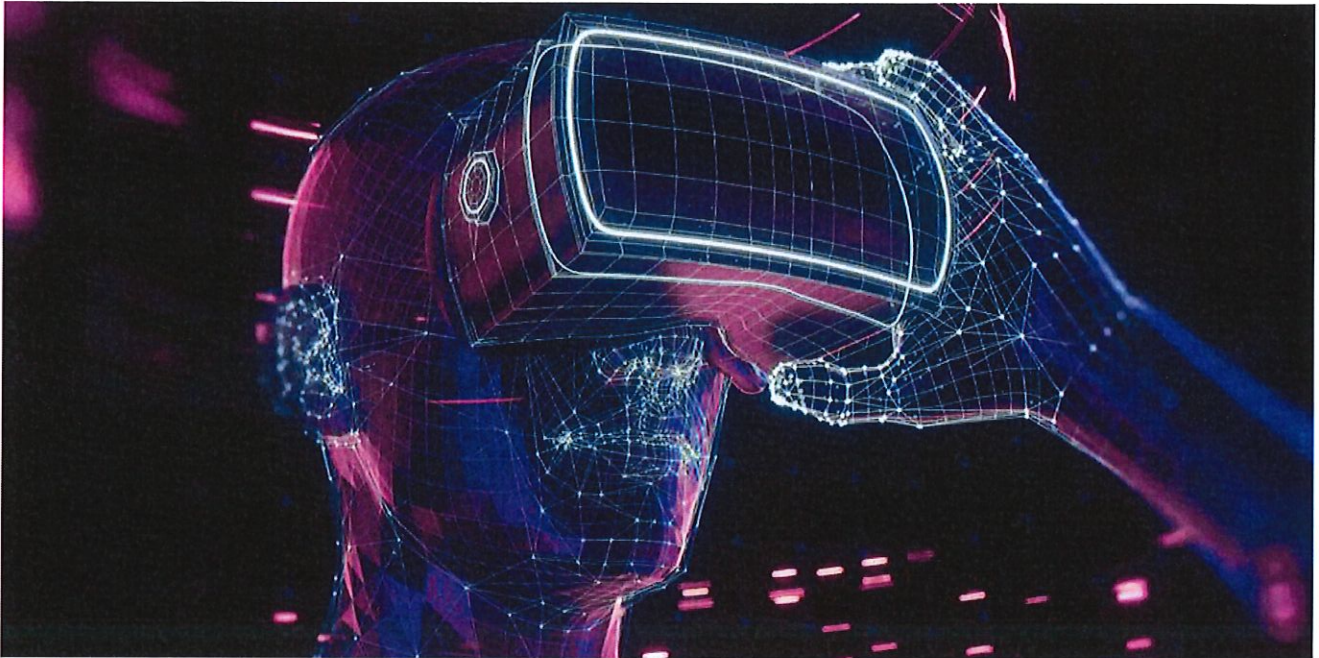


## Into the Matrix



### → Metaverse

*This article aims to picture metaverses and their implication in the field of sports straightforwardly. By defining the very nature of the metaverse concept, it will try to give a legal perspective of how metaverses can become a source of revenue and potential concern to sport stakeholders.*



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### **Discovering the metaverse: Entering a new world<sup>1</sup>**

The metaverse<sup>2</sup> is a hypothesized terminology used to indicate a type of virtual world that attempts to replicate reality through digital devices. It is a collective, shared virtual space made up of the sum of virtual reality, augmented reality and the internet, such as using augmented reality headsets.<sup>3</sup> In other words, we can describe metaverses as immersive, multisensory

<sup>1</sup> Most vocabulary related to this field of expertise has already been defined by other articles, including the introduction to the Special Report. Therefore, the author would only define those related to Metaverses.

<sup>2</sup> Metaverse is a portmanteau of "meta-" and "universe", with meta meaning "beyond just like in metaphysics means knowledge beyond standard physics models".

<sup>3</sup> Gaming devices like the Facebook's Oculus Quest series.

experience in the applied use of various devices and technological developments on the internet or supported by it. The term comes from the science fiction novel *Snow Crash*, written by Neal STEPHENSON in 1992, which tells the story of a parallel world where people live a second life far away from the suffering of the real world. It now seems that Mr STEPHENSON saw the future that awaits us all, even though his book was more satirical than futuristic.

Generally speaking, metaverses are composed of multiple three-dimensional, shared, persistent virtual spaces linked to a perceived virtual universe. In other words, it tries to reflect totally or partially the real world in a Web 3.0 or 4.0 environment.

In a broader sense, the metaverse can refer to virtual worlds and multidimensional experiences of different internet uses and applications as a whole, especially the combined spectrum of the internet, augmented reality, 3-D technology and virtual reality, as we have already mentioned. Therefore, metaverses are environments where people can interact with the internet in various ways, such as experiencing sports events.

Even though some other colleagues have also defined the several steps the internet has taken since its commercial inception, it is worth mentioning how the