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| The International Teleocmmunication Union - Connecting the World. | | **International telecommunication union**  **Telecommunication Standardization Bureau** | |  |
|  | | | Geneva, 7 March 2024 | |
| **Ref:** | **TSB Circular 187**  **FG-MV/CB** | | **To:**  - Administrations of Member States of the Union  - ITU-T Sector Members  - ITU-T Associates  - ITU Academia  **Copy to:**  - The Chairs and Vice-Chairs of ITU-T Study Groups  - The Director of the Telecommunication Development Bureau  - The Director of the Radiocommunication Bureau | |
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| **Subject:** | **Metaverse Think-a-Thon 2024** | | | |
| Dear Sir/Madam,  1 It is my pleasure to invite you to participate in the 2024 edition of the Metaverse Think-a-Thon, with the theme of “Virtual Worlds Revolutionizing Smart Sustainable Cities & Communities”, co-organized by the International Telecommunication Union (ITU), the United Nations International Computing Centre (UNICC), and the Food and Agriculture Organization of the United Nations (FAO).  2 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.  3 Proposed sub-topics to work on include:   * **Virtual Education Platforms**: Creating immersive virtual learning environments to improve access to education for underserved communities, promoting lifelong learning opportunities (SDG 4: Quality Education) * **Disaster Preparedness and Response**: Propose virtual simulations and training environments to train emergency responders and communities for natural and man-made disaster preparedness and response (SDG 11: Sustainable Cities and Communities, SDG 13: Climate Action). * **Urban Conflict Resolution Simulations**: Conduct virtual simulations tailored for urban and city management to facilitate diplomatic negotiations, and resolve conflicts between cities, communities, stakeholders and urban planners. These simulations aim to enhance conflict analysis, and peacebuilding strategies for urban areas. (SDG 16: Peace, Justice, and Strong Institutions).   4 Among the prizes are 10'000 CHF for 1st prize, 5'000 CHF for 2nd prize and 3'000 CHF for 3rd prize. The announcement of winners will take place on 3 May 2024 and the award ceremony will take place during the [UN Virtual Worlds Day: Harnessing the metaverse to advance the SDGs](https://www.itu.int/metaverse/un-virtual-worlds-day/) that will take place on 14 June 2024 in Geneva, Switzerland.  5 Participation in the Think-a-Thon is free of charge and open to all. Interested individuals can register and participate in the Think-a-Thon at <https://www.itu.int/metaverse/un-virtual-worlds-day/thinkathon/>. Registration is open until 29 March 2024. Think-a-Thon proposals need to be submitted by the same date.  6 Information relating to the Think-a-Thon, including the timeline, format and proposed sub-topics, is available at <https://www.itu.int/metaverse/un-virtual-worlds-day/thinkathon/>. Please check the homepage periodically for new updates.  7 For additional information and questions relating to the Think-a-Thon, please contact: [virtualworlds@itu.int](mailto:virtualworlds@itu.int). | | | | |

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| Yours faithfully,    Seizo Onoe Director of the Telecommunication Standardization Bureau | Think-a-Thon information |