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SHORT COMMUNICATION

World Metaverse Index (WMI): a necessary tool for assessing metaverse implementation and its impact globally

World Metaverse Index (WMI): una herramienta necesaria para evaluar la implementación del metaverso y su impacto a nivel global

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ABSTRACT

Metaverse has gained significant attention in recent years, as advances in technology have made it possible for people to interact with each other and with virtual environments in increasingly immersive and realistic ways. Some potential applications of the metaverse include virtual reality gaming, virtual events and conferences, virtual tourism, virtual education and training, virtual real estate, and virtual socializing. The metaverse is also being explored as a potential platform for remote work and collaboration, allowing people to work together and share ideas in a virtual environment. Creating a World Metaverse Index (WMI) can be important for a number of reasons: Navigation and discovery, Categorization and organization, Community building and networking, and Research and analysis. There are several indicators that could be taken into account when creating a WMI: Size and scope, Theme or focus, Technology and platform, Popularity and user base, Content and features, and Quality and stability. World Metaverse Index can be an important resource for users, creators, and researchers of virtual worlds, helping to facilitate the exploration and development of this growing and increasingly important area of the internet. This index should aim to provide users with a comprehensive overview of the different virtual worlds available, including information about their size, theme, technology, popularity, content, and quality.

Keywords: Metaverse; World Metaverse Index; Evaluation.

RESUMEN

El metaverso ha sido objeto de gran atención en los últimos años, ya que los avances tecnológicos han hecho posible que las personas interactúen entre sí y con entornos virtuales de formas cada vez más inmersivas y realistas. Algunas aplicaciones potenciales del metaverso son los juegos de realidad virtual, los eventos y conferencias virtuales, el turismo virtual, la educación y formación virtuales, los bienes inmuebles virtuales y la socialización virtual. El metaverso también se está explorando como plataforma potencial para el trabajo y la colaboración a distancia, permitiendo a las personas trabajar juntas y compartir ideas en un entorno virtual. La creación del World Metaverse Index (WMI) puede ser importante por varias razones: Navegación y descubrimiento, Categorización y organización, Creación de comunidades y redes, e Investigación y análisis. Existen varios indicadores que pueden tenerse en cuenta a la hora de crear un WMI: Tamaño y alcance, Tema o enfoque, Tecnología y plataforma, Popularidad y base de usuarios, Contenido y características, y Calidad y estabilidad. El WMI puede ser un recurso importante para usuarios, creadores e investigadores de mundos virtuales, ayudando a facilitar la exploración y el desarrollo de esta creciente y cada vez más importante área de Internet. El objetivo de este índice debe ser proporcionar a los usuarios una visión global de los

diferentes mundos virtuales disponibles, incluyendo información sobre su tamaño, temática, tecnología, popularidad, contenido y calidad.

Palabras clave: Metaverso; World Metaverse Index; Evaluación.

INTRODUCTION

Metaverse has gained significant attention in recent years, as advances in technology have made it possible for people to interact with each other and with virtual environments in increasingly immersive and realistic ways.[1]

The metaverse refers to a shared, virtual space where people can interact with each other and with virtual objects and environments in real-time. It is often described as a virtual world that is accessed through the internet and can be experienced through devices such as computers, smartphones, and virtual reality headsets.[2]

DEVELOPMENT

The metaverse has the potential to revolutionize the way we communicate, work, play, and interact with each other and with the world around us. It offers the possibility of creating new forms of entertainment, education, and social interaction, as well as providing new opportunities for commerce and business.[3]

Some potential applications of the metaverse include virtual reality gaming, virtual events and conferences, virtual tourism, virtual education and training, virtual real estate, and virtual socializing. The metaverse is also being explored as a potential platform for remote work and collaboration, allowing people to work together and share ideas in a virtual environment.[4]

Overall, the metaverse is an emerging concept that is still being developed and explored, and its relevance will continue to evolve as new technologies and applications are developed.

Creating a World Metaverse Index (WMI) can be important for a number of reasons:

1. Navigation and discovery: A world metaverse index can help users navigate and discover different virtual worlds, making it easier for them to find and explore new virtual environments.
2. Categorization and organization: An index can also help to categorize and organize virtual worlds, making it easier for users to find ones that match their interests or needs.
3. Community building and networking: A world metaverse index can also serve as a hub for the community of users and creators of virtual worlds, providing a place for them to connect and share resources.
4. Research and analysis: An index can also be useful for researchers and analysts who are interested in studying the growth and development of the metaverse, or in understanding trends and patterns in the use and creation of virtual worlds.

There are several indicators that could be considered when creating a WMI:

1. Size and scope: The size and scope of a virtual world can be an important indicator, as it can give users an idea of the scale and complexity of the environment.
2. Theme or focus: The theme or focus of a virtual world can also be an important indicator, as it can help users find environments that match their interests or needs.
3. Technology and platform: The technology and platform used to create and host a virtual world can also be relevant, as it can affect the user experience and the capabilities of the environment.
4. Popularity and user base: The popularity and user base of a virtual world can also be an important indicator, as it can give users an idea of the community and social aspect of the environment.
5. Content and features: The content and features offered by a virtual world can also be relevant indicators, as they can give users an idea of the types of activities and experiences that are available in the environment.
6. Quality and stability: The quality and stability of a virtual world can also be important indicators, as they can affect the user experience and the overall enjoyment of the environment.

FINAL REMARKS

World Metaverse Index can be an important resource for users, creators, and researchers of virtual worlds, helping to facilitate the exploration and development of this growing and increasingly important area of the internet.

This index should aim to provide users with a comprehensive overview of the different virtual worlds available, including information about their size, theme, technology, popularity, content, and quality.

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CONFLICT OF INTEREST
No conflict of interest.

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