

1. Record Nr.	UNINA9910746285303321
Titolo	How the Metaverse Will Reshape Business and Sustainability // Rim El Khoury and Bahaaeddin Alareeni, editors
Pubbl/distr/stampa	Singapore : , : Springer, , [2023] ©2023
ISBN	981-9951-26-7
Edizione	[First edition.]
Descrizione fisica	1 online resource (viii, 205 pages) : illustrations (some color)
Collana	Contributions to Environmental Sciences and Innovative Business Technology Series
Disciplina	658.4083
Soggetti	Business - Technological innovations Metaverse Sustainability
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Intro -- Preface -- Contents -- 1 Demystifying Metaverse in Business: A Conceptual Study -- 1.1 Introduction -- 1.1.1 Framework for Metaverse -- 1.1.2 What Metaverse Means for Business -- 1.2 Overview of Studies in Selected Areas -- 1.2.1 Metaverse in Healthcare Industry -- 1.2.2 Metaverse in Marketing -- 1.2.3 Metaverse in Banking Sector -- 1.3 Conclusion -- References -- 2 Relativity of Metaverse in Business Model: A Conceptual Analysis -- 2.1 Introduction -- 2.2 Framework of Metaverse and Business -- 2.3 Conclusion -- References -- 3 An Analysis of Future Prospects of Metaverse -- 3.1 Introduction -- 3.2 Metaverse, Its Applications, Benefits, and Future -- 3.2.1 Metaverse and Second Life -- 3.2.2 Metaverse in Business -- 3.2.3 Making Improbable Experiences Possible Improbable -- 3.2.4 Possibilities for Online Events -- 3.2.5 Metaverse in Learning and Education -- 3.2.6 Metaverse and Virtual Gaming Environment -- 3.2.7 Creative Advertising Methods -- 3.2.8 E-Wallets and Bitcoin Transactions -- 3.2.9 Health Care and Metaverse -- 3.2.10 Metaverse: Finance and Banking -- 3.2.11 Metaverse and Future -- 3.2.12 Cocooning in Metaverse -- 3.3 Conclusion -- References -- 4 Is Metaverse in Education Blessing in Disguise? -- 4.1 Introduction -- 4.2 Opportunities in Education -- 4.2.1 Connectivity to Students -- 4.2.2

Merged with Mirror World for Immersive Learning -- 4.2.3 Metaverse and Education Meets -- 4.3 Future Impact of Metaverse on Education -- 4.4 Conclusion -- References -- 5 Are You Ready to Take Avatar in Virtual Classroom-Metaverse in Education from Student's Perspective -- 5.1 Introduction -- 5.2 Metaverse in Education -- 5.2.1 Advantages of Metaverse in Education -- 5.2.2 Applications of Metaverse in Edtech -- 5.2.3 Features of a Metaverse in Education -- 5.3 Review of Literature -- 5.3.1 Research GAP -- 5.4 Methodology of the Research.

5.4.1 Respondent's Survey Data Analysis and Discussion -- 5.4.2 Purpose of the Research -- 5.4.3 Adoption Status Among the Respondents -- 5.4.4 Opinion About Metaverse in Education -- 5.4.5 Students' Opinion on Metaverse Education Benefits in Their Learning -- 5.4.6 Disadvantages of Metaverse Education in the Classroom -- 5.5 Conclusion -- References -- 6 XR and the Metaverse: New Opportunities in Education -- 6.1 Introduction -- 6.2 Extended Reality -- 6.3 Theoretical Foundations -- 6.4 The Metaverse -- 6.5 Technology Acceptance Model and the Metaverse -- 6.6 Metaverse in Educational Practice -- 6.7 Conclusion -- References -- 7 The Role of Accounting Disclosure of Sustainable Development Activities Using Metaverse in the Field of Education and Training -- 7.1 Introduction -- 7.2 Sustainable Development -- 7.2.1 Sustainable Development Goals in the Education and Training Sector -- 7.2.2 Axes of Development for Sustainable Development -- 7.2.3 The Importance of Applying Sustainable Development in Educational and Training Institutions -- 7.2.4 Difficulties in Achieving Disclosure of Sustainable Development Activities -- 7.2.5 Requirements for Achieving Disclosure of Sustainable Development Activities -- 7.2.6 Metaverse and Sustainable Development in the Field of Education and Training -- 7.3 Conclusion -- References -- 8 An Analysis of the Impact of Metaverse on Climate Change -- 8.1 Introduction -- 8.1.1 Objectives -- 8.2 Metaverse and Climate Change: An Overview -- 8.3 Conclusion -- References -- 9 An Exploratory Study on Metaverse and SDGs -- 9.1 Introduction -- 9.1.1 Significance of the Study -- 9.1.2 Objective -- 9.2 Methodology -- 9.3 Findings -- 9.3.1 Metaverse and Goal of End Poverty -- 9.3.2 Metaverse and Goal of Zero Hunger -- 9.3.3 Metaverse and Goal of Good Health and Well-Being -- 9.3.4 Metaverse and Quality Education.

9.3.5 Metaverse and Gender Equality -- 9.3.6 Metaverse and Clean Water and Sanitation -- 9.3.7 Metaverse and Affordable and Clean Energy -- 9.3.8 Metaverse and Economic Growth -- 9.3.9 Metaverse and Industry, Innovation and Infrastructure -- 9.3.10 Metaverse and Goal of Reducing Inequality -- 9.3.11 Metaverse and Sustainable Cities and Communities -- 9.3.12 Metaverse and Responsible Consumption and Production -- 9.3.13 Metaverse and Climate Change -- 9.3.14 Metaverse and Life Below Water -- 9.3.15 Metaverse and Life on Land -- 9.3.16 Metaverse and Peace, Justice, and Strong Institutions -- 9.3.17 Metaverse and Partnerships for the Goals -- 9.4 Conclusion -- 9.4.1 Scope for Further Research Direction -- References -- 10 Opportunities and Risks of the "Metaverse" for Environmental Sustainability -- 10.1 Introduction -- 10.2 Metaverse and the Environment -- 10.2.1 Understanding Environmental Sustainability -- 10.2.2 The Threat of Global Warming -- 10.2.3 Metaverse: A Solution for Entertainment and Environment Problems -- 10.2.4 Metaverse: Transforming Advertising -- 10.2.5 Metaverse: Enabling Sustainable Live Reporting and Big Data Monetization -- 10.2.6 Metaverse and Environmental Sustainability: Benefits and Challenges -- 10.2.7 Opportunities and Challenges -- 10.3

Conclusion -- References -- 11 Metaverse as a Tool for the Achievement of SDGs: Challenges, Opportunities, and Applications -- 11.1 Introduction -- 11.2 The 17 SDGs and Their Relevance to the Metaverse -- 11.2.1 The Metaverse and Goal 1: No Poverty -- 11.2.2 The Metaverse and Goal 2: Zero Hunger -- 11.2.3 The Metaverse and Goal 3: Good Health and Well-Being -- 11.2.4 The Metaverse and Goal 4: Quality Education -- 11.2.5 The Metaverse and Goal 5: Gender Equality -- 11.2.6 The Metaverse and Goal 6: Clean Water and Sanitation -- 11.2.7 The Metaverse and Goal 7: Affordable and Clean Energy. 11.2.8 The Metaverse and Goal 8: Decent Work and Economic Growth -- 11.2.9 The Metaverse and Goal 9: Industry, Innovation, and Infrastructure -- 11.3 Case Studies and Examples -- 11.3.1 Case Study 1 on Goal 6 Clean Water and Sanitation: Virtual Water Management in the Metaverse -- 11.3.2 Case Study 2 on Goal 15 Life on Land: Virtual Land and Ecosystem Management in the Metaverse -- 11.3.3 Case Study 3 on Goal 13 Climate Action: Virtual Disaster Response and Recovery in the Metaverse -- 11.3.4 Case Study 4 on Goal 3 Good Health and Well-Being: Virtual Health Care in the Metaverse -- 11.3.5 Case Study 5 on Goal 4 Quality Education: Virtual Education and Training in the Metaverse -- 11.3.6 Conclusion -- 11.4 Ethical and Social Implications -- 11.4.1 The Potential Impact of the Metaverse on Society and Individuals -- 11.4.2 Ethical Considerations Related to the Metaverse and the SDGs -- 11.4.3 Case Studies and Examples -- 11.4.4 Recommendations -- 11.5 Conclusion -- References -- 12 Metaverse and Tourism Industry: A Conceptual Proposition -- 12.1 Introduction -- 12.2 Tourism Business -- 12.3 What Exactly is the Metaverse? -- 12.4 Impact of Metaverse on Tourism -- 12.4.1 Benefits of Metaverse -- 12.4.2 Metaverse and Tourism Examples -- 12.5 Conclusion -- References -- 13 The Price Determinants of NFTs: The Case of Metaverse -- 13.1 Introduction -- 13.2 Non-fungible Tokens (NFTs) and Metaverse -- 13.3 Literature Review -- 13.4 Methodology and Data -- 13.4.1 Adaptive Neuro-Fuzzy Network Modeling -- 13.4.2 Data -- 13.5 Findings -- 13.6 Conclusion -- References -- 14 Role of Metaverse in the Fourth Industrial Revolution for Providing Customer Experiences -- 14.1 Introduction -- 14.1.1 The Fourth Industrial Revolution -- 14.1.2 The Metaverse -- 14.1.3 The Digital Twins (DT) -- 14.2 Some Key Challenges -- 14.2.1 Security Challenges -- 14.2.2 Privacy Challenges. 14.2.3 Legal Challenges -- 14.3 Research Objective -- 14.4 Literature Review of Previous Research Studies on Contributions of Metaverse Technologies -- 14.4.1 Artificial Intelligence and Machine Learning -- 14.4.2 Artificial Intelligence and Machine Learning -- 14.4.3 Data Science and Big Data Analytics -- 14.4.4 Metaverse with Blockchain Technology -- 14.4.5 Web 3.0 and Metaverse -- 14.5 Two Proposed Manifesting Examples from the Middle East -- 14.5.1 Saudi Arabia Example -- 14.5.2 Dubai Example -- 14.6 Conclusion -- References -- 15 Metaverse and Skill Set: A Conceptual Investigation -- 15.1 Introduction -- 15.2 Impact of Metaverse on Skills Needed -- 15.3 Benefits of Metaverse on Skills Needed -- 15.4 Conclusion -- References -- 16 Metaverse Beyond the Hype: Possibilities and Challenges -- 16.1 Introduction -- 16.2 Possibilities of Metaverse -- 16.2.1 Create Our Own Avatar (Lielacher 2022) -- 16.2.2 Meet Up with Friends, Family, Etc. (<https://www.gartner.com/en/articles/what-is-a-metaverse> -- Lielacher 2022) -- 16.2.3 Consume and Create Digital Art (Lielacher 2022) -- 16.2.4 Create and Play Games (Lielacher 2022) -- 16.2.5 Host Events Virtually (<https://www.gartner.com/en/articles/what-is-a-metaverse>) -- 16.2.6 Visit Other Realms

(Lielacher 2022) -- 16.2.7 Virtual Markets (<https://www.gartner.com/en/articles/what-is-a-metaverse> -- Lielacher 2022) -- 16.2.8 Work Inside the Metaverse (Lielacher 2022) -- 16.2.9 Collaborative Working Environment (Tucci 2022 -- <https://www.gartner.com/en/articles/what-is-a-metaverse> -- Lielacher 2022) -- 16.2.10 Secondary Life Possibilities (GeeksforGeeks 2022 -- Lielacher 2022) -- 16.3 Benefits of Metaverse -- 16.3.1 Improvement in Medical Fields (Pratt 2018 -- https://www.researchgate.net/publication/359114705_Healthcare_System_Reimagined_in_Metaverse_Healthcare_and_Metaverse_Healthcare_and_NFTs); 16.3.2 Mass Employment Opportunities in Metaverse (Tucci 2022.)

Sommario/riassunto

Sustainability is part of every aspect of our life, with climate concerns shaping the future. Thus, it is important to understand how metaverse will affect sustainability, as it is opening both challenges and opportunities for environmental sustainability. On the one side, replacing real-world interactions with 3D virtual and exchanging physical goods with digital ones are significantly less resource-intensive and more carbon-efficient. Therefore, this holds the promise of reducing the environmental pollution. On the other side, metaverse increases e-waste and energy consumption. Given this controversial impact, it is crucial for businesses and researchers to understand how to ensure that the metaverse develops sustainably. This book is popping out several questions: Do businesses understand the metaverse concept and perceive the benefits and advantages of implementing such technologies? How will the metaverse change business? Will metaverse change our working place and skills needed? How can companies get ahead of the change and mold it to their advantage? Will businesses use metaverse? Can metaverse create a more sustainable world? How can we make the metaverse better than what we have now? Is it going to affect environmental sustainability? Will it cause more severe climate problems, or would it be the solution? How can metaverse impact the achievements of SDGs?
