Editorial

Editorial for *Metaverse* (Volume 4 Issue 2)

Xiaoxi Shan

Faculty of Humanities, Hangzhou Normal University, Hangzhou 311121, Zhejiang Province, China;
nnnoooiii@126.com
† *Editor of Metaverse*

People are getting more and more familiar with the concept of "Metaverse" as a result of the advanced technologies that are developing at a rapid pace. Though it incorporates many current technologies, such as 5G, cloud computing, artificial intelligence, virtual reality, blockchain, digital currency, the Internet of Things, and human-computer interaction, the Metaverse itself does not contain any new technology[1]. The Metaverse is the carrier of the next generation of social worlds, having developed a new environment in which people are virtually connected to their loved ones, pets, favorite things, and experiences[2]. Everyday lifeworld is being impacted by the Metaverse these days, and there are a lot of interesting and absorbing things to investigate and study. This issue offers readers an intriguing look into research on the Metaverse from a variety of perspectives, with the primary focus being on art production via Metaverse-related technologies. In addition, scholars try to take various technologies associated with the Metaverse into the consideration of objective reality of the digital age. It is envisaged that those subjects will stimulate readers' curiosity and encourage their active Metaverse investigation.

People can engage in all sorts of recreational activities involving digital technology, which are considered as the artistic expressions and are connected with the Metaverse to some extent. Some researchers explicitly examine the arts that are associated with the Metaverse. Wang and Hua[3] used the movie "Killing a Superstar" as an example to show how VR technology creates VR films by visualizing 3D worlds and provided a critical analysis of VR films. And they came to the conclusion that, while having certain limitations and downsides, virtual reality cinema is a breakthrough and innovation when compared to the classic film model from both a technical and artistic standpoint[3]. It is probably going to evolve into more important VR image art in the future if it can be understood more in the context of creating an interactive virtual environment than narrative storytelling[3]. Their thorough examination of VR movies highlights the benefits of virtual reality while also summarizing its drawbacks. Immersion cultural events with virtual-real fusion effects are the next trend in the exhibition and theater industries, according to Lin et al.[4]. They conducted a two-minute experimental virtual-real stage performance in a real theater, and the experiment not only created a novel and inventive effect by fusing technology and stage, but also successfully increased the stage performance's sense of presence and interactivity, giving actors greater creative freedom and control[4]. Furthermore, Shan and Song[5] claimed that the three hypertextual elements—nodes, linkages, and networks—are made possible by digital technology and play a crucially positive role in the development of digital artistry in hypertextual literary art. They concluded

that by utilizing the three components of hypertext, readers can transcend the confines of reality and journey through multi-dimensional spaces and "parallel universes," experience multiple possible lives, realize a life reboot, and have aesthetic experiences that are not possible with traditional literary works[5]. Their research suggests that while virtual reality and digital art may provide people with an immersive experience, they still require development and improvement.

Additionally, some researchers consider the problems pertaining to reality and delve into the particular technology associated with the Metaverse. While Metaverse technologies have the potential to offer people mental values and affect many aspects of life, it is important and necessary to think deeply how the actual and virtual worlds relate to one another.

Finally, the editorial board will continue our joint effort to publish more broad research findings and perspectives from many aspects of Metaverse for our readers.

Conflict of interest

The author declares no conflict of interest.

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