

# Interpol's Metaverse

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**In news**– The Interpol has recently launched the first-ever 'metaverse' specifically designed for law enforcement worldwide, at its ongoing 90th General Assembly in Delhi.

## Interpol metaverse-

- **It allows the registered users to take a virtual tour of its general secretariat headquarters in France's Lyon**, interact with other officers via their avatars, and even take training courses in forensic investigation and other policing skills.
- The facility is being provided through the global police organisation's secure cloud.
- During an interactive session, General Assembly delegates attending the event were able to tour the Lyon building using virtual reality headsets.
- The Interpol **also announced the creation of an expert group** on the metaverse to represent the concerns of law enforcement on the global stage and ensure that the new virtual world was secure by design.

## What is metaverse?

- The idea follows from the cult science fiction novel Snow Crash by Neal Stephenson published in 1992, where the phrase metaverse was first used.
- It generally refers to shared virtual world environments which people can access via the internet.
- The term can refer to digital spaces which are made more lifelike by the use of virtual reality (VR) or augmented reality (AR).
- A simplistic way to look at the metaverse is as a parallel, virtual, world where users can have different identities, possessions and characters.
- It is supposed to be the post-Internet world, a

decentralised computing platform which is continuous, and live.

- It is being envisioned as a new world order really, where your services could be offered virtually in exchange for other virtual assets, or Cryptocurrency

## Difference between augmented reality and virtual reality

Basis	Augmented Reality	Virtual Reality
Purpose	The system adds to reality, augments the real-world environment	The system replaces reality, completely simulates the virtual environment
Virtual vs. real experience	Experience is 25% virtual and 75% real	Experience is 75% virtual and 25% real
Control of the senses	Users have a sense of being in the real world	Visual senses are under the control of the system
Degree of immersion	Users are partially immersed into the action	Users are fully immersed into the action
Enhancement target	AR enhances both real and virtual worlds	VR enhances a fictional reality
Device	No special AR devices are needed (only cameras on a smartphone)	Special VR devices are needed (headset, gloves, et cetera)
Bandwidth	Higher bandwidth for top-quality experiences	Lower bandwidth requirement