Research Anthology on Virtual Environments and Building the Metaverse

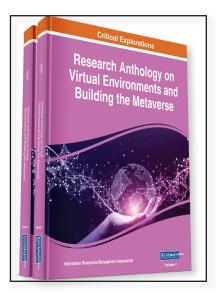
Information Resources Management Association

Description:

With the advent of virtual environments and communities, the metaverse has been rapidly expanding in recent years as businesses and industries have begun to see the value and opportunities this technology provides. In order to ensure this technology is utilized to its full potential, further study on the best practices, challenges, and future directions is required.

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Metaverse considers the latest research regarding the metaverse and



discusses potential issues and benefits of the technology. The book also examines strategies and tactics businesses and companies can use when implementing the metaverse into their operations. Covering key topics such as immersion, augmented reality, and virtual worlds, this major reference work is ideal for computer scientists, business owners, managers, industry professionals, researchers, scholars, academicians, practitioners, instructors, and students.

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Topics Covered:

Metaverse **Online Experiences** Virtual Environments Virtual Reality Virtual Worlds

Subject: Computer Science and Information Technology

Readership Level: Advanced-Academic Level (Research Recommended)

Research Suitable for: Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

Classification: Critical Exploration

