The Big Reveal

With Futurist Amelia Kallman

#45

Introduction

Welcome to issue #45 of The Big Reveal, my innovation newsletter. You can also watch or listen on YouTube here.

Really enjoyed speaking at Square Ibiza, ASM Connect, and the Couchbase Roadshow on:
- Real Estate & the Metaverse
- Web 3 & the Future of the Customer Relationship
- The Future of Data in a Web 3.0 World

Check out my latest YouTube episodes:
- Monetising the Metaverse with Samuel Huber, CEO of LandVault (formerly AdMix)
- Investing in Metaverse Real Estate with Janine Yario, CEO of EveryRealm
- Blockchain Gaming with Flavien Defraire, Community Manager of Blockchain Game Alliance

I'll be taking August off The Big Reveal, but will be back in September. Please be in touch if you'd like to collaborate or book me as a speaker or host of your next event.

Thanks!
Amelia
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Image by Bob Whitfield

01
Neat Frame

I have one of these and it's awesome! The portrait touch screen includes an advanced camera, speakers, microphones, and environmental sensors that improves Zoom and Teams calls 100% (in my humble opinion). Offering clarity of visuals and audio, its 3x mic array and audio processing algorithms emphasize voice, remove background noise, and eliminates garbled 'double talk' issues, so conversations flow naturally. I love the autofocus and auto-framing features, which is especially useful with multiple people in a room. The Neat Frame is plug-and-play and available now for £2,189.79 (including VAT).
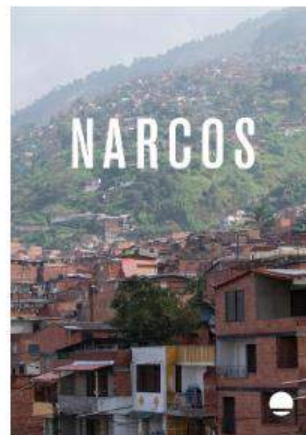**Website.**

Image by Neat

02
Everyrealm

A "Gateway to the metaverse," Everyrealm wants to do for the metaverse what Netflix did for streaming media, what Google did for the internet, and what Coinbase did for crypto. On their platform people can easily browse and access metaverse experiences and NFTS. Everyrealm has holdings in over 27 metaverse platforms, 4,000 NFTs, an e-sports gaming guild, an e-sports league, and the Realm Academy. Have a browse at the link below. For more, check out my recent interview with Janine Yorio, CEO of Everyrealm on my YouTube series, Blockchain in the Metaverse.

Website.

Image by Everyrealm

03
EdenTowers

Eden Towers is building sustainable indoor vertical farms that use 98% less water and 1/10th of the space associated with traditional farming. Partnering with IGS, they have recently announced plans to build 4x 12-metre-high Growth Tower structures in Perth, which will create a controlled indoor ecosystem for plants to thrive year round without soil. The vertical farm will achieve up to 15x's the yield of traditional farming and generate 120 tonnes of produce per year. They expect it to be fully operational in 2023.

Website.

Image by Eden Towers

04
Tencent Metaverse

Tencent, the Chinese multinational tech company that owns WeChat, with stakes in Epic Games, Tesla, Snap, and more, (recently named the 5th largest tech company in the world) has secretly formed their own XR unit. It's rumoured they plan to launch their own software, hardware, and metaverse. They are set to go on a hiring sprey and aim to compete directly with their rival in China, ByteDance, owners of Pico and TiKTok.

Article.

Image by Coingeek

05
ZiGGY

Finding a charging station for your EV while you're out and about can be frustrating, but now EV Safe Charge have developed a robotic mobile charging platform that drives to you. Download the app, book your charge, and ZiGGY will come find you. It can even save you a parking spot. Eliminating the costs of installing stationary infrastructure, the autonomous robot is immediately deployable, easily scalable, and can be implemented anywhere.

Website.

Image by Ziggy

06
Molecular Computing

Molecular computing uses DNA, biochemistry, and molecular biology hardware instead of traditional silicon-based computer technologies. The core advantage is its potential to pack more circuitry onto a microchip and to do so cheaply. Scientists have recently found that molecular computing uses 10,000 times less energy than a traditional computer. If made larger, these biocomputers could efficiently solve complex logistical problems faster, cheaper, and with less energy consumption.
Article.

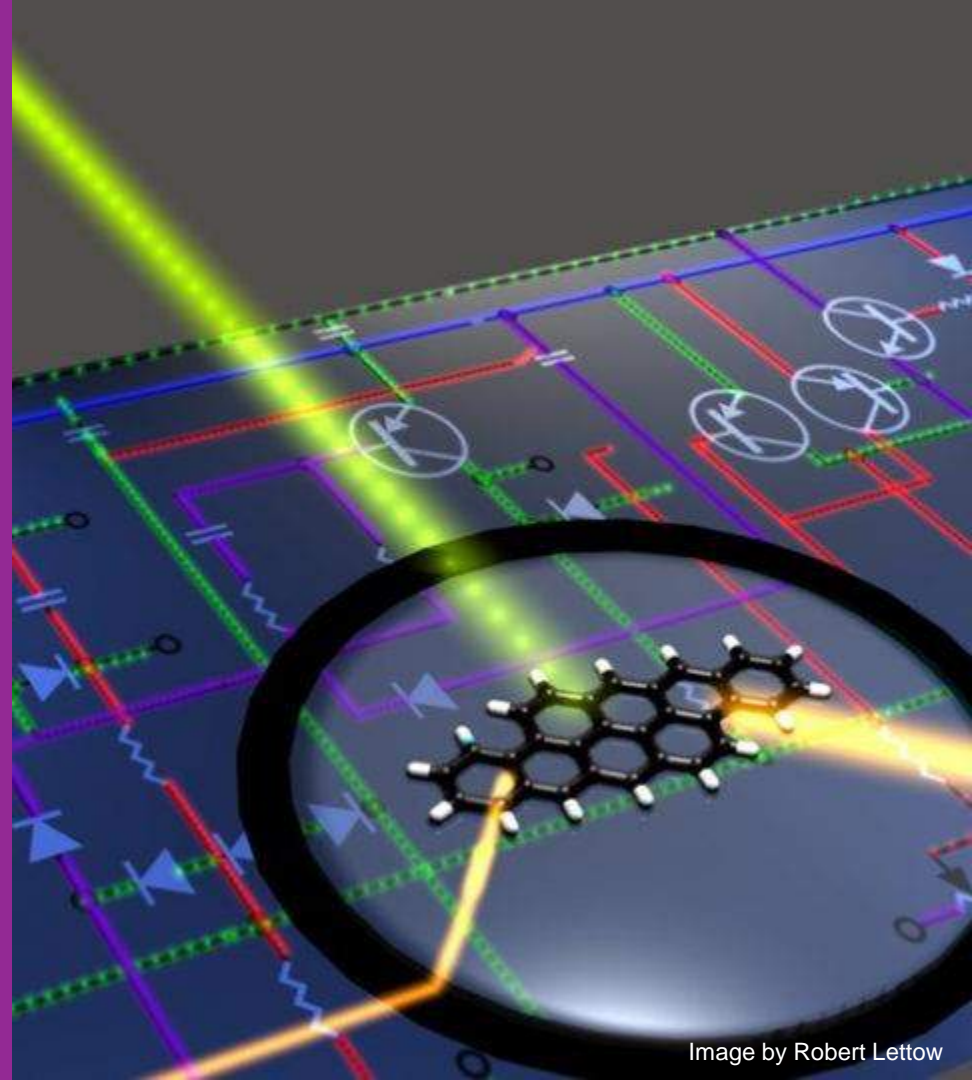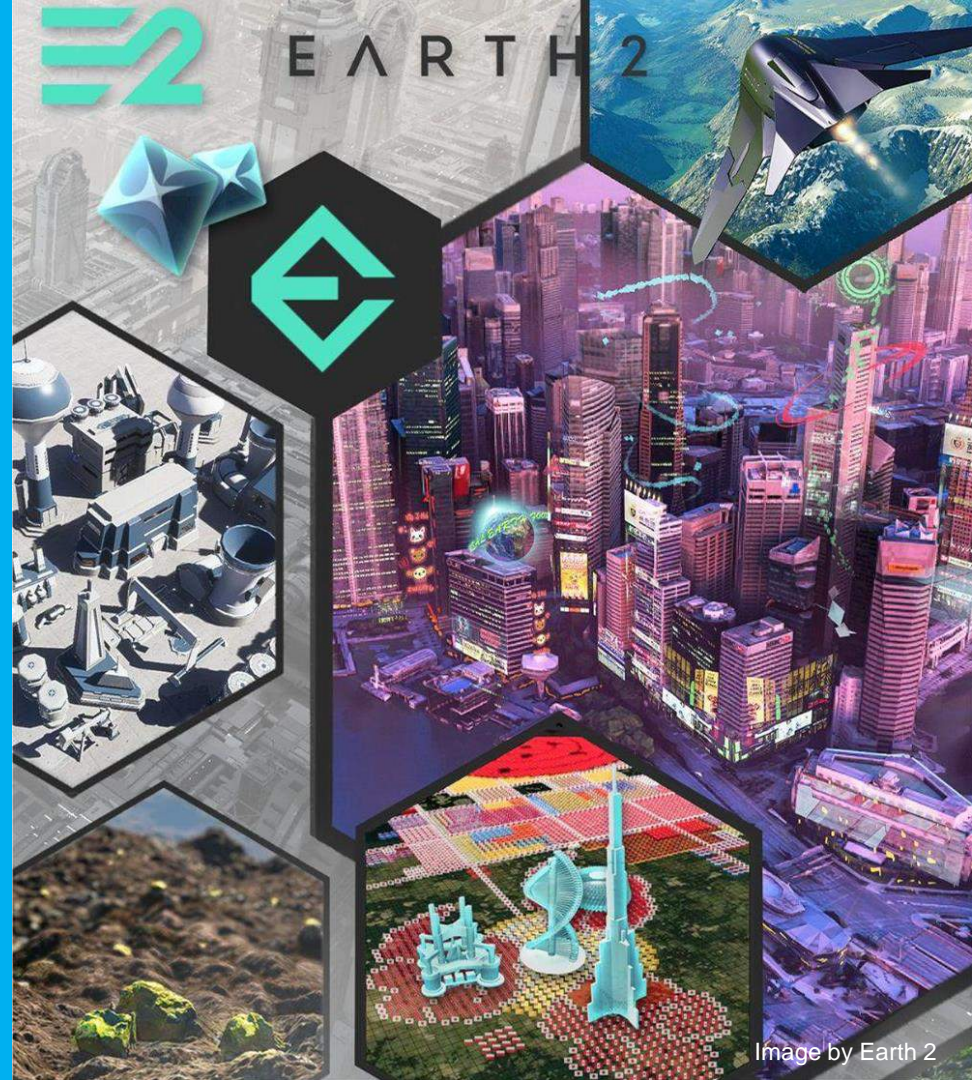Image by Robert Lettow

07
Earth 2

Earth 2, a decentralised metaverse, plans to be a virtual, digital world on a 1:1 scale with earth. Places in Earth 2 are in the same location as on earth because its digital grid system is geographically linked to the real world. The vision for Earth 2 is to create a global digital representation of our earth where people can work, build, trade, socialise, and more. Earth 2's virtual land is currently being bought, sold and traded.

Website.

Image by Earth 2

08
Moodsonic

Moodsonic offers nature-inspired 'biophilic' soundscapes that can increase relaxation, focus, productivity, wellness, and creative thinking in the workplace. Designed to address the need for healthier working environments, nature sounds have been proven to decrease muscle tension and heart rate, help people feel safe and secure, and cue the body's circadian rhythms. Moodsonic provides a library of themes designed for different activities and spaces, and sensors enable generative software to adapt to real-time environmental changes.

Website.

Image by Moodsonic

09
NLLB

Meta's No Language Left Behind (NLLB) is an open source AI capable of delivering high-quality translations of 200 languages, including low-resource languages like Asturian, Luganda, and Urdu. It aims to eradicate language barriers on a global scale, applying direct translation to Facebook, Instagram and Wikipedia, as well as their future AR / VR metaverse in order to reach as wide and as diverse an audience as possible.

Article.

Image by Meta

10
Fifa Tech

FIFA World Cup 2022 will feature an updated Video Assistant Referee (VAR) system known as 'semi-automated offside technology' (SAOT). This includes 12 stadium cameras that will track the positioning of both the ball and each individual player, including 29 data points on each player. The ball will include a motion sensor to deliver live data on a player's position at the time it's kicked. The new system should cut the average time it takes to make an offside decision from 70 seconds to 25 seconds. The 3D animation accurately visualising the offside decision can then be easily shared with spectators.

Watch Demo.

Image by Matthew Childs / Reuters

Thank you

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