

# ITU Focus Group Technical Specification

(12/2023)

ITU Focus Group on metaverse  
(FG-MV)

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## FGMV-20

### Definition of metaverse

*Working Group 1: General*





# Technical Specification ITU FGMV-20

## Definition of metaverse

### Summary

This Technical Specification provides the definition of the term “metaverse”.

It leverages a detailed analysis of 150 existing definitions of metaverse that was undertaken for the development of the ITU Technical Report on “Metaverse: an analysis of definitions”, which was approved at the third meeting of the ITU Focus Group on metaverse (FG-MV), held on 3-5 October 2023 in Geneva, Switzerland.

### Keywords

metaverse, term, definition.

### 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 Specification on “*Definition of metaverse*” approved at the 4th meeting of the ITU Focus Group on metaverse (ITU FG-MV), held on 4-7 December 2023 in Geneva, Switzerland.

### Acknowledgments

This Technical Specification was researched and written by Leonidas Anthopoulos (University of Thessaly, Greece), Radia Funna (Build n Blaze), Xiaomi An (Remin University of 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 Leonidas Anthopoulos (University of Thessaly, Greece), as FG-MV Working Group 1 Chair, and by Xiaomi An (Remin University of China) as Chair of Task Group on terminology & definitions.

Additional information and materials relating to this report can be found at: <https://www.itu.int/go/fgmv>. If you would like to provide any additional information, please contact Cristina Bueti at [tsbfgmv@itu.int](mailto:tsbfgmv@itu.int).

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## Definition of metaverse

### 1 Scope

This Technical Specification provides the definition of the term “metaverse”.

### 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.

None.

### 3 Definitions

This Technical Specification uses the following terms defined elsewhere:

#### 3.1 Terms defined elsewhere

**3.1.1 Virtual world [b-ISO/IEC 18039:2019]:** virtual environment, spatial organization of multiple virtual objects, potentially including global behaviour.

#### 3.2 Terms defined in this Technical Specification

This Technical Specification defines the following terms:

##### 3.2.1 metaverse:

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.

### 4 Abbreviations and acronyms

None.

### 5 Conventions

None.

## Bibliography

- [[ITU FGMV-02] Technical Report ITU FGMV-02 (2023), Metaverse: an analysis of definitions. Available [viewed 2023-12-06] at: <https://www.itu.int/en/ITU-T/focusgroups/mv/Pages/deliverables.aspx>
- [ITU FGMV-21] Technical Report ITU FGMV-21 (2023), Principles for building concepts and definitions related to metaverse. Available at: <https://www.itu.int/en/ITU-T/focusgroups/mv/Pages/deliverables.aspx>
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