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Metaverse - Reference architecture

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Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting.

Please note that some of the contents of this document may involve patents. The issuing organization of this document does not assume the responsibility for identifying patents.

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Metaverse Reference Architecture

1 Scope

This document establishes the metaverse reference architecture and specifies the functional requirements of the basic domain, interaction domain, core domain, user domain and cross-domain.

This document is intended for guidance on.

- a) Metaverse's stakeholders select and use Metaverse services;
- b) Metaverse stakeholders build Metaverse systems and applications;
- c) Metaverse stakeholders participate in Metaverse activities.

2 Normative references

GB/T 35273

GB/T 39786

3 Terms and Definitions

The following terms and definitions apply to this document.

3.1 metaverse

It is composed of complete and stable technology, content, economy, collaboration and governance subsystems, with high immersion, real-time sustainability and independent innovation.

It is a new social ecosystem with the characteristics of virtual creation, open interconnection, and the integration and interaction of virtual and real things.

Note. This document is a refined reference architecture that visualizes the Metaverse as an information system. Descriptions of each subsystem are given in Appendix A.

3.2 activity

A collection of specific tasks.

[Source. GB/T 42752-2023, 3.1]

3.3 functional component

A functional building block that can be implemented to participate in an activity.

[Source. GB/T 42752-2023, 3.3]

3.4 virtual world

Digital technology generates dynamic sensory information (such as binocular stereoscopic vision, three-dimensional hearing, force touch, taste and smell, etc.), An environment composed of multiple virtual objects.

[Source. GB/T 38247-2019, 2.2.2]