Standardization Sector

# **ITU Focus Group Technical Report**

(06/2024)

ITU Focus Group on metaverse (FG-MV)

FGMV-34

## **Definitions of CitiVerse**

Working Group 1: General

PREPUBLISHED Version



## **Technical Report ITU FGMV-34**

## **Definitions of CitiVerse**

#### Summary

This Technical Report contains proposed definitions of CitiVerse for further consideration at ITU Study Groups.

## Keywords

CitiVerse; metaverse; city

#### Note

This is an informative ITU-T publication. Mandatory provisions, such as those found in ITU-T Recommendations, are outside the scope of this publication. This publication should only be referenced bibliographically in ITU-T Recommendations.

## **Change Log**

This document contains Version 1.0 of the ITU Technical Report on "*Definitions of CitiVerse*" approved at the 7th meeting of the ITU Focus Group on metaverse (FG-MV) held on 12-13 June 2024.

#### Acknowledgements

This Technical Report was researched and written by Radia Funna (Build n Blaze, LLC.), with inputs from Leonidas Anthopoulos (University of Thessaly, Greece), Xiaomi An (Renmin University of China, China), and Christina Yan Zhang (The Metaverse Institute) as a contribution to the ITU Focus Group on metaverse (FG-MV). The development of this document was coordinated by Radia Funna (Build n Blaze, LLC.) and Leonidas Anthopoulos (University of Thessaly, Greece) as WG1 Co-Chairs, and Xiaomi An (Remin University of China, China) as Chair of Task Group on terminology & definitions.

Additional information and materials relating to this Technical Report can be found at: <u>https://www.itu.int/go/fgmv</u>. If you would like to provide any additional information, please contact

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## **Technical Report ITU FGMV-34**

## **Definitions of CitiVerse**

## 1 Scope

This Draft Technical Report contains proposed definitions of CitiVerse for further consideration at ITU Study Groups.

## 2 References

The following ITU-T Recommendations and other references contain provisions which, through reference in this text, constitute provisions of this Technical Report. At the time of publication, the editions indicated were valid. All Recommendations and other references are subject to revision; users of this Technical Report are therefore encouraged to investigate the possibility of applying the most recent edition of the Recommendations and other references listed below. A list of the currently valid ITU-T Recommendations is regularly published. The reference to a document within this Technical Report does not give it, as a stand-alone document, the status of a Recommendation.

[FGMV-20] Technical Specification ITU FGMV-20 (2023), Definition of metaverse.

[FGMV-21] Technical Report ITU FGMV-21 (2023), Principles for building concepts and definitions related to metaverse.

## **3** Definitions

This Technical Report uses the following terms defined elsewhere:

## 3.1 Terms defined elsewhere

3.1.1 **metaverse [b-FGMV-20]:** An integrative ecosystem of virtual worlds offering immersive experiences to users, that modify pre-existing and create new value from economic, environmental, social and cultural perspectives.

NOTE: A metaverse can be virtual, augmented, representative of, or associated with the physical world.

## **3.2** Terms defined in this Technical Report

This Technical Report defines the following terms:

3.2.1 CitiVerse (option one): metaverse for cities.

NOTE: CitiVerse seeks to prioritize a human-centred approach and promote sustainable development.

**3.2.2 CitiVerse (option two):** metaverse for cities prioritizing a human-centred approach and promoting sustainable development.

## 4 Abbreviations and acronyms

None.

## 5 Conventions

None.