



Medeverse
Metaverse for Development

1st ITU Forum on Embracing the metaverse

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Metaverse : where we are today?

The Metaverse symbolizes the next evolution of the internet. It is being conceptualized and designed by different stakeholders.

In this early stage, Big Tech, Telecom Operators, Corporations, Regulators and Governments worldwide are asking a lot of questions about the Metaverse and its impact on their future.



Medeverse : Metaverse for Development

Our mission is to promote the use of the Metaverse to achieve a better and more sustainable future for all, by :

- Ensuring diversity when building the infrastructure, the protocols, and governance of the Metaverse
- Reducing inequalities by removing barriers to entry to the Metaverse
- Making the Metaverse a true generator of development and sustainability for all



Medeverse : Metaverse for Development

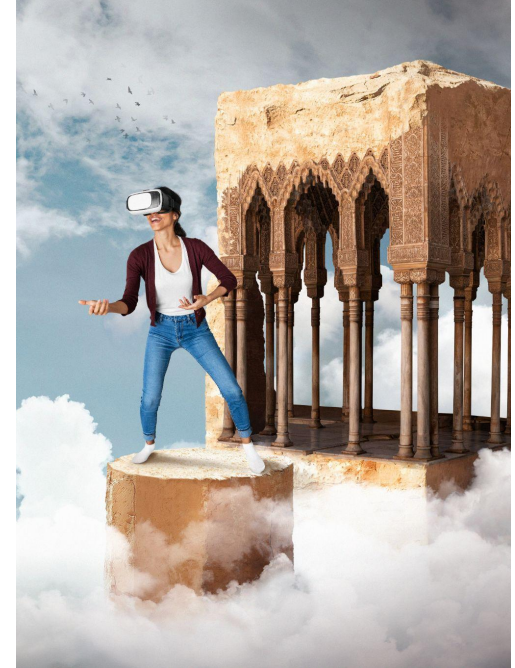
Medeverse adopted the Sustainable Development Goals (SDGs), as a framework for its programs and advocacy effort.

We believe the Metaverse could play an essential role in realizing these goals.



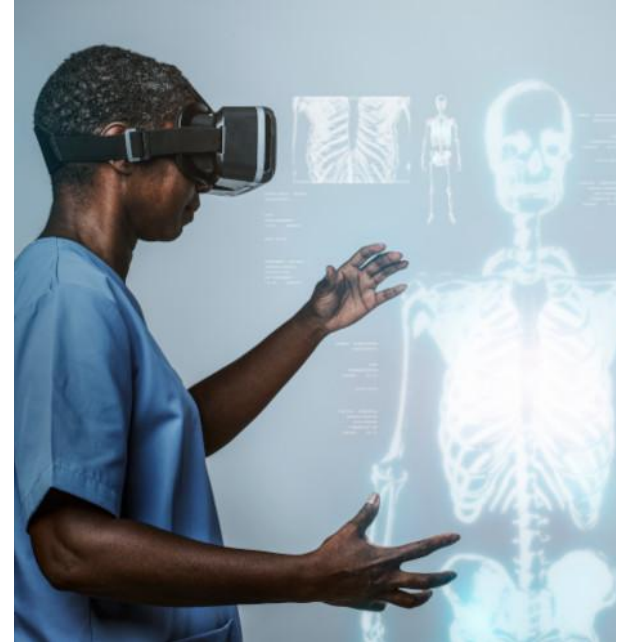
Impact on the environment

- The metaverse holds the promise of substantial reductions in carbon emissions, whether through the substitution of physical goods with digital ones, replacing real-world presence with virtual interactions, or digital twins that will help us optimize the physical world — from the planet to individual humans.
- Analysts are worried the metaverse could lead to an influx of greenhouse gas emissions, this is why corporations need to achieve net-zero emissions
- Recycling e-waste, purchasing second-hand electronics, and streaming in SD could be three valuable ways to reduce the greenhouse emissions of the metaverse.
- Using the Metaverse will help advocacy group to to raise awareness about environmental issues.



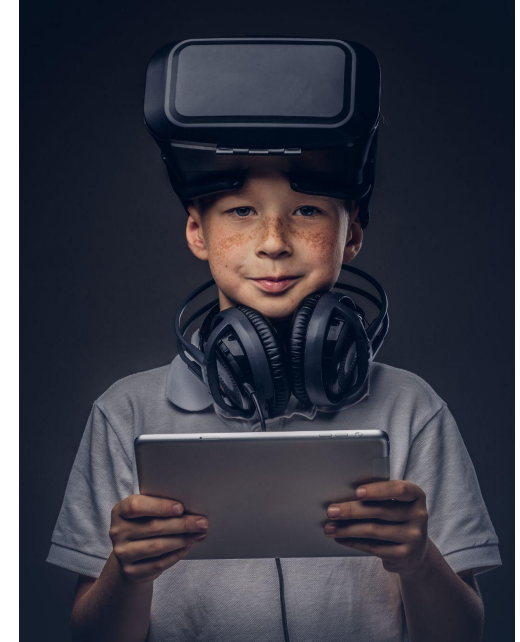
Improve The Quality of Healthcare

- Telemedicine consultations through VR mean patients are no longer limited to being treated by particular clinicians due to their physical location.
- Environments can be personalized to individual patients – VR is already used by psychologists and psychiatrists in aversion therapy, where patients can interact with situations that cause them anxiety, in safe environments where every aspect of the interaction can be closely monitored and controlled.
- Digital twins will eventually become “test dummies” for individuals that can be used to predict everything from how we will recover from surgery to the reactions we will have to specific medicines.



Impact on The Quality of Education

- The pandemic paved the way for the transition to hybrid educational environments. This new era is a paradigm shift that entails moving from a hybrid or digital in-person process to a fully immersive one.
- The metaverse will influence the process, as the students themselves will be able to explore immersive environments on their own; the analysis of the information generated in these environments combined with artificial intelligence also has the potential to help redefine the learning process to make it more personalized.
- The larger the potential market, the greater the potential for a business to grow in the field. The metaverse will offer the opportunity to expand within the existing market, generate a new market or create adjacent markets.



Governance challenges

- A combination of government regulation, private terms of platforms, technical standards, and community-developed rules will govern the Metaverse.
- In the Metaverse, the applicable rules will depend on the virtual and the physical context.
- The boundaries between different spaces may blur as the Metaverse converges and develops. And even within an environment, each subspace may have its own terms.
- As with the internet, establishing terms of service that users can read doesn't truly provide effective notice or protection.
- We will need innovation in communicating with users about what rules apply to the Metaverse environment they are experiencing. Regulatory oversight will likely be necessary.



Diversity, Equity and Inclusion challenges

- The Metaverse platforms should be build by design to promote diversity and inclusivity.
- One way the metaverse can be used to help with these DEI issues is to use virtual reality to create new experiences for people who can't do the physical experiences.
- When we develop new metaverse experiences, we should take into account this idea of inclusivity and allow for diversity, diversity in the avatars, diversity in the experiences, and make sure that everybody feels that they can be included in this new world.



Privacy challenges

- Metaverse applications have the potential to collect user data as part of their application. And that data collection opens the door to a variety of privacy harms.
- The effectiveness of the current legislation is far from perfect, any online services and platforms in the metaverse will need to have real and effective measures to protect users data.
- The metaverse is likely to generate even more personal data than existing internet services. The richness of these persistent worlds and their connection to detailed telemetry, biometrics, eye tracking, and other highly personal attributes will only increase the scope of privacy concerns.



Mental Health challenges

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Call to Action

- Let's build the Metaverse with sustainability in mind
- Let's build the Metaverse with inclusivity in mind
- Let's build the Metaverse with privacy by default
- And let's not repeat the mistakes we did when we built the Internet and its platforms.





Thank you

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