

Welcome to the Metaverse

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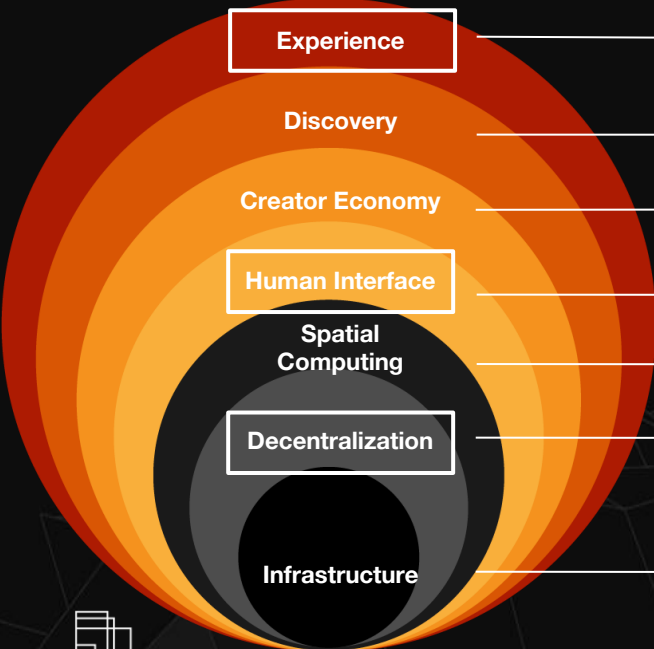


The metaverse represents the **convergence of the physical and digital**

**Transactional
Layer**

Experience Layer

Individual technologies are synergising in new ways



Experience

Discovery

Creator Economy

Human Interface

Spatial Computing

Decentralization

Infrastructure

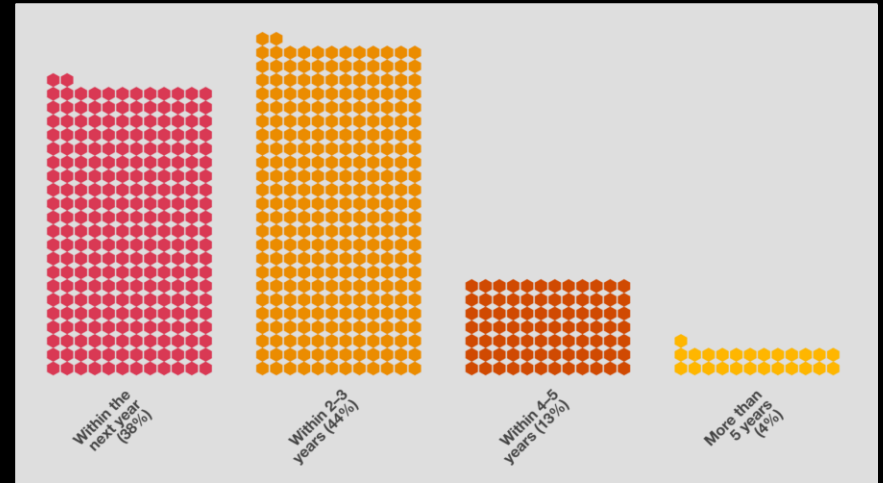
- Games, Esports, Entertainment, Shopping, Events
- Social, Curation, Ads, Ratings, Stores, Agents
- Design Tools, Asset Markets, Workflow, Commerce
- VR headsets, Smartglasses, Wearables, Haptic, Gestures, Voice, Neural
- 3D Engines, VR/AR/XR, Multitasking UI, Geospatial Mapping
- Edge Computing (bringing data closer), AI, Microservices, Blockchain
- 5G, WiFi 6, 6G, Cloud, MEMS, GPUs

Derived from source: Jon Radoff, Building the Metaverse, April 7, 2021.



Business is taking action...

Two thirds of business executives say their companies are actively engaged with the metaverse, and **82% expect it to be part of “business as usual” within three years or less.**



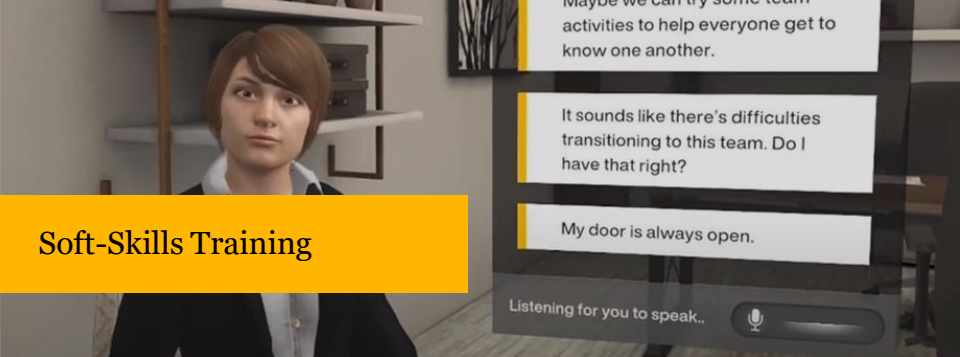
Just over half have a designated role focused on metaverse activities.

What's possible now?

Immersive

Scalable





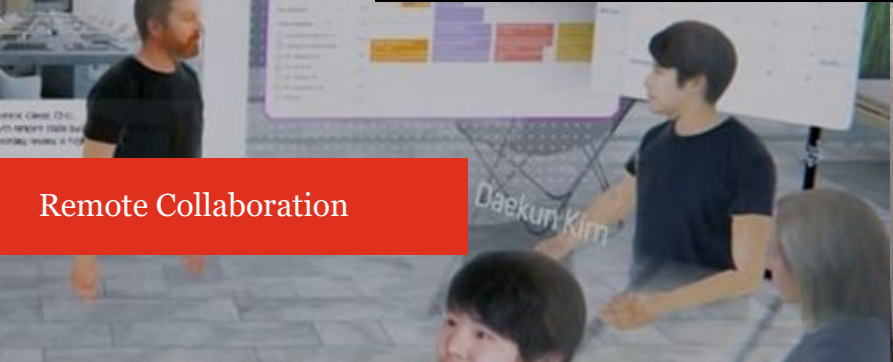
Soft-Skills Training



Job Simulation



Core Enterprise Use Cases



Remote Collaboration



Remote Assist & Remote Tours

PwC UK

is deploying virtual reality unconscious bias training to all 24,000 of its workforce

Using virtual reality



PwC has deployed numerous metaverse spaces

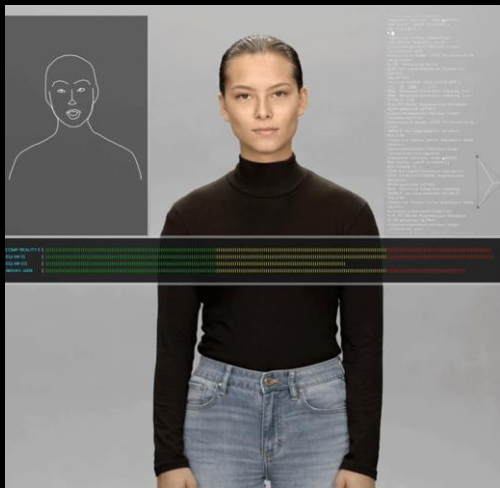


PwC UK's Virtual Park



PwC's Global Metaverse Campus

And this is just the beginning!



\$4,100

Virtual Gucci bag in Roblox
(vs \$3,400 for the physical version)



Thank you

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