

Travelling in the Metaverse – Conceptual Approach

Defining Your Travel Outfit and Travel Pack



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Metaverse Travel Outfit and Travel Pack...

- Aim is an overall conceptual, understandable metaphor for Metaverse Traversal.
- Allow for emerging technologies and platforms.
- Encourage a range of services (open and commercial) to coexist.
- Where radically different and emerging technologies and user interactivity modalities can be introduced alongside legacy.
- Which can gradually build strong communities and shared content.



- Allow for travel with a common identity
- Suitable avatar appearance via a “travel outfit”.
- Carrying a “travel pack” or “suitcase”.
- Content of pack intelligently filtered or limited, permissions-based and adapted (or even converted) as needed between source and destination.

Travel Pack Might Contain...

- Initial outfit for the trip.
- Other outfits for the destination (evening party wear, concert gear, business meeting attire, space suit or scuba), Fallback Avatar
- Travel ID/credentials, wallet and funds/crypto.
- Other objects (gifts to use at the destination or space for souvenirs obtained there).
- Comms Hub to indicate presence, handle synchronous & /asynchronous comms, etc.
- Cache
- Add-on “packs” or “pockets”
- The pack protocol might allow for appropriate export checks from the source location/platform, conversion requirements, and entry checks to the destination.
- We can even envisage a pre-travel pack checking service to advise on compatibility of the contents.



A virtual world scene at sunset. A person is sitting on a rocky cliff in the foreground, looking out over a futuristic city. The city features modern buildings, some with glowing windows, and several pools of water. The sun is setting over the ocean, creating a vibrant orange and yellow sky. The text "Social Web + Agents + Plans + Virtual Worlds" is overlaid in the center of the image.

Social Web + Agents + Plans + Virtual Worlds