



هيئة الاتصالات والفضاء والتقنية  
Communications, Space &  
Technology Commission

# First ITU Forum on Embracing the Metaverse

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# Metaverse Layers





# Metaverse Challenges

## Compute infrastructure

- Limits of concurrency
- low-quality rendering devices without GPUs cannot present the photorealistic environments required to drive immersion.

## Content

- Data theft
- Counterfeiting
- Ransomware
- Phishing
- Money laundering

## Network infrastructure

- High-latency “lagging”
- Low bandwidth “buffering”

## Talent

- Lack of Awareness

## Ecological

- High energy consumption

## Interoperability & Compatibility

- Lack of compatibility between platforms and devices
- Lack of interoperability between platforms
- Lack of compatibility of use case applications with platforms



# Metaverse interoperability in comparison with IoT





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**Thank you**