

Building the metaverse we want

ITU's activities on metaverse

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Imagine a world where reality is redefined - where possibilities are infinite and connections boundless.



Feeling inspired?

Join us on this transformative journey as we shape the metaverse we want by setting the standards that will define its impact for generations to come.

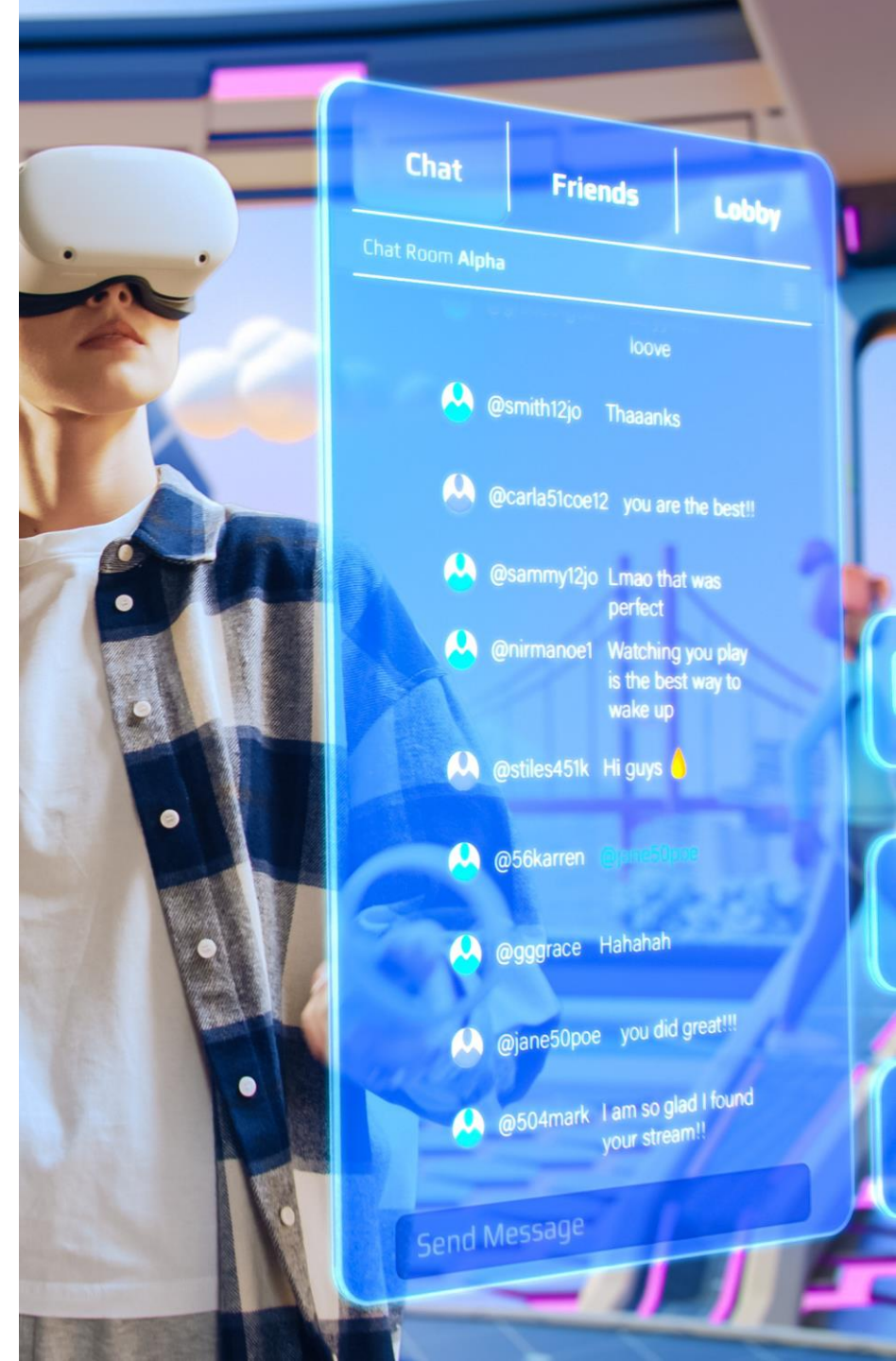


No longer a game but a game changer

\$5T in value will be generated by the metaverse by 2030.

61% of people look forward to interacting with family and friends in the metaverse

The opportunities are endless for the metaverse



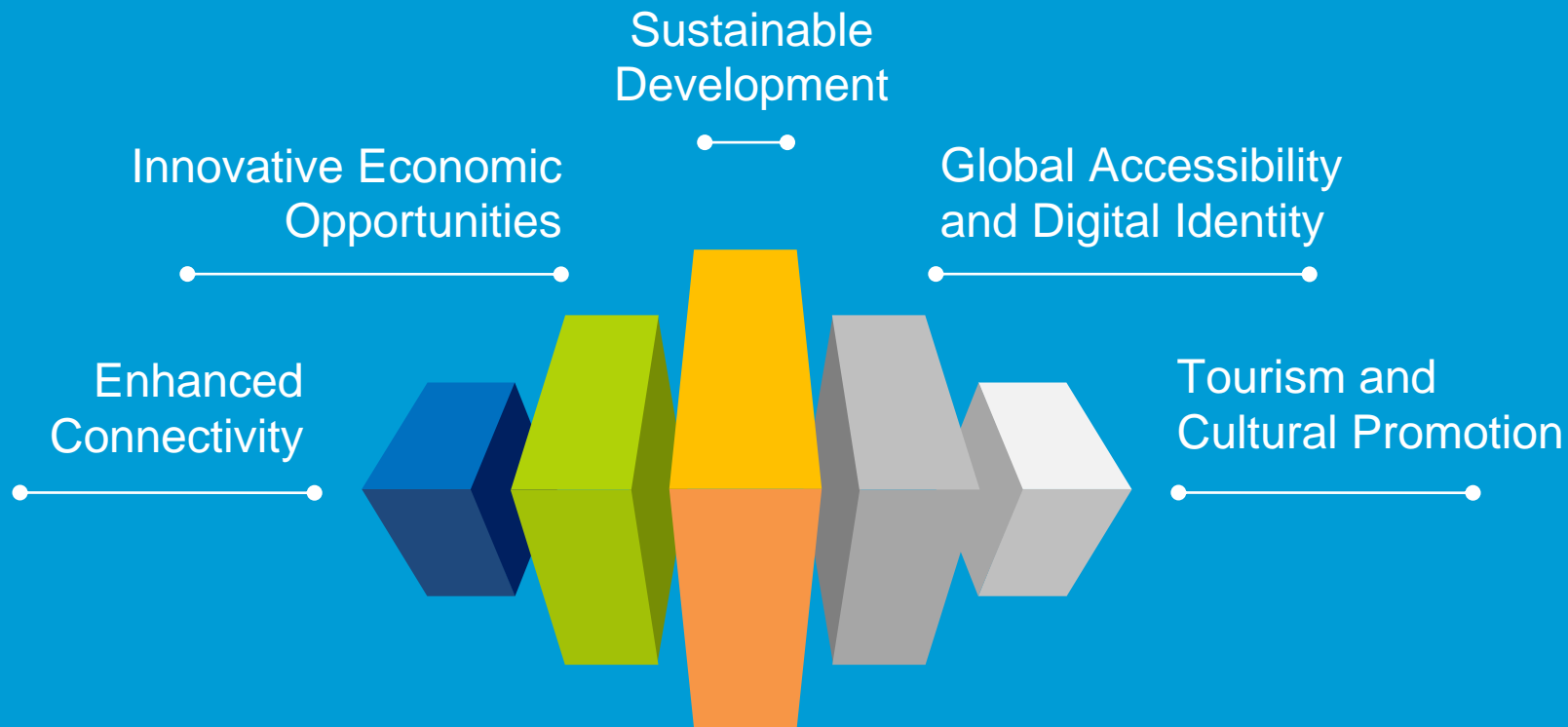
A new definition of the metaverse

An integrative ecosystem of virtual worlds offering immersive experiences to users, that modify pre-existing and create new value from economic, environmental, social and cultural perspectives.

NOTE – A metaverse can be virtual, augmented, representative of, or associated with the physical world



5 ways the metaverse can impact cities and countries



Cities are leading the way

As people are spending more and more time living virtually, municipal authorities around the world are also beginning to see the potential of the virtual world, and they are starting to engage with these emerging technologies and investing in its future use.



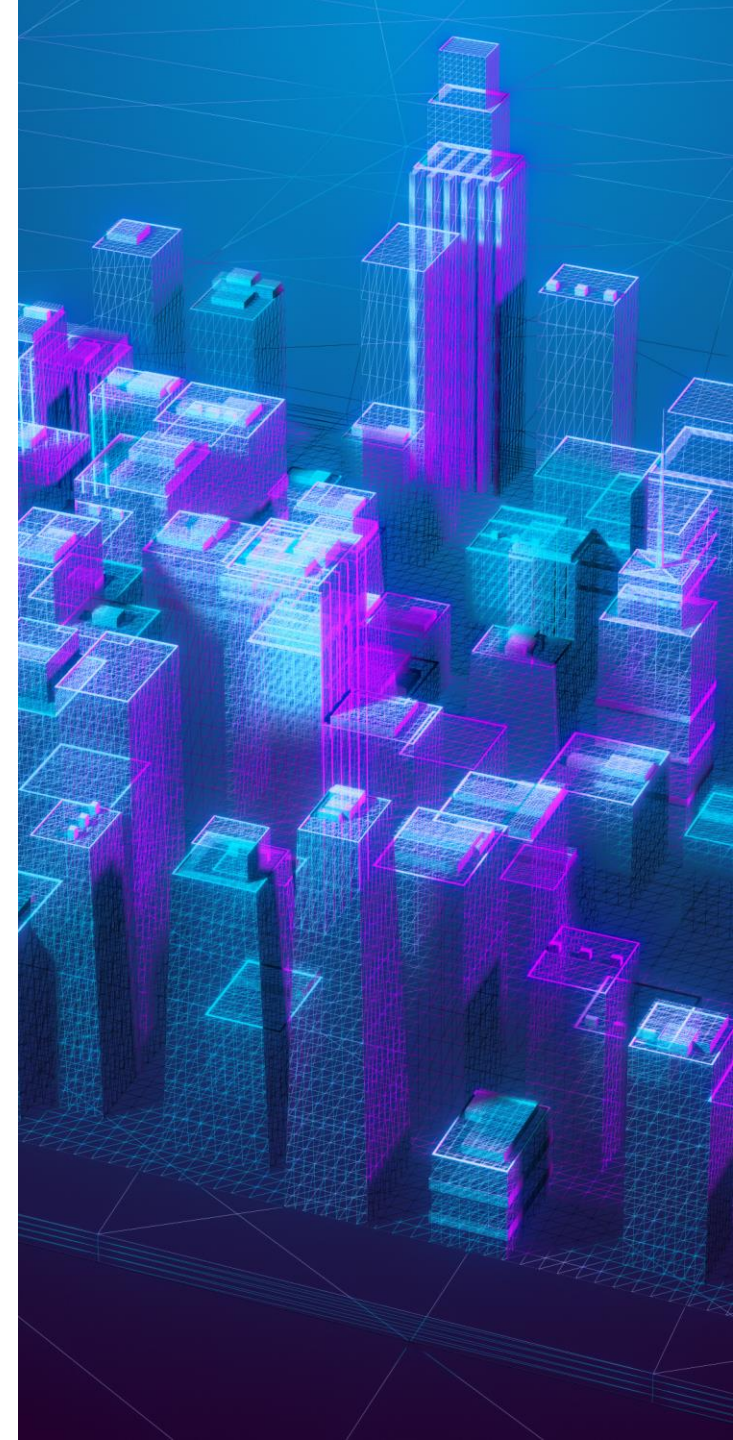
The Republic of Korea aims to create its metaverse ecosystem.
Metaverse Seoul:
virtual municipal world



Japan is preparing for the spread of metaverse in cities and communities.
Shibuya Ward
Certified Virtual
Shibuya



Dubai aims to be one of the world's top 10 metaverse economies as well as a global hub for the metaverse



ITU Focus Group on metaverse (FG-MV)

- ITU comprises 193 Member States as well as more than 1000 companies, research institutes and international organizations
- Unanimously established by Telecommunication Standardization Advisory Group (TSAG) in December 2022;



**Open to non-ITU members;
Free of charge;**

Physical meetings with remote participation & E-meetings



Diverse management team:

Government, Industry, Academia,
UN agencies

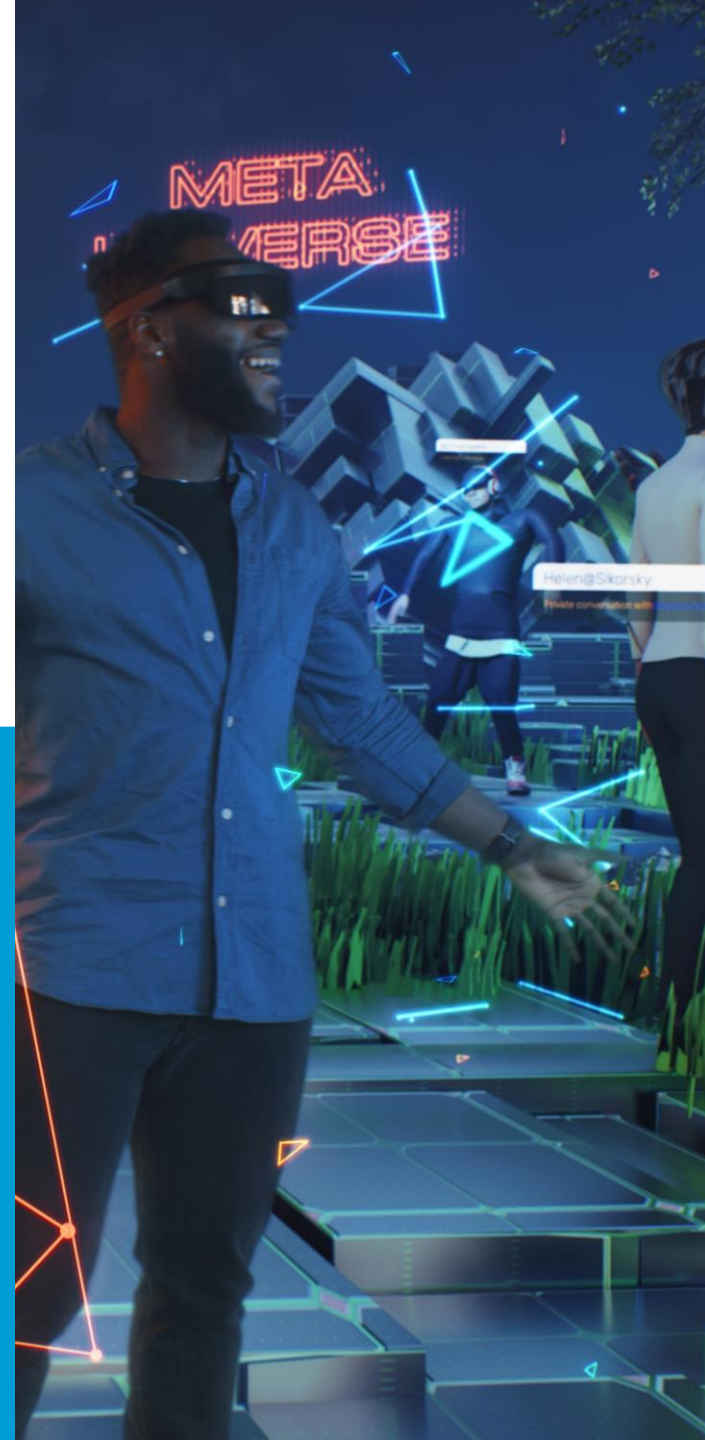
Africa, Asia, Europe, Americas



**30+ planned deliverables;
22 approved Technical
Specifications and Reports**



**More than 500 experts
involved in the FG-MV**



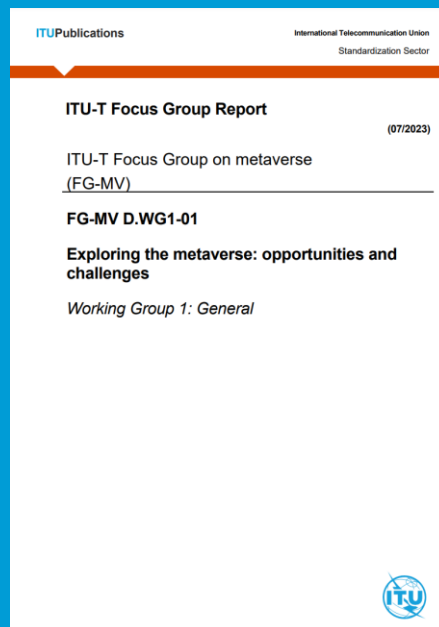
Key outcomes of the FG-MV

- **Record-Breaking Participation**: Focus Group on metaverse meetings and Forums have reached new heights with an impressive attendance of **16,000+ participants**;
- **Holistic Approach**: **9 Working Groups** have been established addressing crucial aspects, such as Security, Sustainability, Accessibility, Regulatory, Architecture, Use Cases, and more;
- **Delivering on Commitments**: **22 deliverables** have been finalized covering a wide range of topics, including **opportunities and challenges, ethical concerns, accessibility, sustainability, and policy and regulation**;
- **Global Reach**: 4 FG-MV meetings have been held in **Riyadh, Shanghai and Geneva**, with the next meeting scheduled for **5-8 March 2024 in Queretaro, Mexico**;
- **Regional Spotlight**: The 1st Special Session held in Arusha, Tanzania focused on the **African region**, while the 2nd Special Session, focused on the **Europe region** and was held in Riga, Latvia in October 2023.

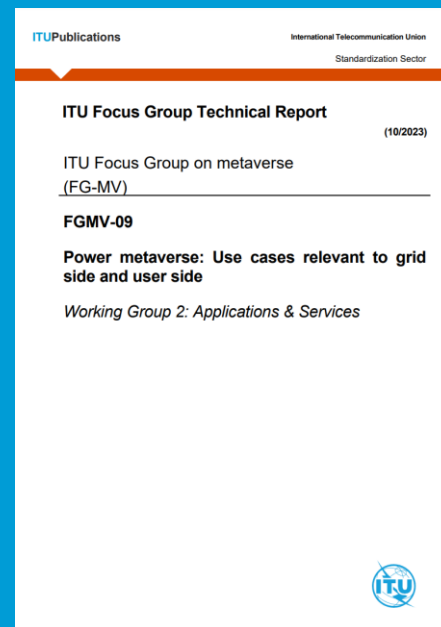


FG-MV deliverables at-a-glance

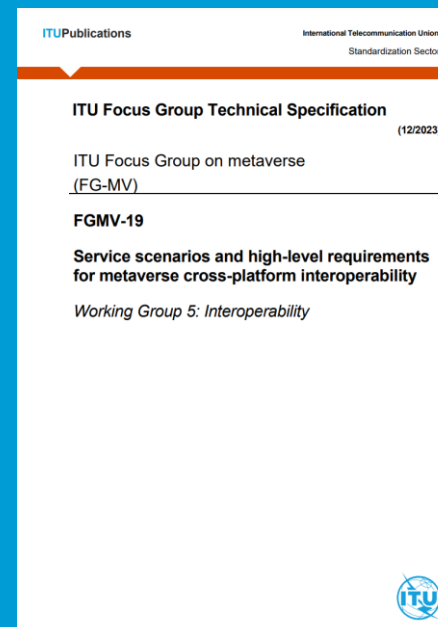
Working Group 1 *Published*



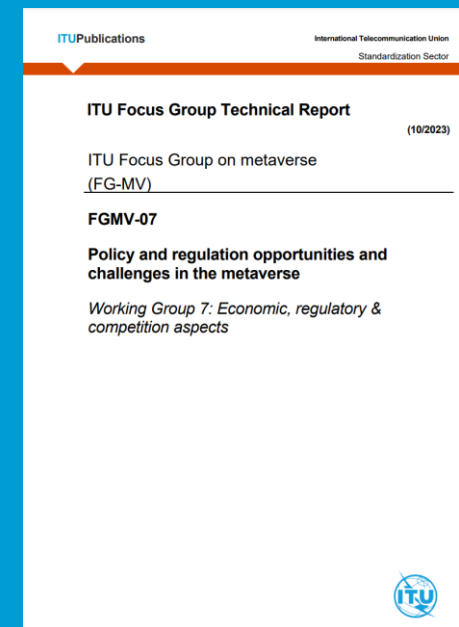
Working Group 2 *Pre-Published*



Working Group 5 *Pre-Published*



Working Group 7 *Pre-Published*



FG-MV Roadmap



Mark your calendars for UN Virtual Worlds Day

The UN Virtual Worlds Day will highlight the transformative power of virtual worlds, including the metaverse and spatial computing, to accelerate the achievement of the Sustainable Development Goals (SDGs)

14 June 2024 – ITU Headquarters, Geneva



Networking Opportunities



Collaborative Solutions



Virtual Community Building



Innovative Showcase



UNECE

ITC



International Training Centre
Centre international de formation
Centro Internacional de Formación



UNICC



United Nations

Futures Lab Network



WIPO

unicef



UN INNOVATION NETWORK



UNITED NATIONS UNIVERSITY
UNU-IIGH



DPPA
Preventing Conflict. Sustaining Peace



WORLD METEOROLOGICAL ORGANIZATION



ESCWA



THE WORLD BANK



United Nations Framework Convention on Climate Change



NACIONES UNIDAS GUATEMALA

ITU's activities on metaverse - www.itu.int/metaverse

UN Metaverse Think-a-Thon 2024

The Metaverse Think-a-Thon 2024 aims to harness the potential of virtual technologies and innovative approaches to generate actionable insights, propose practical solutions, and foster a collective vision for creating smarter, more sustainable cities and communities.

Participation is open to both individuals and teams.

Registration closes 29 March 2024





Thank you!



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