



The university in the year 2050 and the metaverse

(الكون الفوقى والجامعة فى عام 2050)

by **Mohamed Louadi, PhD**



مركز الحساب الخوارزمى
Centre de Calcul El-Khawarizmi

around the theme

A talk given upon the invitation of the

Open Science – The Way Forward, also sponsored by

Mohamed Louadi, PhD – ISG-Tunis

ASREN
Arab States Research and Education Network
المنظمة العربية لتأسيكات البحث والتعليم

105 The university in the year 2050 and the metaverse



734 A.D.



That was then.

Ibn al-Gammaz

Abdallah Tijani

Hāfiẓ Ibn Abbar

Mohammed ibn Mohammed ibn Arafa

Aboul Hassan Ibn Usfur

Sidi Ali Ben Ziyad

Abderrahman Ibn Khaldoun



Yahia Ibn Khaldoun

Hazim al-Qartadjanni



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المعهد العالي للتصرفات - المصلحة البيداغوجية

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
08:00		08:00 - 09:30		08:00 - 09:30	08:00 - 09:30	
09:00		GESTECHINF A03		TECH PREV F01	DEV M A08	
09:00		Mme H. SELLAMI		Mme K. AMIRI	M. EL AYECH	
10:00		09:40 - 11:10	09:40 - 11:10	09:40 - 11:10	09:40 - 11:10	
10:00		LPE-BI B02	INTBDC	TECH PREV	CC10 LPE-BI	CC04
11:00		Mme Z. KODIA	Mme H. CHAHET	Mme H. AMIRI	M. W. KSIAA	
11:00		11:20 - 12:50	11:20 - 12:50		11:20 - 12:50	
12:00	INTBDC F01	PSOMA CC10	GESTECH	C07	BIB3 SOA	BIB3
12:00	Mme H. SELLAMI	Mme H. ZAOUAOUI	Mme J. MEFT	TO	M. C. BAYOUDHI	
13:00						
13:00	13:15 - 14:45		13:15 - 14:45	14:45		
14:00	GESPROJ F01		FSIT	D02	FTD A09	
14:00	M. F. BEN REJAB		M. C. KATAR	Mme M. ELARBI		
15:00		14:55 - 16:25	14:55 - 16:25	14:55 - 16:25		
16:00		GESPROJ CC02	REPORTING	BIB3 SOA	B04	
16:00		Mme Z. MAALEJ	Mme L. REJEB	M. C. BAYOUDHI		
17:00						
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21:00						

22/10/2021

SmartT 6

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= Place +

=

Same time and same place	zoom
Different time and same place	Different time and different place

Time

≠

COVID made it so that we had to move more of our human activities online, in particular things like working, going to school, and entertaining ourselves socially.



Seven according to

McKinsey & Company



JULY 15, 2020 - SAN FRANCISCO

Twilio Study Finds COVID-19 Accelerated Companies' Digital Communications Strategy by Six Years

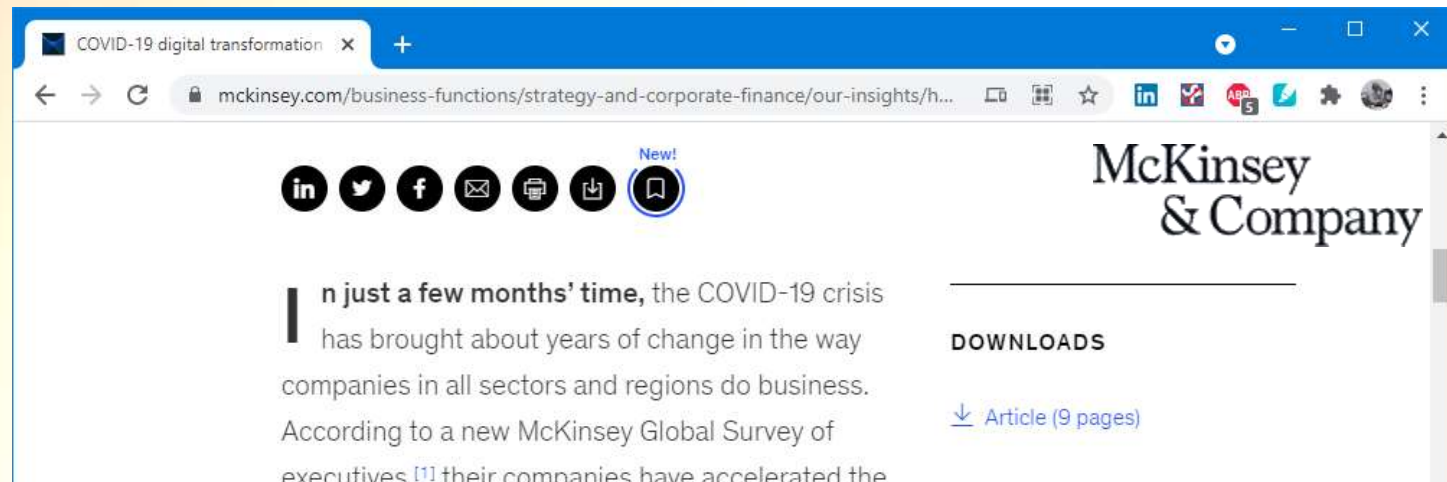
Feedback

SAN FRANCISCO, July 15, 2020 -- [Twilio](#) (NYSE:TWLO), the leading cloud communications platform, today announced the results of a global survey

measuring the impact and outlook of the COVID-19 pandemic on businesses' engagement strategies.

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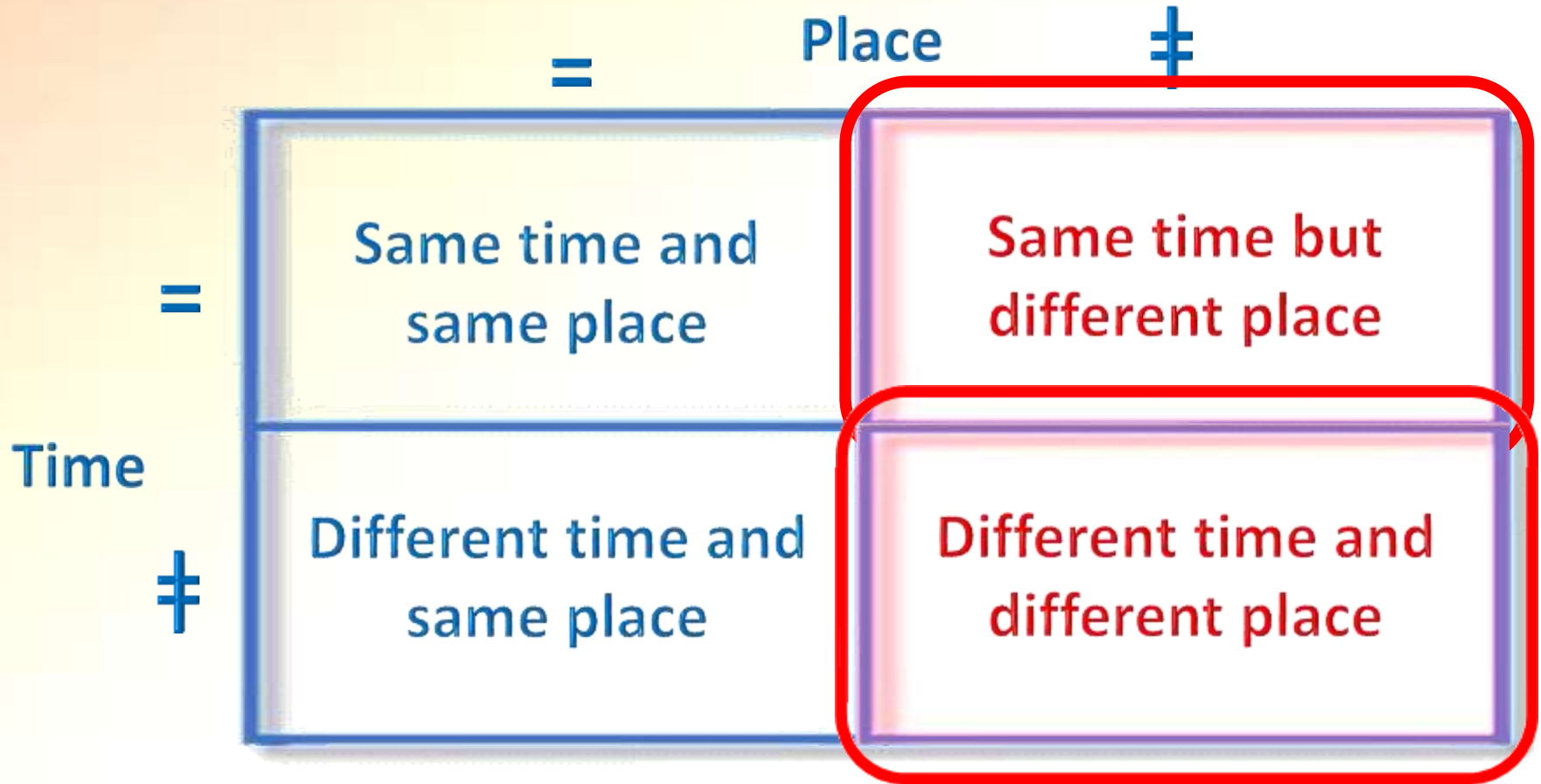


interactions and of their internal operations by three to four years. And the share of digital or digitally enabled products in their portfolios has accelerated by a shocking seven years.^[2] Nearly all respondents say that their companies have stood up at least temporary solutions to meet many

investments that all but ensure they will stick. In fact, when we asked executives about the impact of the crisis on a range of measures, they say that funding for digital initiatives has increased more than anything else—more than increases in costs, the number of people in technology roles, and the number of customers.

To stay competitive in this new business and economic environment requires new strategies and practices. Our findings suggest

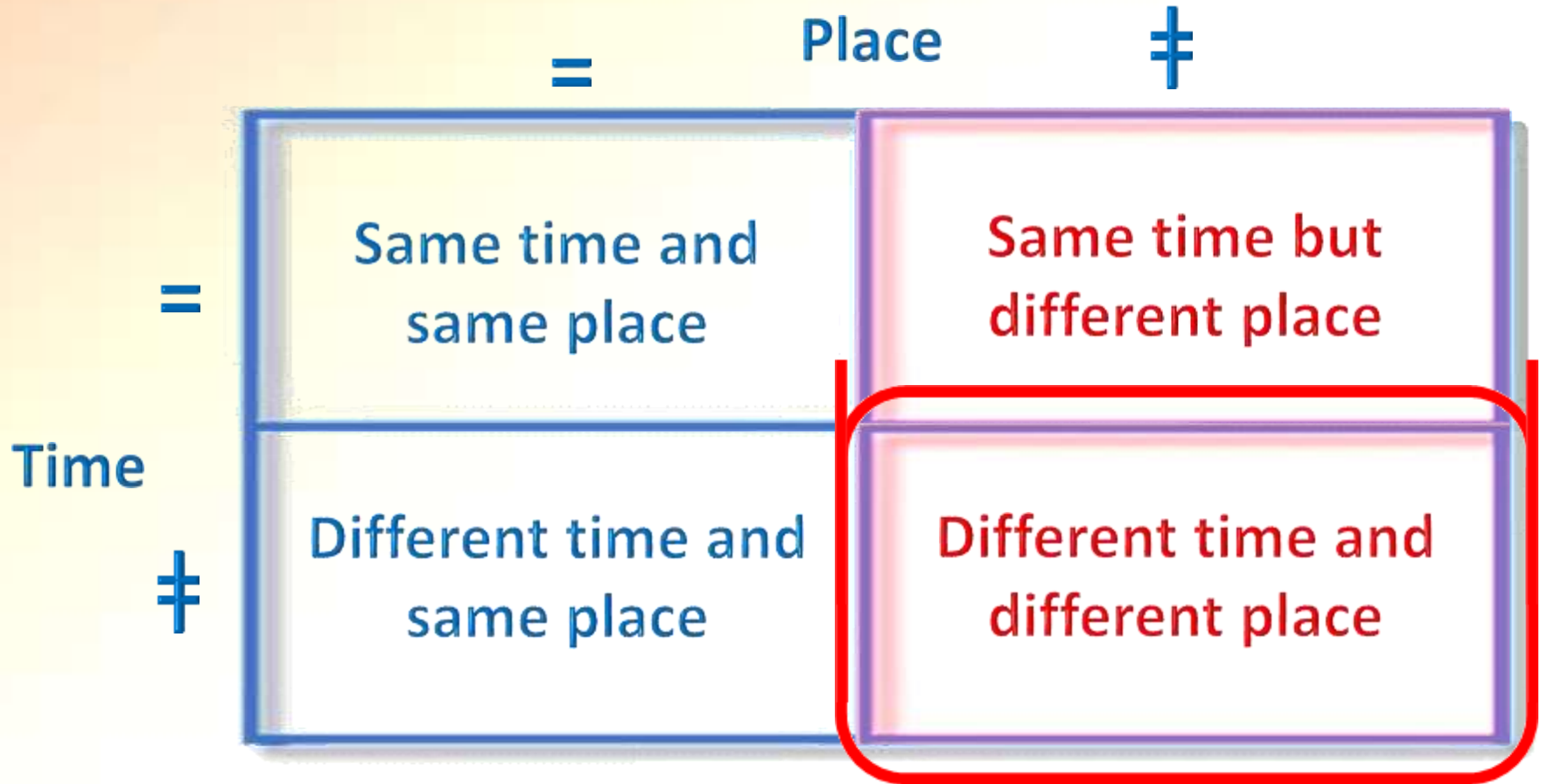
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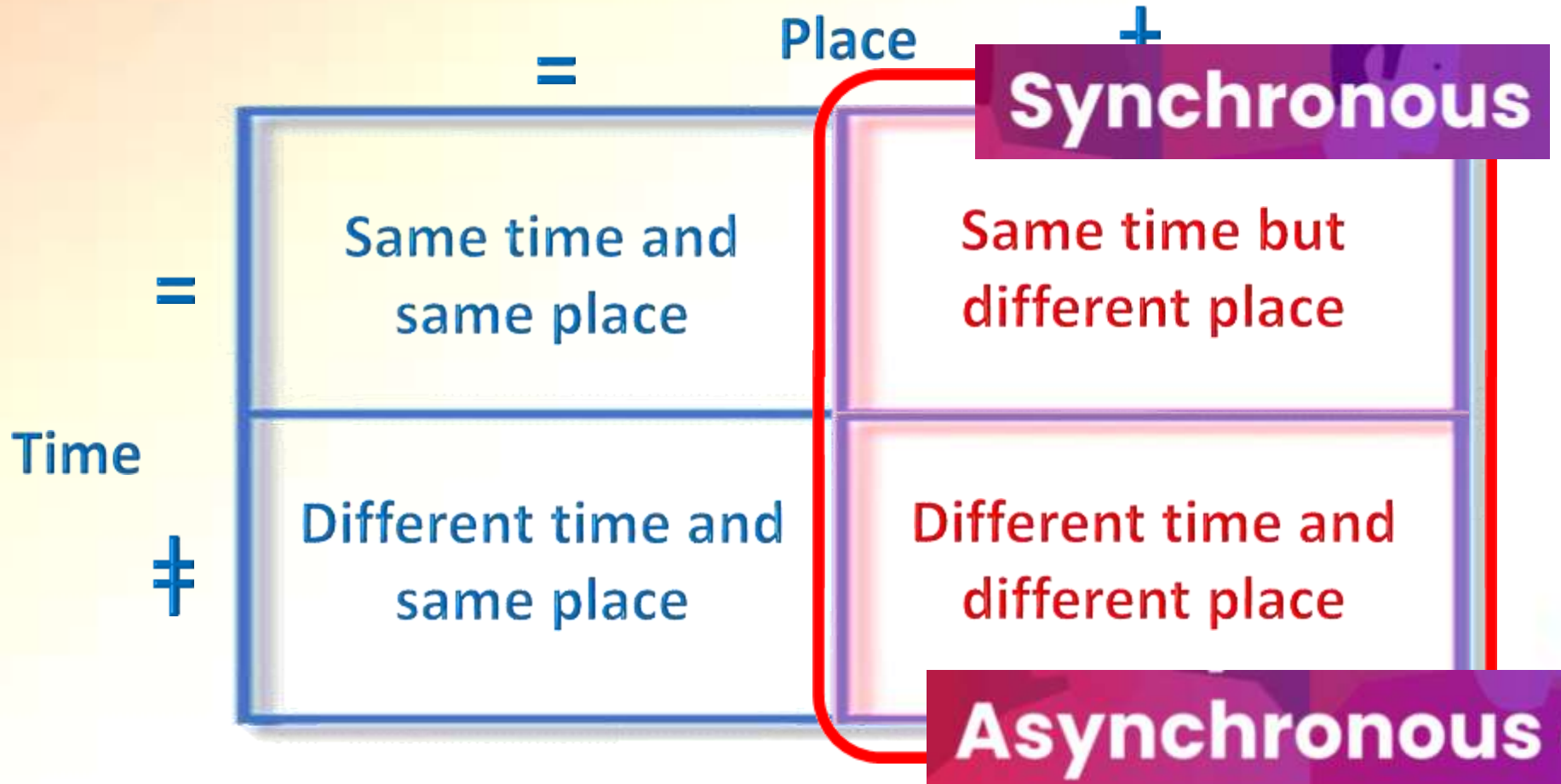
This convenience is perhaps the same reason why platforms like Netflix have become so popular: listeners have more control over the time and manner in which they can watch their selection.

NETFLIX
10

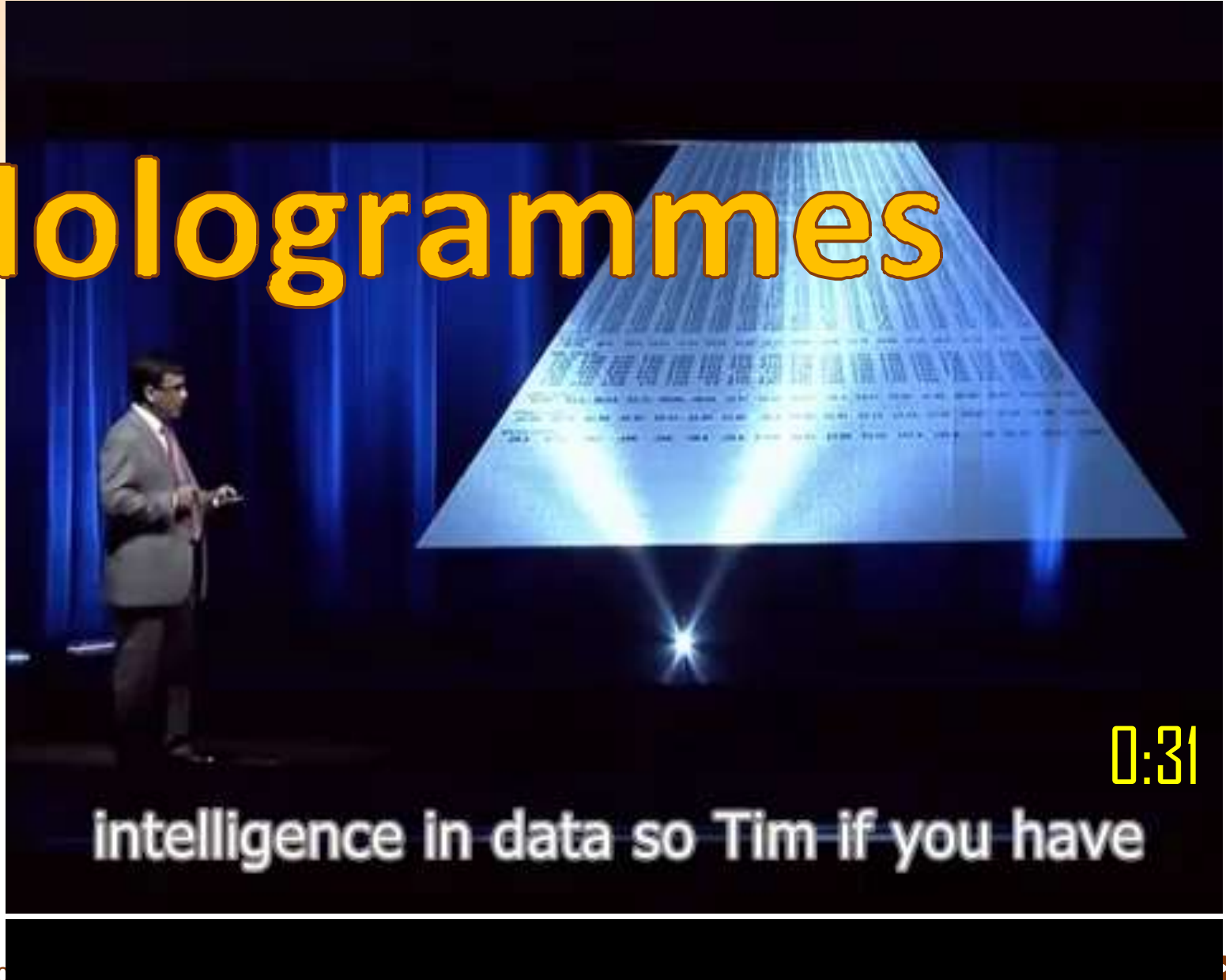
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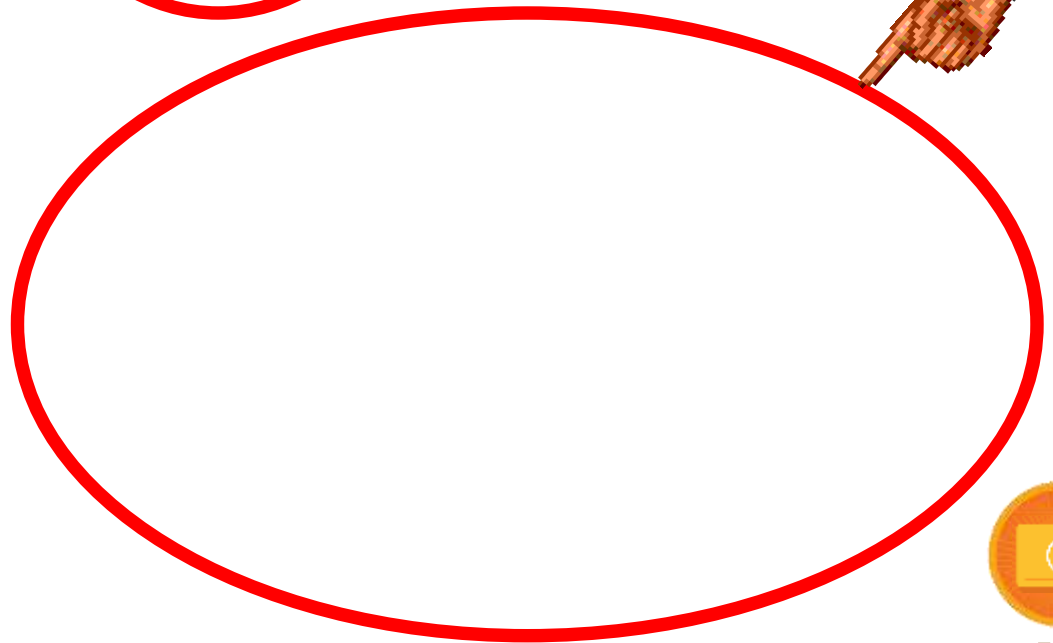
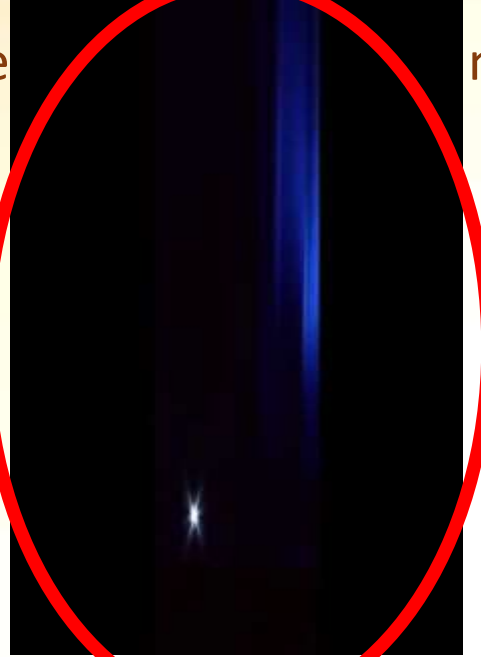
1 Hologrammes



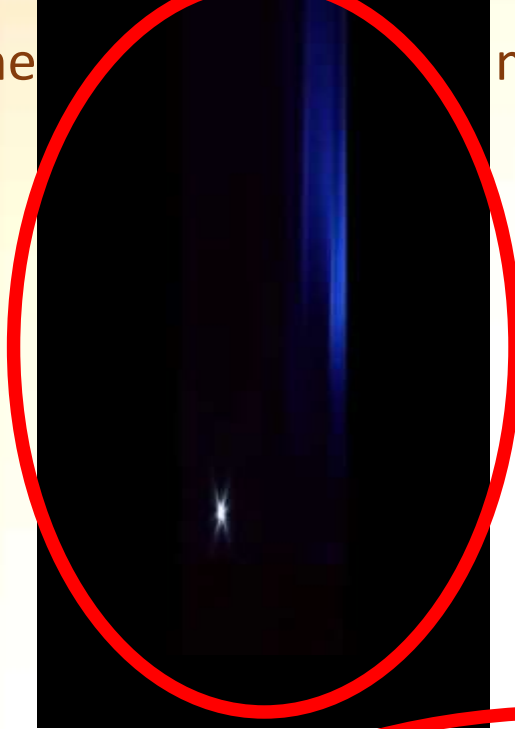
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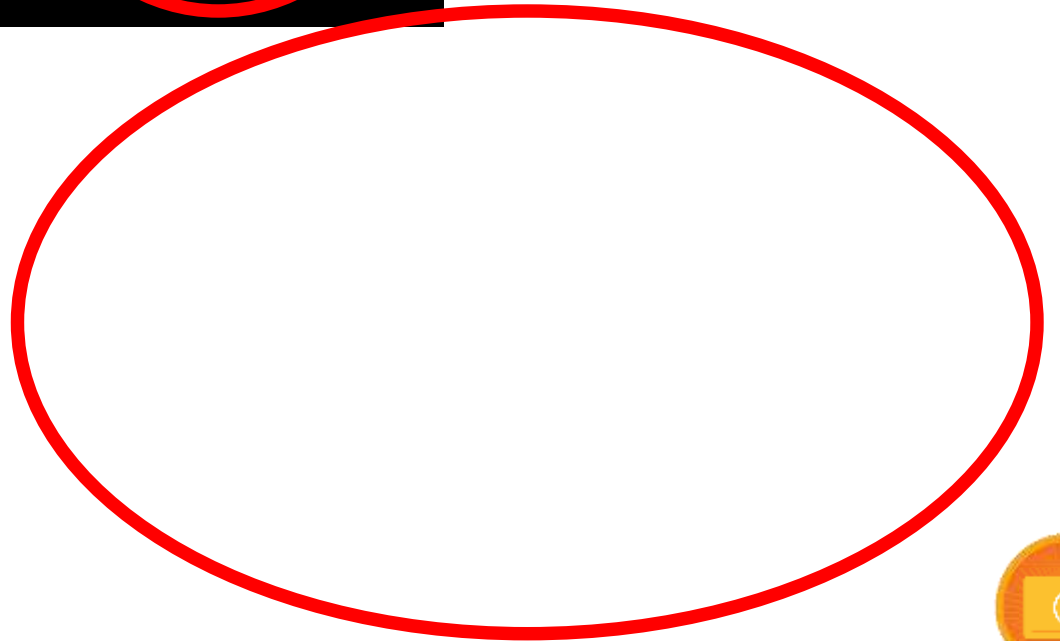
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0:22



the metaverse



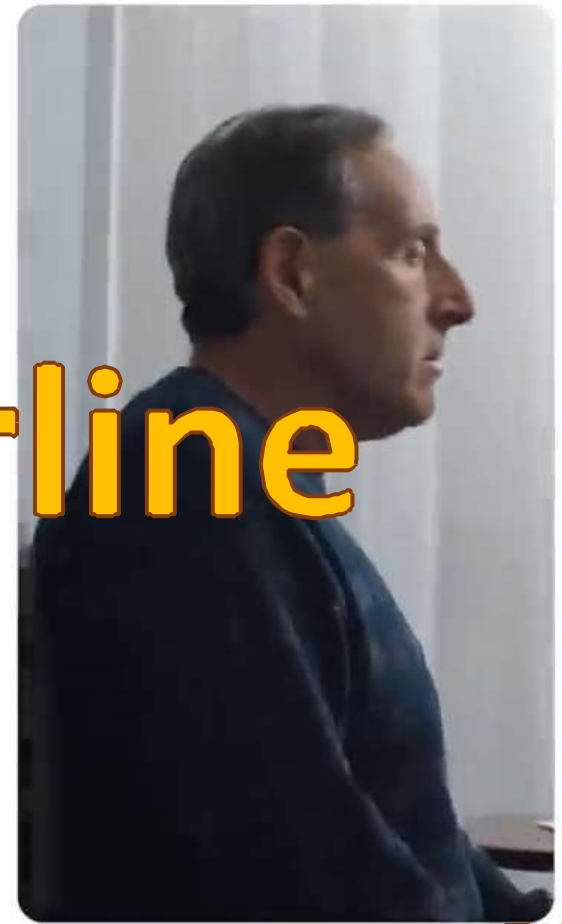
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		=	Place	≠
Time	=	Same time and same place	Same time but different place	
	≠	Different time and same place	Different time and different space	

2 Project Starline



0:14



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0:12

20

Excerpted [57:32 à 57:51] from the movie Orphée by Jean Cocteau (1950)

Mohamed Louadi, PhD – ISG-Tunis



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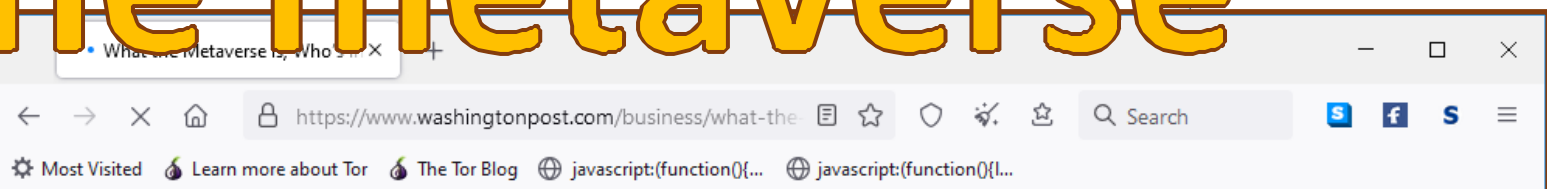
Innovations

3 The metaverse

What will the world look like when you can be
whatever you want in a virtual universe?

seem far off, but
finding dates and job

Listen to article



Sections

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Business • Analysis

What the Metaverse Is, Who's in It and Why It Matters

By Nate Lanxon | Bloomberg

November 3, 2021 at 3:39 a.m. EDT



The [metaverse](#) is a virtual universe that blends aspects of digital technologies like virtual conferencing, games like Minecraft or Roblox, cryptocurrencies, email, virtual reality, social media and live-streaming. Quite how these pieces will fit together is a work in progress, but some tech giants already see it as the future of human communication and interaction. It's "the next frontier," Mark Zuckerberg said when he changed his company's name from Facebook to Meta Platforms Inc.

1. What will it look like?

The Washington Post (Nov 3, 2021)
<https://www.washingtonpost.com/business/what-the-metaverse-is-who-s-in-it-and-why-it-matters/>

Nate Lanxon (Nov 3, 2021)
Mohamed Elmaghrabi

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The metaverse is an interactive 3D space where people can create, share and explore virtual worlds.

There are already quite a few platforms that correspond to this definition:



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2003



Frisco	121,4 km ²	874,784
Tunis	212,6 km ²	638 845

0:28

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0:07

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The metaverse is an interactive 3D space where people can create, share and explore virtual worlds.

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The image is a screenshot of a web browser displaying a McKinsey & Company article. The browser's address bar shows the URL mckinsey.com/featured-insights/themes/welcome-to-the-metaverse. The page header includes the McKinsey & Company logo and navigation links for 'Sign In' and 'Subscribe'. A red box highlights the date 'July 9, 2022' in a stylized, multi-colored font. Below the date is a 'Read it Later' button. The main heading of the article is 'Welcome to the metaverse', followed by social media sharing icons for LinkedIn, Twitter, and Facebook. The first paragraph of the article is also highlighted with a red box, starting with the date 'July 9, 2022' and discussing the evolution of the internet from dial-up to the metaverse.

Welcome to the metaverse | McK x

mckinsey.com/featured-insights/themes/welcome-to-the-metaverse

McKinsey & Company

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Read it Later emes

July 9, 2022

Welcome to the metaverse

in t f

July 9, 2022 If you're old enough, you might remember the beginning of the internet: a text-based world you'd arrive to via a dial-up connection funneled through your landline phone. It wasn't until the early '90s when [Marc Andreessen developed NCSA Mosaic](#), the graphic web browser that opened the world's eyes to the potential of the internet. Almost 30 years later, we've arrived at the next platform on which we can work, live, connect, and collaborate: the metaverse. But exactly what is the metaverse, and why should businesses be paying attention to it? Explore these insights to understand the next evolution of today's internet—and its

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- With its potential to generate up to \$5 trillion in value by 2030, the metaverse is too big for companies to ignore.

2006



Anshe Chung



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Question: How interested are you in participating in the following immersive digital activities or experiences in the next 5 years? (% of respondents who are “very interested” or “somewhat interested”).

Source: McKinsey Metaverse Consumer Survey (Feb 2022).

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Future US consumer interest in the **metaverse** spans a range of other digital activities.

Interest in immersive digital activity or experience in the next 5 years,¹ % of respondents



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0:30



Excellent [@2:42,14+] from DukeSchoolOfNursing (Dec 18, 2008). Duke University School of Nursing in Second Life, <https://www.youtube.com/watch?v=3D-59N1sYnY>, last accessed July 4, 2022.

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0:05

Source: Visite virtuelle de Tunisie 360°(2021). <https://www.vvt360.com/industrie/>, last accessed July 8, 2022.

Mohamed Louadi. PhD – ISG-Tunis

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3 The metaverse

- Virbela



Virbela

Virbela With only 180 people, Virbela “drinks its own champagne” by operating 100% in the virtual world.

There are offices, small meeting rooms, a big auditorium, a rooftop space, etc.

Virbela employees work in virtual offices over six floors and keeps one floor open to the public.



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Excerpted [13:38 to 15:01] from Virbela (Mar 20, 2020). Walk through of VirBELA Open Campus earlier today. Quick conversation with Alex
Mohamed El Hadri, PhD – ISG-Tunis www.facebook.com/Virbela/videos/walk-through-of-virbela-open-campus-earlier-today-quick-

3 The metaverse

- Virbela
- Tech-Adaptika

1

Tech-Adaptika & Voilà Learning To Launch An Avatar-based VR Summer School In North America



An Avatar-based VR Summer School In North America

Select Category

AR, VR NEWS NEWSLETTER STRAIGHT TO YOUR INBOX.

- June 28, 2021



Tech-Adaptika & Voilà Learning To Launch An Avatar-based VR Summer School In North America

6

How They Disrupted Online Learning



CORONAVIRUS PANDEMIC

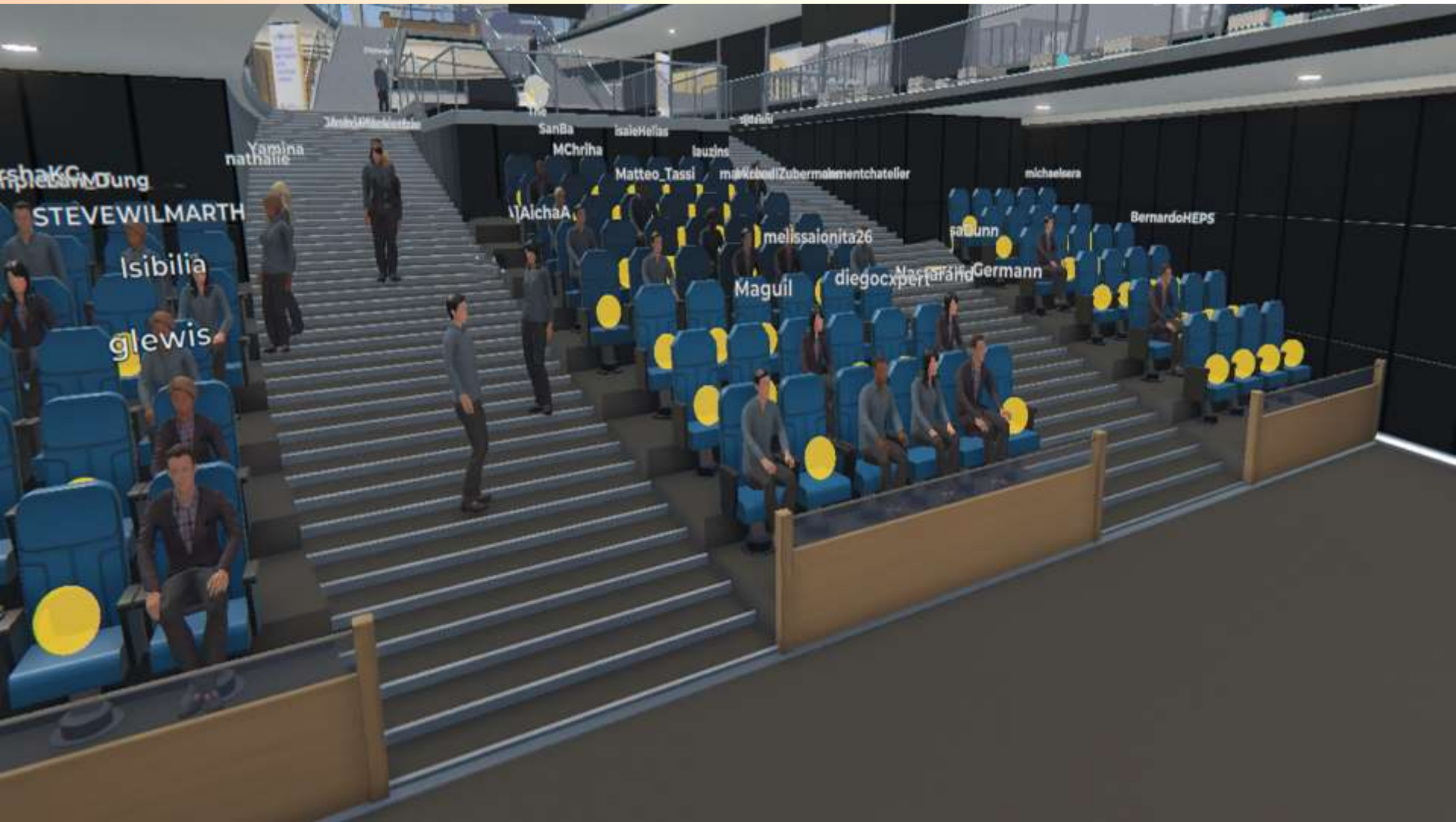
Millions of children have no access to remote education

Hosni Zaouali | Tech-Adaptika Chief Executive

How does it work? What does the student see?
Because from what you've described,

0:41

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Tech Adaptika

Thank you!

SAMUELBB
Amazing work team exciting!

BARSHA [TA] Lexie P

[TA] Felix P

[TA] Kevin

Dustin B

Lisa

Carrie P

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Ibn al-Gammaz

Abdallah Tijani

Hāfiẓ Ibn Abbar

Mohammed ibn Mohammed ibn Arafa

Aboul Hassan Ibn Usfur

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Yahia Ibn Khaldoun

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ZOOM IN



Excerpted [@1:50.00 to 2:09.00] from Tech-Adaptika (Jun 22, 2021). VCBoot Camp hosted by Tech-AdaptiKa - Facebook, <https://www.facebook.com/watch/?v=693895621566588>, last accessed July 5, 2022 (32mn16).

1

TECH • METAVERSE

Most office meetings will take place in the metaverse within 3 years, Bill Gates says

BY KYLIE LOGAN
December 10, 2021 7:51 PM UTC



3 years



Mo

2

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Presence

Avatars

Home space

Teleporting

Interoperability

Privacy and safety

Virtual goods

Natural interfaces

we're starting to see a lot
of these technologies coming together.

0:08

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View Page n7

AFTERWORD / 317

People often overestimate what will happen in the next two years and underestimate what will happen in ten.

I'm guilty of this myself. In 1983 I demonstrated a prototype of Windows. In 1986 Microsoft hosted our first CD-ROM conference. In each case, the technology I demonstrated would become important within two or three years. I was wrong, too optimistic in the short term. If anything, though, I underestimated the long-term importance of these innovations. By 1993 Windows was running on tens of millions of computers. By 1996 CD-ROM drives were standard equipment on new PCs.

In 1994 I thought that millions of Americans might be connected to broadband interactive networks as early as 1997. I wasn't alone in my

hopes within only a few years, and telephone and cable companies promised heavy investments. Cover stories in major magazines speculated on the impending arrival of interactive television. But as we know, instead of millions of people interacting on broadband networks, what

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never been a leader from one computer technology era who was also a leader in the next. The fact that Microsoft has been a leader in the PC era should mean that we won't be a leader in the communications era. I'd like to defy that tradition. I still think that the tendency for successful

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Any sufficiently advanced technology is indistinguishable from magic.

Arthur C. Clark

