

# Meet the Metaverse



Everything Facebook revealed about the Metaverse in 11 minutes

5,591,436 views • Oct 29, 2021 • At Facebook Connect, Mark Zuckerberg revealed a ne Show more

<https://www.youtube.com/watch?v=gElflo6uw4g>

**Problem Lab 2022 | Session 1**

# **Introducing the Metaverse**

**May 11, 2022**



**Paricha**

**Duangtaweesub (Bomb)**

*Next Generation Foresight Practitioner (NGFP)*

*Fellow, Policy Award 2021*



Bicentennial Men



Home Sweet Home



Grandma to the Moon

Last year:  
The Vulnerables 2050

# This year's theme: Meet the Metaverse





A blue door is set into a light-colored wall. The door is slightly ajar, revealing a dark interior. A white text box is overlaid on the door, containing the text "Which door do you use to enter Metaverse?".

**Which door do you use to enter  
Metaverse?**

# Let's set some ground rules

## Zoom Etiquette



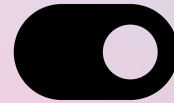
Stay muted



Send questions  
via zoom chat



Turn camera on,  
if possible



Turn off  
distractions

slido



# How familiar are you with metaverse?

① Start presenting to display the poll results on this slide.



The objective of Problem Lab is  
to spark meaningful conversation  
on justice in the digital world using new tools

## **Our Challenge**

**What is your future role  
as an individual and organization  
to prevent injustices in the digital world?**

# Problem Lab 2022: Meet the Metaverse

Session	Date	Theme
1	May 11	Introducing the Metaverse
2	May 18 *	Vulnerability in the Seemingly Equal
3	May 25 *	Dealing with Uncertainty
4	June 1 *	Pledge for a Better Future
	June 17	<i>International Forum</i>

By the end of Problem Lab,  
we hope that you will have...



.... **Experimented** with a new way of thinking



.... **Attempted** to make sense of future uncertainties



.... **Deepened** your sense of empathy for a vulnerable group

# Session 1 Agenda



Guest Speaker  
**Dr. Tanwa Arpornthip**



Blockchain Technical Advisor, SCB 10X  
Lecturer, Prince of Songkla University, Phuket



Please send your questions through the Zoom chat





**Activity:**

**Discuss hopes and fears**

## **In random breakout rooms of 2-3 people**

1. Introduce your names + a movie/series you watched recently (1 min each)
2. From the discussion with the guest speaker, talk about...
  - a. What surprised you most?
  - b. What are you most fearful and hopeful of about metaverse?
  - c. What do you think are some potential policy issue related to metaverse?

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# What are you hopeful for?

① Start presenting to display the poll results on this slide.

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**What is the most concerning  
policy issue?**

① Start presenting to display the poll results on this slide.

# Our Approach: Strategic Foresight\*

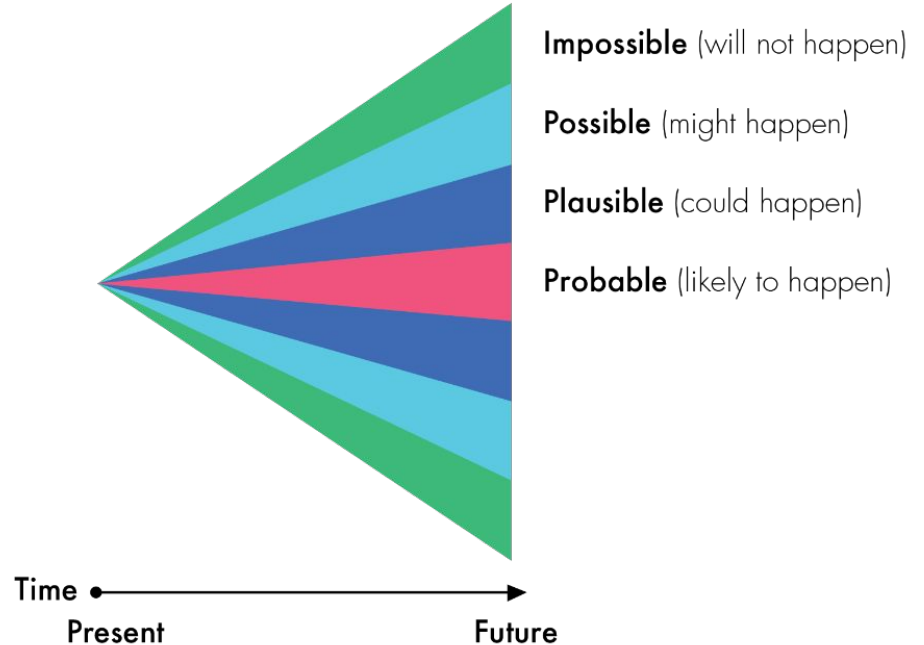
Futures thinking is a general term for a design process that explores future **uncertainties**.

**Strategic foresight** is a futures thinking method that systematically uses past and present data to

create **multiple future scenarios**. The key is to use these scenarios to encourage

**generative conversations with stakeholders** and take concrete steps, today.

*\*The Problem Lab is only a “tasting menu” of the strategic foresight process*



# Foresight as Human-Centered, Iterative Process

<b>Phase</b>	<b>Description</b>	<b>Tools</b>
<b>Scanning</b> Day 2	Making sense of present and past data to focus on specific line of inquiry based on chosen theme	Mind maps Central question Futures wheel Historical backcasting Expert interviews
<b>Foresighting</b> Day 3	Identifying key drivers of change and creating possible future scenarios	Key drivers Scenario matrix
<b>Strategising</b> Day 4	Designing active interventions to ensure a desirable future outcome	Winners & Losers Futurecast map



## The Futures Thinking Curriculum



HUMANS AND TECHNOLOGY

## The metaverse has a groping problem already

A woman was sexually harassed on Meta's VR social media platform. She's not the first—and won't be the last.

By Tanya Basu

December 16, 2021



Meta's internal review of the incident found that the beta tester should have used a tool called "Safe Zone" that's part of a suite of safety features built into Horizon Worlds.

The question is: Whose responsibility is it to make sure users are comfortable? Meta, for example, says it gives users access to tools to keep themselves safe, effectively shifting the onus onto them.

[MIT Technology Review](#)

## **So What?**

Whose responsibility is it to create safety in metaverse  
- is it the user, the platform, or the government?

# Our Journey Today...

- ❑ Explored Metaverse
- ❑ Reflected on Hopes and Fears
- ❑ Introduced Foresight Method

Please give us  
feedback on today's  
session!  
(2 mins)




<https://forms.gle/7YBswZaoXEb843jx7>

### Problems Lab Feedback Form

Can we hear about your experience in Problems Lab today?

What is your name? \*


Your answer 


How do you feel about today's session? \*

1 2 3 4 5

Very dissatisfied      Very satisfied

What is something new you have learnt today?

Your answer 

A stack of rolled-up newspapers is shown, with the top one featuring a large blue and purple graphic. The text is centered over the stack in two white boxes with black borders.

Please look out for  
some signals of change in the news!

Next Time...

**Meet your teammates +  
Explore vulnerability!**