

AI-Enabled Citiverse: Use Cases for Cities in the Age of AI

Introduction



Foreword

This publication was developed within the framework of the [Global Initiative on AI and Virtual Worlds – Discovering the Citiverse](#), which is a global multistakeholder platform launched by the International Telecommunication Union (ITU), the United Nations International Computing Centre (UNICC), and Digital Dubai, and supported by more than 70 international partners.

The Initiative advances the development of the AI-enabled citiverse, where artificial intelligence, spatial intelligence, digital twins, and immersive systems converge to deliver real-world impact. It aims to ensure that this transformation is inclusive, trusted and interoperable, and that it serves people, cities and communities.

By connecting cities, governments, industry, academia, and the UN system, the Initiative supports the transition from vision to implementation – empowering leaders to harness these technologies to improve quality of life, strengthen resilience, and drive sustainable and inclusive development.

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Disclaimers

The opinions expressed in this publication are those of the authors and do not necessarily represent the views of their respective organizations, Executive Committee members or Steering Committee members of the Initiative. The findings presented in this report are based on a comprehensive review of existing literature and voluntary written contributions submitted by a diverse range of stakeholders.

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Introduction

Table of contents

Foreword	ii
Acknowledgements	ii
Abbreviations and acronyms	viii
Executive summary	ix
1 Introduction	1
2 Methodology	2
2.1 Criteria for prioritising use cases.....	2
2.2 Use case profiling.....	3
2.2.1 Use case horizon mapping.....	3
2.2.2 Use case risk mapping.....	3
2.2.3 Use case technology mapping	4
2.3 Validation and peer review	5
3 Overall use cases for cities in the age of AI	5
4 Conclusion and key takeaways.....	6
About the Global Initiative on AI Virtual Worlds - Discovering the Citiverse	12
References.....	15

List of figures and tables

Figure

Figure 1: Overall use case overview and horizon mapping	6
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Tables

Table 1: AI-Enabled Citiverse Use Case Scoring Criteria	3
Table 2: Definitions	4

Abbreviations and acronyms

AI	Artificial intelligence
AR	Augmented reality
GAI	Generative artificial intelligence
GenAI	Generative artificial intelligence
IoT	Internet of Things
MR	Mixed reality
SDG	Sustainable Development Goal
VR	Virtual reality
XR	Extended reality

Executive summary

The AI-Enabled Citiverse: Use Cases for Cities in the Age of AI - Introduction takes stock of a pivotal moment in urban development. Across the world, cities are moving beyond pilots and proofs of concept, deploying AI, digital twins, and immersive technologies in ways that are beginning to reshape how urban environments are planned, governed, and experienced. This report examines that shift through the lens of real and emerging use cases, providing a methodology to identify and evaluate AI-enabled citiverse practices from around the world and to draw the general lessons that can shape effective and equitable policymaking.

This introductory document provides an overview of the methodology, approach and use cases. There are an additional five supplementary thematic reports which provide deep dives into the following areas: [Urban Planning, Placemaking and Infrastructure](#); [City Administration, Services and Public Participation](#); [Economic Development, Education and Tourism](#); [Transport and Mobility](#); and [Public Safety, Health and Disaster Resilience](#). These reports offer a practical reference for understanding where momentum is already emerging, what types of applications are taking shape, and how cities can begin to identify relevant pathways for adoption, experimentation and scale. Overall, the reports present a structured, internationally curated catalogue of more than 50 use cases across five urban domains, evaluated against sustainability goals, scalability, impact, feasibility, maturity horizon and implementation risk.

Who should use these reports?

The reports are intended for:

- mayors and city leaders
- national ministers and senior policymakers
- national regulatory authorities
- city administrators and public sector leadership teams
- policy advisers and urban strategy teams
- digital, innovation and transformation offices
- public officials responsible for planning, infrastructure, service delivery, mobility, safety and civic engagement
- industry, research and implementation partners supporting cities in technical, strategic and operational decision-making.

How can these reports help?

These reports are intended to help readers:

- understand the range of current and emerging AI-enabled citiverse use cases across major urban domains
- identify which use cases are already operational, which are being piloted, and which remain longer-term or exploratory
- assess use cases in relation to public value, SDG relevance, scalability, feasibility and implementation risk
- connect strategic citiverse ambition with practical entry points for prioritization, experimentation and deployment
- support more informed, responsible and future-ready approaches to urban digital transformation.



1 Introduction

The AI-enabled citiverse is not a future scenario, it is an emerging reality. Cities that treat it as speculative will find themselves governing systems already shaped by others. The convergence of AI, spatial computing, digital twins and immersive environments has reached a threshold of civic deployability¹. This report provides the framework of identification and evaluation of global implementations of AI-Enabled Citiverse, which are adopted in five thematic area use case reports. These reports constitute the **AI-Enabled Citiverse: Use Case for Cities in the Age of AI**, capturing more than 50 use cases across the following thematic areas:

- **Urban planning, placemaking and infrastructure:** This thematic area is focused on leveraging AI-enabled citiverse to transform the way we create liveable places and transform the built environment around in cities and includes topics such as placemaking and liveable spaces and urban infrastructure engineering.
- **City administration services and public participation:** This thematic area is focused on leveraging AI-enabled citiverse to transform city governance, enhance public services, and foster meaningful citizen engagement and includes topics such as public service delivery, sustainable city operations and citizen participation and co-creation.
- **Economic development, education and tourism:** This thematic area is focused on leveraging AI-enabled citiverse to provide immersive and personalised education, drive sustainable economic development in cities and promote sustainable tourism and includes topics such as the blue economy, circular economy and vocational training.
- **Transport and mobility:** This thematic area is focused on leveraging AI-enabled citiverse to transform the way people and goods move through cities and includes topics such as public transportation, active transportation and micromobility.
- **Public safety, health and disaster resilience:** This thematic area is focused on leveraging AI-enabled citiverse to strengthen public safety, health and disaster resilience and includes topics such as first responder training, health crisis management and climatic resilience.

The use cases have been curated by an international working group of experts spanning academia, city representatives, NGOs, SME and industry stakeholders following a set methodology elaborated in chapter 2. More than a catalogue of technological applications, it offers a structured lens through which to assess the **opportunities, risks** and **maturity levels** associated with emerging solutions. It will help cities to identify the use cases that are in operation now and for which they can draw lessons learned from implementations in other cities, those that are currently being piloted and they should consider incorporating into their innovation pipeline and those that are still in discovery phase which point to a vision of how cities and citizens will use AI-enabled citiverse in the future.

These use cases seek to:

- Curate innovations that leverage technologies such as AI, AR/VR, digital twins, IoT and the metaverse.
- Highlight the myriad opportunities AI-enabled citiverse present for city leaders and stakeholders across diverse domains.
- Highlight international examples of best practice which with cities can draw inspiration and key lessons.
- Encourage conversation on the potential challenges and risks linked to implementation of virtual world initiatives.

- Provide a basis from which the other tracks in the Initiative to develop, for example, the emerging technologies track, security and trust track, and digital inclusion and accessibility track.

The use case library presented here is a **snapshot** of current innovation and a **foundation** for future collaboration. As cities continue to scale and expand initiatives, and experiment with pilot projects and sandbox environments, this living resource will continue to evolve. Ultimately, the citiverse is not a fixed destination – it’s a journey of **collective innovation, iterative learning** and **shared urban futures**. By identifying, analysing and amplifying promising use cases, this report contributes to shaping that journey.

2 Methodology

The development of the AI-Enabled Citiverse: Use Cases for Cities in the Age of AI followed a structured, multiphase methodology designed to ensure that the use cases identified are diverse, representative and practically relevant for cities exploring the potential of virtual world technologies. The methodology combined literature analysis, expert input, stakeholder contributions, and horizon scanning to curate and classify use cases across key thematic areas. This process was guided by the overarching objective of identifying use cases that demonstrate meaningful applications of technologies such as AI, XR, digital twins and the metaverse to support urban innovation.

2.1 Criteria for prioritising use cases

The initial phase of the work track focused on collecting a broad range of use cases for each thematic area from various sources, including:

- **Desk-based research** involving academic literature, industry white papers and smart city project repositories.
- **Stakeholder contributions** from members of the Use Case Identification Track and broader Global Initiative on AI and Virtual Worlds - *Discovering the Citiverse* community.

A long list was created of use cases spanning the five thematic areas. In order to create a short list for each of the thematic areas of approximately 10 use cases, the use cases were then assessed by the working group using four core criteria validated by the broader Global Initiative on AI and Virtual Worlds - *Discovering the Citiverse* Community: alignment with SDGs, scalability, impact and feasibility (See Table 1 below). Each expert scored each of the five criteria from 1-10. Those with the highest scores were then integrated into a short list for each thematic group; consideration was also given to ensure a diverse range of case studies with coverage across key topics. It’s these use cases that are presented within the AI-Enabled Citiverse: Use Cases for Cities in the Age of AI. The report is not intended to be an exhaustive resource; there are myriad additional virtual world use cases that can and are being implemented in cities globally.

Table 1: AI-Enabled Citiverse Use Case Scoring Criteria

Scoring Criteria	Key Questions
1. Alignment with SDGs	To what extent does this use case contribute to one or more SDG targets?
2. Scalability	How relevant is this use case for multiple cities and how easily can it be replicated and scaled?
3. Impact	How impactful will the case study be for social, economic and environmental outcomes?
4. Feasibility	What are the long-term maintenance and resource requirements? What is the time to value?

2.2 Use case profiling

For each use case a use case profile has been created drawing together core information such as, *inter alia*, a use case description, case study and horizon mapping. The following section of the methodology elaborates the methodology for: (i) horizon mapping (ii) risk mapping and (iii) technology mapping.

2.2.1 Use case horizon mapping

To illustrate the maturity and temporal applicability of use cases, each was assigned to one of three **horizons**. The horizon stages and definitions have been drawn from IDC's methodology for horizon mapping² and validated by the Use Case Identification Track working group of experts.

- **Horizon 1:** Solutions that are mature and currently being deployed in real-world settings.
- **Horizon 2:** Emerging use cases with demonstrated pilots or early-stage implementations.
- **Horizon 3:** Conceptual or experimental use cases that show significant long-term potential but are not yet operational. For these horizons, case studies have not been included as they are in the "discovery" phase.

This mapping allows cities to distinguish between near-term implementation opportunities, those that should be in their innovation and piloting pipeline, and forward-looking innovations that require further research and indicate how AI-enabled citiverse may evolve within urban spheres in the future.

2.2.2 Use case risk mapping

Each use case was also evaluated against four risk dimensions to help cities assess implementation challenges and mitigation needs:

- **Public safety:** Evaluates how a use case may impact the physical and digital safety of individuals and communities. It considers unintentional harms and the misuse of technology that could threaten public well-being.
- **Stakeholder acceptance:** Reflects the expected level of endorsement or opposition from key stakeholders, including city officials, community members and private partners, taking into account cultural values, political contexts and potential equity concerns.
- **Data privacy and security:** Assesses the sensitivity and volume of personal or sensitive data involved in a use case, as well as the robustness of governance, encryption and

compliance mechanisms in place to safeguard it from misuse, breaches, or unauthorized access.

- **Financial and operational risk:** Captures the potential economic and logistical challenges associated with implementing the use case, including high upfront costs, complex procurement or regulatory hurdles, ongoing maintenance requirements and the need for cross-departmental coordination or new workforce capabilities.

Risk levels were classified as low, medium, or high, based on available evidence and expert judgment. This analysis provides cities with foresight in key challenges to address before deployment.

2.2.3 Use case technology mapping

Key technologies were also selected for each use case. A pre-defined list was created from which to select relevant technologies (list and definitions provided in Table 2 below). This list is not intended to be extensive but was selected by the expert group based on the technologies most pertinent across Virtual World use cases. This list may evolve based on the work of the Emerging Technology Track and can be integrated into future iterations of the AI-Enabled Citiverse: Use Cases for Cities in the Age of AI.

Table 2: Definitions

Technology	Definition	Reference
Metaverse	An integrative ecosystem of virtual worlds offering immersive experiences to users, that modifies pre-existing and creates new value from economic, environmental, social and cultural perspectives. NOTE - A metaverse can be virtual, augmented, representative of, or associated with, the physical world.	FGMV-20
Digital twin	A digital twin network is a digital representation of an object of interest.	ITU-T Y.4600
Augmented reality (AR)	An environment containing real and virtual sensory components. The augmented reality continuum runs from virtual content that is clearly overlaid on a real environment (assisted reality) to virtual content that is seamlessly integrated and interacts with a real environment (mixed reality).	ITU-T P.1320
Virtual reality (VR)	An environment that is fully generated by digital means. To qualify as virtual reality, the virtual environment should differ from the local environment.	ITU-T P.1320
Mixed reality (MR)	An environment containing real and virtual components that are seamlessly integrated and interact with each other in a natural way (one end of the augmented reality continuum).	ITU-T P.1320
Internet of Things (IoT)	A global infrastructure for the information society, enabling advanced services by interconnecting (physical and virtual) things based on existing and evolving interoperable information and communication technologies.	ITU-T Y.4000

Table 2: Definitions (continued)

Technology	Definition	Reference
Artificial intelligence (AI)	Computerized system that uses cognition to understand information and solve problems.	ITU-T M.3080
Generative AI (GAI)	GAI refers to a broad field of research and development that focuses on creating intelligent systems that can generate new, original content such as images, videos, music, text and even entire conversations. These systems use machine learning algorithms to learn patterns and structures within the data they are trained on and then use this knowledge to generate new content that resembles the original data, but is not necessarily identical to it.	FGMV-22

2.3 Validation and peer review

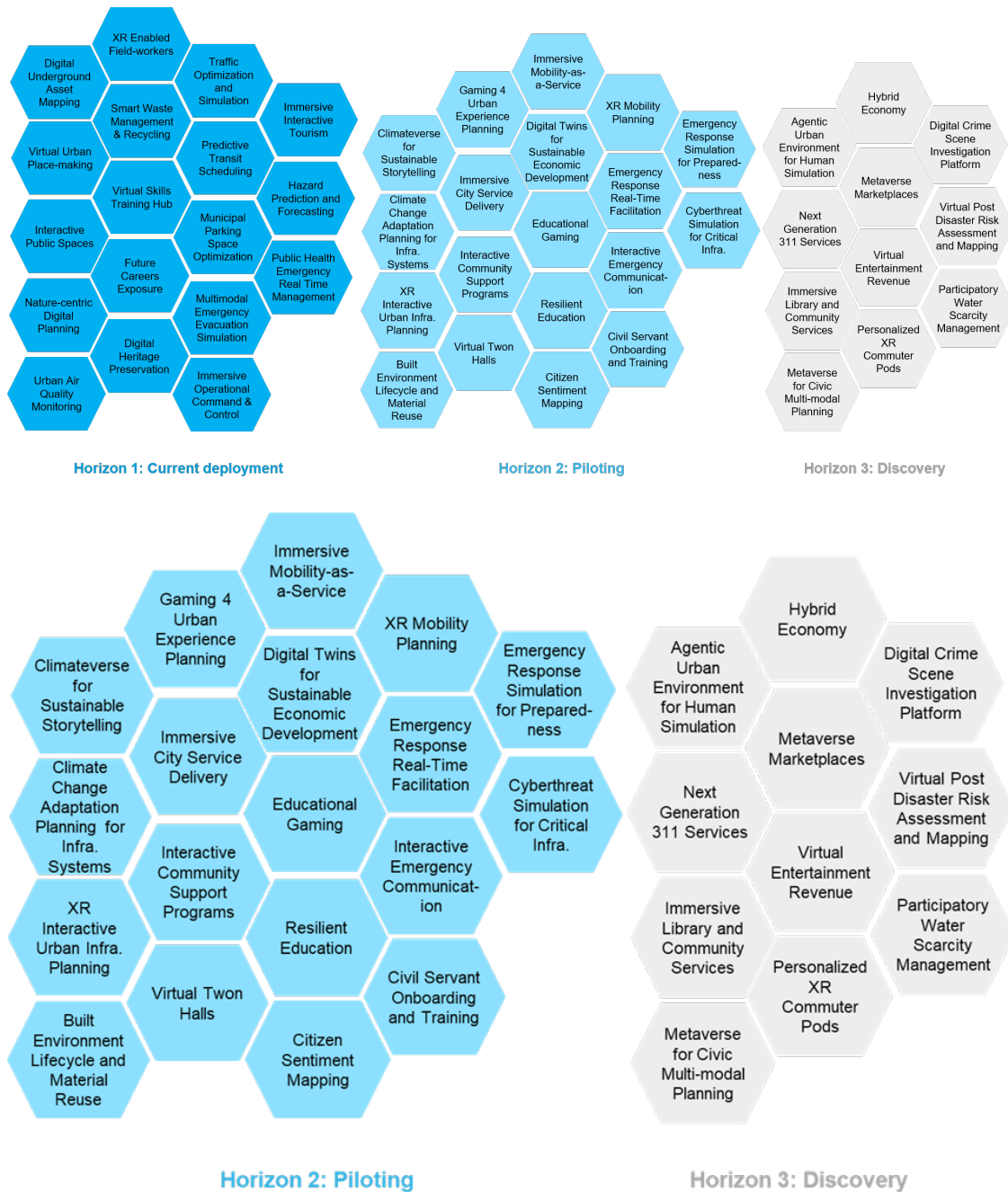
Draft use cases and thematic analyses were reviewed by a working group of experts from the Global Initiative on AI and Virtual Worlds - Discovering the Citiverse, including representatives from academia, city representatives, multilateral organizations and industry. The library reflects their feedback.

3 Overall use cases for cities in the age of AI

This chapter provides an overview of just under 50 case studies spanning five key themes pertinent to city governments and stakeholders. This report is intended to be a living catalogue that can be updated and iterated to reflect fast moving technological advances and city innovations.

While each thematic report offers a deep dive into specific domains, this report allows policymakers and practitioners to see the bigger picture, showing how urban planning connects with mobility, how public participation supports resilience, and how education and economic development link to infrastructure innovation. For details of each thematic area, please refer to the five thematic reports.

Figure 1: Overall use case overview and horizon mapping



Source: AI-enabled Citiverse: Use Cases for Cities in the Age of AI: Introduction, 2026

4 Conclusion and key takeaways

1) AI-enabled citiverse as urban transformation catalysts

The citiverse enables cities to create immersive, digital representations of urban environments - bridging the physical and virtual through technologies like the metaverse, digital twins, AR/VR, AI, and IoT. AI and generative AI are increasingly serving as a foundational technology that drives innovation, enhances user experiences, and supports the creation of interactive and

immersive virtual environments. As Agentic AI capabilities emerge, their impact on virtual world technologies and use cases should also be explored.

The research demonstrates that AI-enabled citiverse is not merely technological novelties but fundamental infrastructure for 21st-century urban governance. Cities implementing these technologies report measurable improvements: Seoul's digital twin traffic management system achieved 20 per cent faster emergency response times, Helsinki's Virtual Helsinki attracted more than 1 million viewers during COVID-19 lockdowns, and the UK's National Underground Asset Register now provides data from 267 asset owners representing over 40 per cent of the national infrastructure community. These outcomes validate AI-enabled citiverse as essential tools for addressing complex urban challenges at scale.

2) Comprehensive thematic coverage across urban domains

AI-enabled Citiverse use cases span five core thematic areas: Urban Planning & Infrastructure, City Administration & Public Participation, Economic Development & Tourism, Transport & Mobility, and Public Safety, Health & Disaster Resilience. Each area leverages AI-enabled citiverse to address unique challenges, from climate adaptation and circular economy initiatives to citizen engagement and emergency management. The library reveals remarkable breadth, encompassing everything from underground asset mapping and virtual skills training to immersive cultural experiences and disaster response coordination.

The cross-cutting nature of these applications demonstrates AI-enabled citiverse's versatility as problem-solving platforms. For instance, digital twins serve urban planners for infrastructure visualization, emergency responders for disaster simulation, and citizens for immersive education and cultural experiences.

3) Alignment with global sustainability goals

The AI-enabled citiverse use cases mapped in the Library contribute to achievement of a broad range of SDGs, namely SDG1 (No Poverty), SDG3 (Good Health and Well-being), SDG4 (Quality education), SDG8 (Decent Work and Economic Growth), SDG9 (Industry, Innovation and Infrastructure), SDG10 (Reduced Inequalities), SDG11 (Sustainable Cities and Communities), SDG12 (Responsible Consumption and Production), SDG13 (Climate Action), SDG16 (Peace, Justice and Strong Institutions), and SDG17 (Partnerships for the Goals). This alignment positions virtual world investments as contributions to global sustainability commitments rather than isolated technology projects.

Case studies reveal specific pathways to SDG achievement: virtual skills training hubs directly address unemployment and inequality (SDGs 1, 8, 10), immersive educational platforms improve access to quality learning (SDG 4), and digital twin climate modelling supports environmental action (SDG 13). The TRACE Centre in Scotland exemplifies this integration, training workers for green energy jobs while supporting just transitions from high-carbon industries, simultaneously addressing employment, education, and climate goals.

4) Risk-informed decision making for urban innovation

Cities must balance risk and opportunities when adopting AI-enabled citiverse use cases. A systematic risk library – covering public safety, stakeholder acceptance, data privacy/security, and financial/operational risk – enables cities to prioritize use cases that balance innovation with manageable risk. This approach supports informed decision making, ensuring that high-impact,

scalable solutions are prioritized for early adoption, while more experimental or higher-risk concepts are piloted or explored further before city-wide rollout.

The research reveals that most public safety risks are low to medium, with virtual environments often enhancing rather than compromising safety through improved training, simulation, and coordination capabilities. However, data privacy and cybersecurity risks require sustained attention, particularly for applications handling sensitive infrastructure, personal, or financial data.

5) Critical success factors for implementation

Key success factors and lessons learned for citiverse initiatives can be drawn from across the case studies highlighted within this report, including, *inter alia*:

Establish open standards and interoperability: Successful citiverse implementations hinge on defining and adopting common data models, APIs, and semantic frameworks that enable seamless data exchange across platforms. The UK's NUAR project demonstrated the power of a shared international underground-asset data model (MUDDI) in uniting 267 asset owners and multiple agencies under one digital twin. By aligning on open standards early, cities avoid data silos, accelerate solution replication, and reduce vendor lock-in. ITU-T Study Group 20 "Internet of Things, digital twins and smart sustainable cities and communities" is developing international standards on the AI-Enabled Citiverse, which serve as a global platform to promote interoperability, trust, and scalability across city, industry, and government implementations³.

Build Robust, adaptive governance frameworks: Beyond technology, governance structures must evolve to manage roles, responsibilities and risk over time. Digital twins in Copenhagen's Street Lab thrive because city agencies, private operators, and academic partners collaborate, sharing decision rights and data stewardship duties. Establishing clear governance policies – covering data ownership, quality assurance, and change management – ensures sustainability.

Foster multistakeholder collaboration and engagement: No single organization can master the citiverse alone. Seoul's Metaverse Seoul succeeded by co-creating with community groups, technology firms and civil society. Early engagement builds trust, surfaces hidden requirements, and secures buy-in from end users. [Global Initiative on AI and Virtual Worlds - Discovering the Citiverse](#) provides a multistakeholder platform to connect governments, cities, industry, and academia in shaping interoperable, human-centric AI-enabled citiverse.

Sequence deployment with phased, incremental pilots: Phased rollouts mitigate risk and build momentum. The UK's CReDo project began with targeted flood-impact pilots before expanding to multi-infrastructure resilience planning. Starting with small, well-scoped use cases yields quick wins, validates concepts, and fosters stakeholder confidence.

Balance technical infrastructure with organizational change management: Technologies such as digital twins and immersive XR platforms can require significant infrastructure investments – 3D modelling, cloud services, sensor networks – but technology alone does not guarantee impact. Nottingham City Council's digital twin integrated dedicated organizational change teams that guided developers, planners, and the public through new workflows. Dedicated change-management resources – training, communication plans, and feedback channels – are as critical as servers and software.

Prioritize security, privacy, and trust by design: Several AI-enabled civerse use cases highlighted in this library integrate personal, infrastructure, and IoT data. Embedding security and privacy at every layer – network segmentation, end-to-end encryption, consented data sharing, and role-based access controls – ensures resilience against breaches.

Invest in continuous monitoring and evaluation: Iterative improvement depends on real-time performance data and structured assessments. Seoul's traffic digital twin reduced emergency response times by 20 per cent by continuously refining AI models based on live sensor feedback.

Cultivate an inclusive, accessible design ethos: While AI-enabled civerse can democratize participation, they risk excluding those with low digital literacy, limited device access, people with visual impairments and neurodivergence. Implementing universal design principles – support for multiple input modalities, low-bandwidth modes, multilingual interfaces – among other design considerations can help to ameliorate these challenges.



6) Civerse and AI initiatives are particularly well suited for achieving the following strategic outcomes:

Foster inclusive, accessible forums for civic engagement such as virtual town halls, and participatory planning – empowering citizens to co-create policy and urban spaces regardless of physical barriers. Virtual environments can democratize participation by removing geographic, temporal, and accessibility constraints that traditionally exclude vulnerable populations from urban planning processes. Seoul's Metaverse Seoul platform and Barcelona's citizen sentiment mapping initiatives demonstrate how digital platforms can amplify previously marginalized voices in municipal decision making. However, civerse applications can also create new accessibility challenges. The Digital Inclusion and Accessibility Track of the Global Initiative on AI and Virtual Worlds: *Discovering the Civerse* is creating guidance to support cities and other stakeholders to address these challenges and promote an inclusive by design approach.

Enable data-driven, resilient and sustainable city services and infrastructure including optimizing infrastructure, transport systems, managing resources efficiently, and modelling scenarios for climate resilience, disaster preparedness, and operational efficiency. Digital

twins and AI-powered analytics transform reactive maintenance into predictive management, reducing costs while improving service reliability.

Climate adaptation emerges as a critical application area, with digital twins enabling cities to model flooding scenarios, optimize green infrastructure placement, and coordinate multiagency responses to extreme weather events. The UK's CReDo project showcases how cross-sector data sharing through digital twins improves collective resilience against climate risks, while supporting more efficient capital investment decisions.

Revolutionize education, vocational training, and onboarding for students and city employees through safe, engaging, and personalized learning experiences, supporting lifelong learning and workforce adaptability in rapidly changing economies. The TRACE Center's success in training more than 1 200 workers for green energy careers demonstrates AI-enabled citiverse's potential for large-scale workforce transformation.

Immersive educational platforms prove particularly effective for complex, high-risk, or expensive-to-access learning environments. These applications support formal education systems and continuous professional development across municipal workforces.

Drive economic diversification and cultural preservation as the AI-enabled citiverse opens new avenues for economic growth through virtual marketplaces, immersive tourism, digital heritage preservation, and support for creative industries. These use cases promote local economic resilience, cultural continuity, and global accessibility while reducing environmental impacts associated with physical tourism and commerce.

Virtual tourism platforms demonstrate particular promise for cultural sites facing overtourism pressures or climate threats. Digital heritage preservation projects create permanent records of vulnerable sites, while generating new revenue streams through virtual experiences. The Global Digital Heritage initiative and various virtual museum experiences show how cities can simultaneously preserve cultural assets and expand global access to local heritage, creating sustainable tourism models that benefit communities without overwhelming physical infrastructure.

Promote sustainability across all aspects of the city from mapping and designing with nature, facilitating circular economy and recycling through waste management and the built environment, providing educational opportunities including gamifying sustainable behaviours and modelling climate change adaptation strategies. AI-enabled citiverse enable comprehensive sustainability integration by making complex environmental data accessible to citizens, supporting behaviour change through gamification, and optimizing resource use through predictive modelling.

Educational gaming platforms like Scubaverse demonstrate how immersive experiences can build environmental awareness and drive behaviour change at scale. Digital twins support circular economy initiatives by tracking material flows, optimizing waste collection routes, and enabling collaborative planning for resource efficiency.

Create hospitable worlds and creative experiences and places by establishing new mediums for artistic expression, cultural participation, innovative public spaces and forums, personalization of experiences and community connection and wellness. AI-enabled citiverse expand the concept of public space beyond physical boundaries, creating inclusive environments where diverse communities can gather, create, and celebrate regardless of geographic or economic constraints.

Arts and cultural programming in virtual environments enable new forms of creative expression, while preserving traditional cultural practices. Virtual Helsinki's integration of live music performances with interactive city exploration and Burning Man's virtual placemaking experiments demonstrate how digital environments can augment rather than replace physical cultural experiences, creating hybrid models that expand access while maintaining authentic community connections.

7) Future-oriented urban innovation

The library reveals that AI-enabled citiverse is transitioning from experimental technologies to essential urban infrastructure. Looking forward, the convergence of AI-enabled citiverse with emerging technologies like advanced AI, and quantum computing will enable even more sophisticated applications. Cities must begin building foundational capabilities now - including data governance frameworks, digital literacy programmes, and cross-sector partnerships - to capitalize on future opportunities while ensuring equitable access to virtual world benefits across all community members.



About the Global Initiative on AI Virtual Worlds - Discovering the Citiverse

Launched by ITU, UNICC, and Digital Dubai, the [Global Initiative on AI and Virtual Worlds - Discovering the Citiverse](#) is a multistakeholder platform dedicated to shaping the next generation of AI-enabled citiverse⁴.

A global coalition of more than 70 partners, including cities, governments, UN agencies, standards bodies, industry, academia and civil society, the Initiative is building the governance architecture of the AI-enabled citiverse.

The Initiative ensures that these technologies evolve in ways that are inclusive, interoperable, and human-centric, while contributing to the implementation of the Pact for the Future and its Global Digital Compact.

Serving as a neutral and action-oriented platform, it brings together public and private stakeholders to advance the responsible development and deployment of the AI-enabled citiverse. It provides blueprints, capacity-building resources, and a global peer network to support cities in moving from vision to scaled implementation.

The Initiative advances its mission through three strategic pillars, supported by dedicated tracks addressing key challenges and opportunities. This structure enables both high-level global guidance and practical implementation across cities worldwide.

For more information, please visit: <https://www.itu.int/metaverse/virtual-worlds/>.

Meet the Champions

Champions are entities that demonstrate leadership by providing financial contributions in support of the Initiative. This may include funding for events, challenges, research outputs, communication activities, trainings, travel grants, or other related efforts.



Meet the Founding Partners

Founding Partners are the organizations that launched the Initiative. They serve as the core convening entities and contribute to shaping its long-term vision. The Founding Partners are:



Meet the Supporters

Supporters are organizations that have expressed endorsement of the Initiative and actively participate in its activities. This includes, but is not limited to, participation in tracks, contribution of use cases, co-organization of events, provision of expertise, or public advocacy of the Initiative.







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