

#### Introduction

Welcome to issue #48 of <u>The Big Reveal</u>, my innovation newsletter. You can also watch or listen on YouTube <u>here</u>.

Enjoyed speaking at London Business School, hosting Red Bull Basement in Bristol, and delivering the opening keynote at Shelton Fleming's Future Hack.

Looking forward to hosting <u>ISE</u>'s Content Production & Distribution Summit on 31st January and ISE's Smart Workplace Summit 2nd February in Barcelona. I'm also looking forward to hosting a tech event at Birmingham Open Media (<u>BOM</u>) on 13th February.

#### Content Links:

My TEDx Talk: The Metaverse & the Environment, Watch

XR Star #23: VR & Theatre, Listen, Watch

XR Star #24: XR & the Future of Fitness - Coming soon!

AWE Lisbon: Sustainability & the Metaverse, Watch

Token 2049: Interview Part 1 & Part 2

Please be in touch if you'd like to collaborate or book me for your next event.

Thanks! Amelia

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### 01 Dark Forest

Dark Forest is the world's first decentralised incomplete-information game, with MIT calling it a "new vision for the metaverse." It uses "zero- knowledge cryptography," a method that allows someone to prove something is true without conveying any additional information. Each move is recorded on the blockchain and validated, though their coordinates in the universe remain hidden, a feat that was nearly impossible until just recently. MIT believes this could be a revolutionary step towards constructing and hosting a new kind of shared decentralised metaverse that no one owns, and no one can stop.



### 02 Outdoor AR

Niantic and Qualcomm have revealed a model for an Outdoor AR headset. It utilises Qualcomm's new Snapdragon AR2 platform which uses 3 chips specially designed to enable compact, low-powered AR headsets and glasses. The foldable headset has 3 cameras on the front for positional tracking, uses a controller, and would initially rely on a smartphone for computing. The company behind Pokémon GO, Niantic is hoping to become the localisation layer that everyone uses to synchronise city-scale AR experiences via its Lightship Visual Positioning System. AR2 will enable headset manufactures to quickly and efficiently build sleek, commercial products for a consumer market.







### 03 **Betterverse**

Betterverse is a platform that allows people to donate to charities in fiat or crypto, and track the real world impact of their donations through a unique, procedurally generated, 3D, NFT artwork. The "play to give" ecosystem gamifies the act of donating to charity, incentivising higher repeat donations, and allowing charities to tap into a new demographic. By 2023 people will be able to explore a fully immersive and interactive universe full of the good things people are up to.



#### Website.

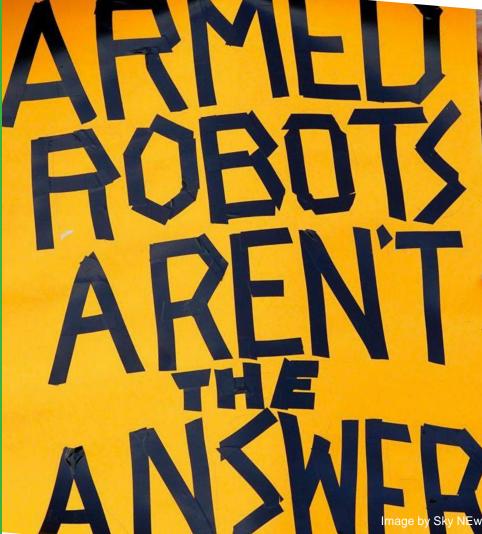
# 04 Candy Club

To many, just owning cryptocurrency in this current climate is a gamble in itself, but now, instead of buying NFTs and digital property, crypto enthusiasts can bet their coins in Candy Club's online casino. Candy Club is the 1st social crypto gaming platform that allows gambling with all cryptocurrencies. Legally compliant and security-focused, during this World Cup they will give away the equivalent of \$100,000 to people who sign up, which is the biggest prize pool in Web3 history thus far.



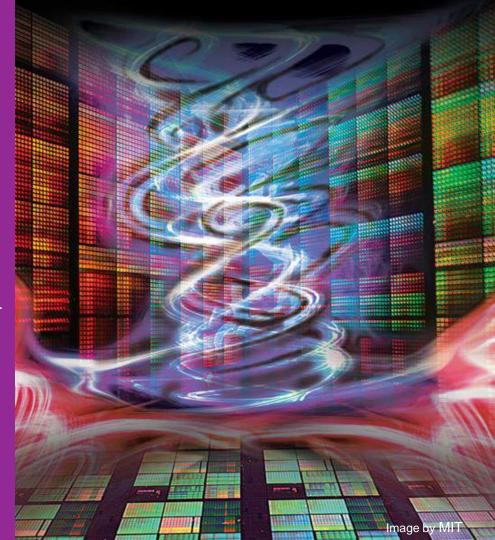
### 05 Killer Robot Reversal

One week after officials in San Francisco approved police robots using deadly force, lawmakers have voted to reverse the action. The majority of an 11-person board had voted to allow 17 robots to be armed with explosives and use them to kill people "when risk of loss of life to members of the public or officers is imminent." Tifanei Moyer, of the Lawyers' Committee for Civil Rights of the San Francisco Bay Area said: "We are living in a dystopian future, where we debate whether the police may use robots to execute citizens without a trial, jury, or judge... This is not normal." Article.



### 06 SLM

In a step towards making the 'Princess Leia' freestanding hologram a reality, researchers have developed a spatial light modulator (SLM) that manipulates light by controlling its emission properties. Their method allows light to be controllably stored, manipulated, and emitted at the wavelength-scale. Using LEDs to control the device means it is programmable, reconfigurable, completely wireless, and they believe, scalable. The device demonstrated near-perfect control of an optical field with a joint "spatiotemporal bandwidth" 10x greater than existing SLMs. They are now working to make larger devices for quantum control or ultrafast sensing and imaging.



# 07 Mocopi

Sony's Mocopi are wearable devices that allow people to control avatars with one's whole body. Bringing motion capture to the masses, 6 sensors strap or clip to the body to capture movements. Using bluetooth, the Mocopi app reads the sensor's motion data and translates it into an avatar's movements in real-time. While at the moment it requires an app, Sony plan on releasing a software development kit (SDK) so that it can be integrated into other applications as well.



### 08 **Dream Al**

As part of The Shape of Dreams exhibition exploring 500 years of dream-inspired paintings, guests at Florida's Dali Museum can use AI to create images inspired by their dreams. Visitors write down visions from their dreams with OpenAI's text-to-image generative AI model DALL-E. The developed images then become part of an evolving, collaborative 'Dream Tapestry' displayed over a 12ft. screen. Currently on view until 30 April 2023. Check out how the same technology is currently being used in biotech engineering here.



# Neurolink Update

Elon Musk is ready to implant chips into human brains in the next 6 months. Compared to replacing a part of the brain with a Fitbit, Musk hopes this tech may help people who have lost mobility to walk again. The BCI uses electrode-studded threads sewn into the brain by a machine-like robot to measure brain activity and turn one's brain into a remote control. Waiting for the FDA to weigh in, 15 of 23 monkeys died from the implants (though animal activists put the number in the thousands).



### 10 .Swoosh

Nike have launched .Swoosh, a Web3 platform where people can co-create digital products (NFTs) with the brand, including sneakers, apparel, accessories, and other collectibles that people can buy, sell, and wear in games. Nike will own a cut of all creeations, pioneering a new kind of revenue stream via blockchain technology. Previous to launching .Swoosh, Nike have made over \$183 million in NFTs, plus \$90 million in royalties. The secondary marketplace for Nike products (or "Used" NFTs, if you will) is said to be worth \$1.3 billion.



# Thank you

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