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## Metaverse is Merging our Real and Digital Lives

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**Plant capital world. Ivan Puzyrev said that our physical world and digital world have merged into a [Metaverse](#).** Digital economy is one of the main growth engines of the world economy. By 2030, the value of this industry may reach US \$678.8 billion. Mankind has been looking for new technologies to communicate and share information, and constantly inventing faster, easier and broader tools. The latest iteration in this area is Metaverse, a network of interconnected, operational, immersive and persistent virtual spaces.

### Comprehensive Transformation

Metaverse is the home of a new, super connected, worldwide generation of digital creators and their audiences. Digital space can have integrated avatars and decentralized systems for spreading values. It can blur the boundaries between countries and combine several different types of media into a planetary infrastructure.

Metaverse is a digital layer that can replace the “real world” of users. A person can move and interact with a virtual space without touching the real world. Various fields use Metaverse to supplement their activities in the physical world: Banking and banking systems, real estate, fashion, music, sports, marketing, sales and customer support.

Metaverse will be a key part of the future entertainment media. Thanks to augmented reality (AR), virtual reality (VR) and hybrid reality (MR), the digital world will flourish. With the advent of Metaverse, listening to music or watching sports games will be changed. Soon, it will be possible for us to wear VR goggles and put ourselves in action on the football field or on the big stage.

The idea of simulation, virtual world, avatar and another kind of digital reality has come into people’s attention because of science fiction works such as ready. This type of work was produced between the 1980s and the 21st century.

The concept of Metaverse originated from Neil Stephenson’s 1992 novel avalanche. It describes a global virtual world, which is the evolution of the Internet and can be accessed through VR. Each user embodies the avatar of his choice and can enter Metaverse at any time. This is a virtual parallel world, a welcome escape from the anxious reality. Today, Metaverse is gradually finding its place in the contemporary cultural world.



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## Future Law

With the emergence of each new large-scale information dissemination tool, there is an opportunity to establish a new legal and ethical formula. We can create new communication rules to achieve a more balanced allocation of resources. Metaverse needs to have its own latest rules to unite all participants in the system. These participants include individual users, huge data processing platforms and governments.

- Here are the rules for 7 Metaverses.
- There is only one Metaverse.
- Metaverse is for everyone.
- No one controls the universe.
- Metaverse is open.
- Moreover, the metropolitan universe is hardware independent.
- The primordial universe is a network.
- Metaverse is the Internet.

Creators are often ahead of their time, reflecting the human view of technology that has not yet achieved large-scale application. In the process of technological development, there are binary opposites and utopian scenes created. The foundation of future Metaverse design is being laid.

## Physical and Virtual Future

Metaverse will continue to expand different types of immersive experiences. Today, we have witnessed that machines are no longer simple labor tools. Now, computers and machines are more like the huge organisms we exist in, which are planetary devices.

Even now, we can see the potential impact of Metaverse on society and note that this innovative technology is changing our world.