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**REVIEW ARTICLE: METAVERSE FOR TODAY**

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**Abstract**

The paper is devoted to the review of metaverse nowadays. The purpose of the work is to illustrate the state of metaverse in modern time. What did Mark Zuckerberg mean when declaring such an idea, what it is and whether it is possible in the modern world, in the modern world, and not in the reality that exists in the book. The article deals with the concept of virtual reality and the metauniverse. It delimits and describes the basic structure that it has today. The studies of other scientists and arguments as a possibility of the existence of such a concept are given. the article considers the metauniverse and virtual reality, differentiated the concept and determined that virtual reality acts as a substratum of the metauniverse, the latter of which has the character of an "immeasurable" storage. In the current realities, there is no technology that would allow it to be implemented in the form in which it is presented.

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## **1. Introduction**

When developing any innovative technology that turns the average layman's eyes on already familiar things, there is always a stir, a conflict, where one side portends failure, the other is an impetus for modern civilization. One of these topics today is the metaverse. The Metaverse is presented as a successor to the Internet, where the Internet is a two-dimensional space, and the Metaverse is three-dimensional. And the differences between them are not only in measurements. The main postulate of such an idea is to get the best experience from the digitalization of real interactions. For example, lectures on history are studied on the site of the same landscape where certain events took place, or work in the field of fashion, architecture of buildings, lawyers, etc. (Rezume.online, 2021).

In 2021, company founder Mark Zuckerberg announced the creation of a large-scale Meta project, where the social network will be an online world that combines the capabilities of the real world (Newton, 2021). Many scientists began to devote their research and publications on this topic, for example, in (Gurov, 2018; Gurov & Petrunina, 2021) the author cites the idea of the metauniverse as an element of the current paradigm, which is a virus, a meta-parasite that threatens the security of morality and culture as a whole, against the backdrop of history and modernity. Also, in (Pavlovich, 2013) the current well-known problems of all social networks, the Internet space, such as harassment, tracking and intrusive advertising, bullying by “trolls”, etc. are considered. assuming their exacerbation in such an environment as the metauniverse. Nevertheless, in (Magomedov & Murzaev, 2020), the metauniverse is considered from the point of view of the economy, where business ideas will receive a new platform for their implementation, where the overall level of GDP will grow against the backdrop of a decrease in unemployment.

## **2. Problem Statement**

Metaverse is definitely future entertainment platform and more. But it is obvious that right now the platform lacks its confidence in, any aspects and, hence, not received by many with as something valuable. Therefore, the article will look into the problems its facings.

## **3. Research Questions**

What is metaverse in terms of fantasy, reality and its perspectivity. What are the main reasons that pushing back on its ability to hold on its promises.

## **4. Purpose of the Study**

The purpose of the work is to illustrate the state of metaverse in modern time. There are many aspects to this technology that makes it unattractable for the mass.

## 5. Research Methods

### 5.1. Virtual Reality (VR)

Virtual reality is a world that embodies a compositionally and structurally different reality, created with the help of technical means. In real time, transmitting information through sight, touch, hearing. The following virtual reality attributes are formed:

- Plausibility of feeling the reality of what is happening with the user;
- Impact on the maximum possible number of sensory organs, which involves both the brain and the body in the process;
- Ability to explore a detailed world and provide interaction with the environment.

It is also used for entertainment, education, research, testing and analysis purposes. For example: flying a plane, performing a complex operation by a doctor, previewing an object, etc.

### 5.2. Metauniverse

At a time when virtual reality implies itself as a unit in the dimension of the virtual world, the metauniverse begins to unite into a system, in the form of parallel universes, thereby creating the ability to connect from one virtual reality to another. Includes the following attributes:

- Just like time in reality, the time of virtuality continues infinitely forward. Where there is no possibility to "finish", "restart", "suspend".
- The moment you are not in the metauniverse, everything will go on as usual. Running processes in virtual reality will not stop if you have not provided for it.
- Opportunity for everyone to participate in a certain event/activity together, at the same time.
- The ability of individuals, communities and companies to offer jobs to interested individuals that will benefit them, a kind of currency of value to the metaverse.
- Availability of private and public networks, open and closed platforms, physical and digital world.
- A digital item obtained through purchase or experience in the app can be exchanged for an item from another app. For example, give a pickaxe item from Rust to a friend from Minecraft, or receive a costume from GTA online from a friend from Vkontakte.
- As well as the Internet filled with "content" from a private person to huge IT giants and statesmen, so the metaverse should be filled with this.

In his essay, well-known metaverse theorist and venture capitalist Matthew Ball proposed that the Metaverse is a scalable and interoperable network of real-time rendered 3D virtual worlds that can be used synchronously and continuously by an almost unlimited number of users with an individual sense of presence and data continuity. such as personality, history, rights, objects, communications and payments

(Ball, 2021). That is, any virtual space is a metaverse where you can perform some action. Play chess, buy, sell and exchange cryptocurrency with other users, be a teacher. Each of these virtual spaces, we can call the metaverse. The world has accumulated a considerable number of technologies, the interaction of which allows us to make another revolution in the field of technology. The reasons that make people treat with skepticism are understandable, because if the metaverse is the heir to the current Internet, then the problems of the latter can worsen in this environment. However, until the finished concept of the metaverse is presented, it is impossible to say for sure.

## 6. Findings

As it was mentioned in 2021, Mark Zuckerberg announced the creation of a large-scale Meta project that could change everything we know. However, expectations were false and cost him fortune, and similarly for identical other projects. Of course, there is a possibility that someday the technology will be used as it was intended.

So, what went wrong? The timing, readiness of the platform, social interest or something else. The timing was perfect for the calculation. Covid restrictions and lockdown, that force people to stay at home, which in numbers increases the chance of spending more time online or at least willingness to go online. Also, the technological companies were making a lot of profit due to the spread of covid. Most of the companies that were making a lot of profit were providing online services, such as Netflix, Webex, Zoom and many more. In reality, at first, they make a huge amount of money, but eventually they lose customer interest. Therefore, assumptions made by these companies were wrong and led to massive losses. Hence, one can say the timing was perfect for the entry, but longanimity was short. It can be expanded by using the example of the «Pyramid». Those who were first in the market when covid hit they got the most profit, and those who were late to the show lost it with these who were first. The other reason is that people were already tired of using online technology while they were at home (working from home, in lockdown, or health issue related to covid). The numbers showed that online activities were at the highest points, but in reality, most people were forced to use these technologies. Even if they were willingly using it at first, the interest was lost quickly.

Anyone who hears Metaverse immediately images scenes from movies and compares them to what is in the market leads to disappointment. What we have today does not clearly representing the ideas of metaverse. Also, technologies play the major role in forming metaverse. Technologies are the core of the idea if put simply. The full emergence into the world is still in the future perspective, hence what we have today is similar to an average gaming experience.

## 7. Conclusion

So, the article considers the metauniverse and virtual reality, differentiated the concept and determined that virtual reality acts as a substratum of the metauniverse, the latter of which has the character of an "immeasurable" storage. In the current realities, there is no technology that would allow it to be implemented in the form in which it is presented. And if it is implemented taking into account the technologies achieved today, such a subject will no longer imply the goals that were set by the leading

companies who announced this. The idea as a metaverse was published at a time of declining sentiment around the world. A concept that is taken from the science fiction genre may generate interest among the population, but by asking direct and specific questions, one can come to the conclusion that the metaverse is still science fiction.

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