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Metaverse

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Originally defined by science-fiction author Neil Stephenson on his book *Snow Crash*, the metaverse is a virtual world in 3D, visually contiguous and dynamically built by its users, who are represented by their avatars, and who can (and will) collaborate with each other to create interactive content. Stephenson envisioned such an environment to be a crossroad of socialising, playing/gaming, and business.