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ITU Focus Group Technical Specification

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ITU Focus Group on metaverse

Definition of metaverse

Working Group 1: General

Technical Specification ITU FGMV-20

Definition of metaverse

Summary

This Technical Specification provides the definition of the term "metaverse".

It leverages a detailed analysis of 150 existing definitions of metaverse that was undertaken for the development of the ITU Technical Report on "Metaverse: an analysis of definitions", which was approved at the third meeting of the ITU Focus Group on metaverse (FG-MV), held on 3-5 October 2023 in Geneva, Switzerland.

Keywords

Definition, metaverse, term.

Note

This is an informative ITU-T publication. Mandatory provisions, such as those found in ITU-T Recommendations, are outside the scope of this publication. This publication should only be referenced bibliographically in ITU-T Recommendations.

Change Log

This document contains Version 1.0 of the ITU Technical Specification on "*Definition of metaverse*" approved at the 4th meeting of the ITU Focus Group on metaverse (ITU FG-MV), held on 4-7 December 2023 in Geneva, Switzerland.

Acknowledgments

This Technical Specification was researched and written by Leonidas Anthopoulos (University of Thessaly, Greece), Radia Funna (Build n Blaze), Xiaomi An (Remin University of China) and Christina Yan Zhang (The Metaverse Institute) as a contribution to the ITU Focus Group on metaverse (FG-MV). The development of this document was coordinated by Leonidas Anthopoulos (University of Thessaly, Greece), as FG-MV Working Group 1 Chair, and by Xiaomi An (Remin University of China) as Chair of Task Group on terminology & definitions.

Additional information and materials relating to this Specification can be found at: https://www.itu.int/go/fgmv. If you would like to provide any additional information, please contact Cristina Bueti at tsbfgmv@itu.int.

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1 Scope

This Technical Specification provides the definition of the term "metaverse".

2 References

None.

3 Definitions

3.1 Terms defined elsewhere

This Technical Specification uses the following term defined elsewhere:

3.1.1 virtual world, virtual environment [b-ISO/IEC 18039]: Spatial organization of multiple virtual objects, potentially including global behaviour.

3.2 Terms defined in this Technical Specification

This Technical Specification defines the following term:

3.2.1 metaverse: An integrative ecosystem of virtual worlds offering immersive experiences to users, that modify pre-existing and create new value from economic, environmental, social and cultural perspectives.

NOTE – A metaverse can be virtual, augmented, representative of, or associated with the physical world.

4 Abbreviations and acronyms

None.

5 Conventions

None.

Bibliography

[ITU FGMV-02] ITU Focus Group on Metaverse. Technical Report FGMV-02 (2023), *Metaverse: an analysis of definitions*. http://handle.itu.int/11.1002/pub/822e1df0-en

[ITU FGMV-21] ITU Focus Group on Metaverse. Technical Report FGMV-21 (2023), *Principles for building concepts and definitions related to metaverse*. http://handle.itu.int/11.1002/pub/822f50fe-en

[b-ISO/IEC 18039] ISO/IEC 18039:2019, *Information technology — Computer graphics, image processing and environmental data representation — Mixed and augmented reality (MAR) reference model*.