YVES BERNAERT | METAVERSE CONTINUUM CONFERENCE

VIDEO TRANSCRIPT

What is metaverse in your opinion, in your words?

Yves Bernaert: Well, metaverse is the shift from web 1, 2 and now 3. Web 1 was searching data, searchingon google and others. The second one was about social and media. And now it's not about the internet of data search, media and mobile, it's the internet of spaces. So really moving to the 3D environment and is the internet of ownership where you're going to own digital assets and you are going to shift from one metaverse environment to the other. So it's really moving from 2D to 3D, as spaces.

Metaverse exists right now or is just an idea of the future?

Yves Bernaert: Metaverse exists because it's not only the virtual reality glasses where you do gaming but it's about digital twin in production line, it's about augmented reality for people to help them to do a task, like even a doctor to do a surgery and be helped. it's about, in an airplane to help the workers to set up the plane. So, it exists today, the thing we call it now metaverse is going to scale everywhere, but starting from the enterprise and then moving to the consumer. We'll see who is going to be first, but it is going to be everywhere. And it's now the time to think about what you are going to do about it. It's not like, let's see if some people will try it and maybe fail. I think it's all over, and we need to think by industry what are the use cases that we should develop and try.

And what are the main challenges?

Yves Bernaert: Well, the main challenge is the capacity to innovate, because metaverse comes with some technology, sometimes basic technology. There are the glasses, you know, it's not so basic, but all the software, we have like Altspace and others, to be able to develop solutions. It's going to be more about our collective capacity to invent uses cases per industries, so companies are convinced to try it.