## 2022

## 2025

2027
voi siete QUI

WEB 3

## METAVERSO

seconda-stella $\uparrow$

| seconda-stella | Metaverso |
| :---: | :---: |
|  | oltre |
|  | fi-gitale |
|  | spaziale |
|  | gamificato |
|  | sociale |
|  | in-personale |
|  | virtuale |
|  | aumentato |
|  | decentalizzato |
|  | persistente |
|  | aperto |
|  | di proprietà |




WбRLD
ECONOMIC WORLD
ECONOMIC
FQRUM The Acceleration of Augmented and Virtual Reality in the Wake of COVID-19

## WHITE PAPER

 FEBRUARY 202211

## \$6.1 billion

## \$15.3billion <br> AR market value in 2020

## \$19 billion <br> $A R / V R$ spending by 2020 in <br> Automotive, Healthcare, Defence

## \$20.9 billion

VR market value exp by 2025

## \$77.0 billion <br> AR market value exp by 2025

AR/VR daily active users

## THE METAVERSE IS POTENTIALLY AN \$8 TRILLION TO \$13 TRILLION OPPORTUNITY

We believe the Metaverse may be the next generation of the internet - combining the physical and digital world in a persistent and immersive manner - and not purely a Virtual Reality world. A device-agnostic Metaverse accessible via PCs, game consoles, and smartphones could result in a very large ecosystem. Based on our definition, we estimate the total addressable market for the Metaverse economy could grow to between \$8 trillion and \$13 trillion by 2030.


## Nuovo possesso



Land

Building

Attività
Eventi

NFT


## Nuovi business

| RtoR | commerce in shop |
| :--- | :--- |
| DtoR | e-commerce m-commerce |
| VtoR | v-commerce |
| VtoV | virtual to virtual (to avatar) |
| NFT |  |

## Per approfondimenti



## Libro Mondadori

## Newsletter

## Linked in

 Đnewsititer<br>Metaverso. Noi e il Web 3.0<br>La complessità del metaverso resa semplice e comprensibile.

## Per approfondimenti secondstarvr.com

- Video
- Data \& research
- Case studies
- Inspirational Links

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