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A Single Metaverse is Not Real Yet, But It is Already Very Close

Original:

<https://www.btcc.com/en-US/academy/research-analysis/a-single-metaverse-is-not-real-yet-but-it-is-already-very-close>

Mikhail Danieli, Ambassador of decentramind.io., said that single [metaverse](#) will require cooperation among enterprises and Rethinking of storage, but it is in our hands. VR was once just a catchword or a toy. Now, it's like someone announced "let a thousand yuan of space bloom", and that's what has happened. The concept of metaverse has reached the end of its initial stage. The real maturity of faster and more complex evolution has begun.

Permanent virtual space is becoming more and more popular all over the world. These include the sandbox, fortnite elements, decentraland, vrchat platform, roblox, vans world, spatial IO and many other places. They follow in the footsteps of second life and minecraft and are still reverberating.

Like second life and minecraft, people have been building various forms of metaverse for many years. Recently, their number has increased explosively. Everyone is competing for popularity, constantly improving the quality of graphics and richer experience. People expect explosive growth from their favorite version of the Metaspaces experience. At the same time, others believe that the vitality circle is a kind of fashion.

A Single Metaverse. Is it True?

So, is the current "metaverse" real? The answer to this question is very simple — No. At this moment, we do not have a common metaverse, such as that seen in ready player one. Everyone takes it for granted.

However, the competition in this field is stronger than ever before. We have had the spark of innovation, and now we are at the peak of expectation inflation - we can regard it as the end of the starting point. Although there is a valley of disillusionment, relatively speaking, there will soon be a slope of enlightenment, followed by a plateau of productivity.

Are we in the enlightenment stage? Not yet. The concept of unitary space can be realized in 5 to 10 years. This is related to the close cooperation between many enterprise participants. This process accelerates during challenging times of epidemics or other disasters. Such dramas make people want to "dive" (yes, dive, and deep) into another reality or realities and escape from the physical world around them.



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Successful Cases of Metaverse

There have been some truly unique examples of successful business projects that have taken place in every corner of the fragmented modern metauniverse. We haven't reached the acceptance and universality of ready player one, but we are close.

For example, rapper Travis Scott held an online concert in Fortress night universe in 2020. At the same time, 12million people watched, and the number of independent users was 27million. Through this performance, Travis Scott received an unexpected \$20000000. Why was it unexpected? This amount is 10 times more economically successful than the artist's other performances. Here is another example.

FIFA holds the world cup and continues to make a lot of money from its competitions. However, since 2020, more than half of FIFA's revenue has come from modern games - mainly online and computer games. For FIFA, online games are more profitable than offline real sports games with physical players. Of course, they did this under the condition that the direct cost was greatly reduced.

Interestingly, one in five employees of meta (formerly called Facebook) now works for the company's Metaspaces project. However, just because 20% of meta's employees are trying to create a real universe of vitality, it does not mean that meta will succeed.

Computing Power

Current providers of centralized computing power simply cannot keep up with the growing data load. Large companies still use their dominant position in the market to dominate their rules. This has slowed down the development of many promising projects.

Maintaining a data center with hundreds of thousands of servers is very expensive. Moreover, this has a negative impact on the cost of providing services to enterprises. Coupled with the trust factors such as data security and centralized computing platform, even in its potential form, it is not suitable to provide services on a global scale.

It is necessary to create a global computing environment to process and store data, which is based on the principle of Decentralization - there is no single decision center. Just as the Internet is designed to be decentralized, so will a successful Metaverse.

In essence, metaverse must process and store data in the distributed ledger, run on the blockchain, and be self managed and owned by a decentralized autonomous organization. As long as there are many miners from all over the world, this problem can be solved.

Unfortunately, most miners' activities are reduced to calculation for the sake of calculation. The income is very unstable and the competition is very fierce. At the same time, few people know that the total energy consumption of all miners in the world has exceeded that of Switzerland.

I believe that there is a huge computing potential hidden here, just point out the right direction. Thousands of graphics processing units and individual users' hard disks can be combined into one system. This can provide customers around the world with a complete back-end solution stack for Metaverse. It is point-to-point on [blockchain](#) steroids.



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The Era Has Come

Although there is an Internet we all use, the "meta universe" has not yet existed. Even so, the competition has never been so fierce, and the number of Metaverses is increasing. The real "Metaverse" has not come yet. Everyone hopes that their own version can take over the mantle.

Before that, the wild network composed of multiple Metaverses in the world was growing. You can experience it on a two-dimensional screen, which can provide 3D effects without glasses (now Acer and other companies have it). Or, through an increasingly advanced headset, not to mention Apple's upcoming device. But make sure you check out these Metaverse and make sure you have fun with a stack of Metaverse!