## The UK's metaverse landscape

Consumer experiences Games, Esports, social, shopping, collectibles.

**Enablers**Game studios, AR and VR developers, design/3D modelling platforms, virtual real estate developers, Web3 e-commerce.

**Spatial computing** 3D engines, AR/VR/XR, multi-tasking Ul.

**Decentralisation** Decentralised technologies and exchanges.





- We see a new, consumer centric, internet being built. The biggest feature of this will be new consumer tech experiences.
- Focused on the consumer, we find enabling technologies that help the consumer to discover products and experiences.
- To create new experiences, we see the tools and integral platforms for creators.
- New infrastructure technologies underpin this transformation.

