

Deposit to earn rewards

Sign up and deposit to receive up to **10,055 USDT** in bonuses.
Exclusive for new users only.

Get it now

[PDF Database Document] - BTCC Cryptocurrency Exchange

Original:

<https://www.btcc.com/en-US/academy/research-analysis/metaverse-provides-answers-to-the-time-related-problems>

Metaverse Provides Answers to the Time-Related Problems

Recently, Metaverse has received a lot of attention, but can it answer some unsolvable questions related to time? What if the world around us is just a dream or a collective illusion? This may sound ridiculous, but these ideas are not new; From scientists to mystics, from philosophers to players, from science fiction fans, from psychedelic lovers to writers, they are all exploring.

No one can deny that our world is full of mystery. There are always some new things to explore in every changing day. The latest technology is Metaverse, which is gaining everyone's favor and attention. The painful way Facebook (now meta) operates in building this technology is what makes Metaverse sound attractive. But what is this technology and can it provide answers to unsolvable time-related problems?

First, Let's Take a Look at What Metaverse is?

In short, Metaverse is the next version of the Internet. A group of digital universes created in virtual and augmented reality. Users live, play, socialize and work in the virtual world in the form of digital avatars. Like it or not, it's happening. As meta's website claims, "this is the next evolution of social connections".

Metaverse was first coined by science fiction writer Neil Stephenson in his 1992 cyberpunk novel avalanche. His book is about using virtual reality to escape a utopian reality and using a digital avatar to explore the online world. Now, with the improvement of helmets, virtual reality (VR) is gradually entering the world, becoming more and more immersive and becoming the mainstream.

Now, companies like roblox, Microsoft, Epic Games and Nike are launching their Metaverse. Therefore, you can see that the influence of meta space will be strong in the future. It will rule every industry in some way like artificial intelligence.



[Download App for Android](#)

[Download App for iOS](#)

Do We Live in a Simulated Universe?

Demonstration of simulated universe “It shows that the universe we live in is a careful simulation of the real universe. Everything, including people, animals, plants and bacteria, is part of the simulation. This simulation is also farther than the earth: all planets, asteroids, comets, stars, galaxies, black holes, nebulae and other space debris are part of the simulation. In fact, our whole universe is a simulation running in an extremely advanced computer system Designed by a super intelligent species living in the parent universe.

Now, this Metaverse gives you a choice to live in a virtual world. You can not only play games, but also buy real estate, clothes and so on, which means you live in a simulated universe. This raises a question. What if time doesn't exist? What if time is just a measure and we live in basic reality?

This is where physical concepts such as string theory, parallel universe and dark matter appear. They are all explained in a theoretical way, and there is no need to describe the universe in terms that we can intuitively and recreate.

What Does This Have to Do with the Metaverse?

We are like fish in an aquarium, trying to understand our relative position with the outside world. From our point of view, the universe follows at least two different sets of rules – Newtonian physics and quantum physics. But what if we only see a small part of the whole picture?

Physicist Spyridon Michalakis, who advised on Marvel's ant man film, recently discussed the concept with Alex abad Santos of Vaux. Suppose we can only perceive 100 frames per second, or something like that. We can be aware of our lives and the choices we make, but then the frame rate of the universe, you may flicker between different time lines, 40 orders of magnitude higher than that. This is one with 40 zeros.