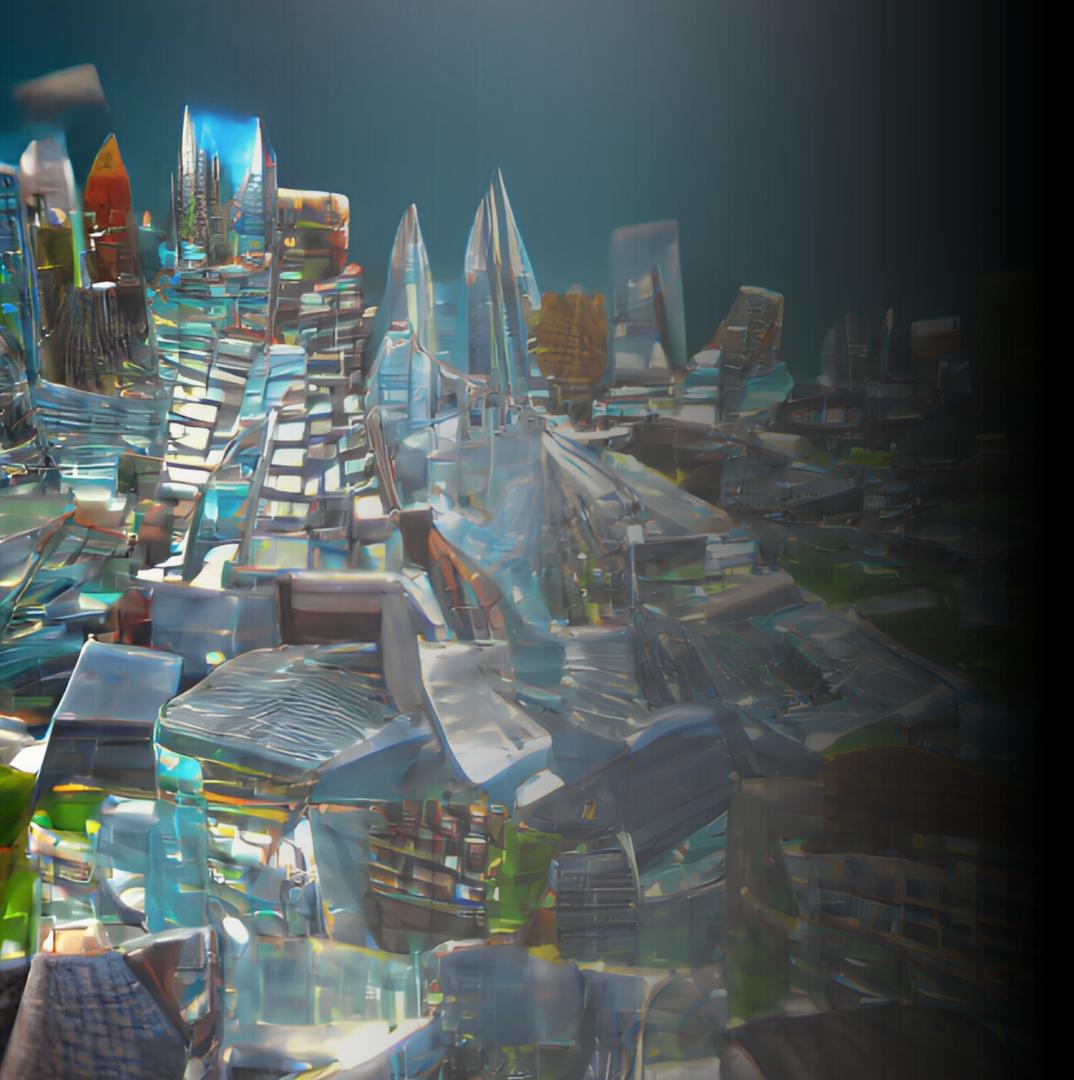




# WHAT DOES IT MEAN TO BE HUMAN IN A DIGITAL WORLD?







While the metaverse is inevitable, a human-centered metaverse is not.

How do we create a metaverse for all?



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