The Metaverse Overview: Vision, Technology, and Tactics with in 4th Industrial Revolution in Korea

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Abstract

Metaverse is a new beginning to create something new, much like the early days of the Internet. Billions are being invested in building metaverse, and tech tycoons call it the future. As the metaverse is built on blockchain technology, any items you own or produce are unique and cannot be replicated or stolen. The Metaverse is defined as a spatial computing platform that provides digital experiences as an alternative to or a replica of the real world, along with key civilizational aspects like social interactions, currency, trade, economy, and property ownership – founded on a bedrock of blockchain technology. As with art pieces, blockchain technology assures that distinct digital goods traded in the metaverse are one-of-a-kind. Furthermore, cryptocurrencies keep the metaverse running; everything is purchased and sold using distinctive sorts of cryptocurrency. One of the most used terms in the metaverse is NFTs. The Non-Fungible Tokens (NFTs) are unique cryptographic tokens and cannot be duplicated on a blockchain.

In this talk, I will discuss the positive and negative effects of Metaverse that may have on human lives and games in the future is discussed and specified. In addition ,I will discuss about **Vision, Technology, and Tactics with in 4th Industrial Revolution in Korea**

Biography

Dr. Haeng-Kon Kim was a vice President of Research and Information, a dean of engineering college and a professor in the School of IT, Dae Gu Catholic University in Korea. He has been a research staff member in Bell Lab., NASA center and Central Michigan University in U.S.A. He received two Ph.D from Chung Ang University, Korea and University of Bristol, England. He has taught in Central Michigan Univ. in U.S.A. during (Dec., 20, 2000 ~ Feb., 20, 2002). Prof. Kim advised 33 Ph.D students and over 60 master Degree students in his Laboratory of Dae Gu Catholic Univ. in KOREA. His research interests include following fields: Software Engineering, Mobile Applications Design and Testing, SOA, Frameworks for U-Healthcare Services,IOT, and ICBMJ. He has published more than 250 papers in very distinguished journal for 30 years.

Prof. Kim was a president of ACIS-IEEE society from USA. He was a chief editor of KIPS SE-Sig journal and Korea Multimedia Society, an editorial board of KISS(Korea Information Science Society), a steering committee of KIPS (Korea Information Processing Society). He is also a senior member IAENG and WCECS from Hong Kong. He is a several Chief of Editor in SCOPUS and SCI(E) journals.