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Nota di contenuto	Cover -- Table of Contents -- Preface and Acknowledgements -- Metaverse's Modern Prehistory. Utopian Media from the Total Work of Art and Total Cinema to Cyberspace and Holodeck -- Imaginations -- The Metaverse and Other Digital Delusions -- Incarnations of the Metaverse in Science Fiction -- Dreaming the Metaverse. Virtual Worlds as Audiovisual Fantasy -- Body-Crash: "The Impact Will Be Real". On How the Metaverse Could Affect Our Bodies -- Metaverse (Re)Visions. Back to the Future of the Internet -- The Metaverse: What's Now, What's Next -- Achievements -- From Pixels to Emotions. Exploring Atmospheres in Metaverse Art Exhibitions -- Virtual Wonderlands. Insights from NRW-Forum Düsseldorf's WWWFORUM Project: An Interview -- Creating a GTP-3-driven Chatbot for Social Virtual Reality. Quantum Bar -- Let's Play the Metaverse ...! Expanded Realities as Transparent Playheads -- Towards a Responsible Metaverse. Digital Fashion, Avatars, and the Promise of Identity in Virtual Worlds -- Akihabara. A Proto-Metaverse -- Contributors.
Sommario/riassunto	Neal Stephenson's 1992 novel Snow Crash conceived of the Metaverse as an escapist medium within a dystopian future. By the early 2000s, his vision had evolved into a blueprint for pioneering virtual worlds, notably Second Life. In the 2010s, technology companies—from Meta

to Epic Games—recast the Metaverse as the next frontier of digital experience and revenue generation. Now, in the 2020s, the still speculative concept encompasses a convergence of extended reality technologies alongside blockchain systems and artificial intelligence. The contributors bring together leading scholars and industry professionals to examine past “imaginings” and recent “achievements” in the pursuit of the Metaverse. They trace its development through literary, media, and cultural history while exploring current applications and their technical, social, cultural, and economic implications.
