Metaverse as a Cutting-Edge Platform for Attaining Sustainable Development Goals (SDGs)

Nitin Liladhar Rane^{*}, Saurabh P. Choudhary, Jayesh Rane University of Mumbai, Mumbai, India.

* Corresponding author. Email: nitinrane33@gmail.com (N.L.R.) Manuscript submitted January 5, 2024; accepted January 23, 2024; published January 26, 2024 DOI: 10.18178/JAAI.2024.2.1.27-46

Abstract: The Metaverse, an immersive virtual reality realm where users engage with computer-generated environments, is swiftly emerging as a transformative platform poised to address and propel Sustainable Development Goals (SDGs). This research delves into the intersections between the Metaverse and SDGs, shedding light on how this cutting-edge technology can be harnessed to propel sustainable development across diverse sectors. Commencing with a comprehensive overview, the paper details the evolution, key components, and immersive capabilities of the Metaverse. Underscoring its dynamic and interactive essence, the research emphasizes the potential of the Metaverse to revolutionize conventional approaches to education, healthcare, environmental conservation, and economic empowerment. The immersive nature of the Metaverse facilitates experiential learning, enhancing education accessibility, and fostering global collaboration to fulfill SDG 4 (Quality Education). Additionally, the paper explores how the Metaverse can contribute to healthcare solutions through virtual medical consultations, training healthcare professionals, and simulating medical scenarios. Environmental sustainability takes center stage as the Metaverse serves as a platform for raising awareness about climate change, promoting sustainable practices, and simulating eco-friendly solutions. This aligns with SDG 13 (Climate Action) and SDG 15 (Life on Land), emphasizing the Metaverse's capacity to inspire real-world environmental stewardship.

Keywords: Metaverse, sustainable development goals, SDGs, sustainable development, virtual reality, sustainability, blockchain, augmented reality

1. Introduction

In the contemporary digital era, the Metaverse has emerged as a powerful force with the potential to redefine how individuals interact, collaborate, and navigate various aspects of their lives [1–4]. Originating from the realms of science fiction, the Metaverse has transcended fiction to become a burgeoning reality, offering a virtual space where users can engage in immersive experiences and build a parallel digital existence [5-8]. As this virtual frontier expands, it holds the promise of addressing real-world challenges, with a particular focus on achieving Sustainable Development Goals (SDGs). The Metaverse represents a fusion of technologies, including virtual reality (VR), augmented reality (AR), blockchain, and artificial intelligence (AI), creating a comprehensive digital ecosystem [9–13]. This study investigates the Metaverse's potential as an innovative platform for advancing SDGs, a set of 17 global objectives established by the United Nations to tackle crucial issues such as poverty, inequality, environmental degradation, and social injustice. The Metaverse is not a singular entity but a dynamic space comprising virtual worlds, digital assets, and social interactions [14]. Users navigate these virtual realms through avatars, engaging in a wide range of activities

from business meetings to leisurely pursuits [15]. Leveraging technologies like VR and AR, the Metaverse blurs the boundaries between the physical and digital realms, fostering an environment where innovation thrives [16–19]. This interconnected digital space enables users to collaborate, share ideas, and devise solutions to complex problems [20–25]. As technology advances, the Metaverse is poised to become an integral part of daily life, offering unprecedented opportunities for societal transformation. The Metaverse, with its vast potential, holds the promise of catalyzing the achievement of these ambitious goals by facilitating unprecedented collaboration and innovation.

Economic empowerment, a fundamental pillar of sustainable development, finds unique opportunities in the Metaverse. In its digital realms, users engage in virtual commerce, creating new economic ecosystems. Blockchain technology, a foundational element of many Metaverse platforms, ensures transparency and security in digital transactions, empowering entrepreneurs, particularly in regions with limited access to traditional financial systems [26–29]. Moreover, the Metaverse has the potential to reshape traditional employment structures, revolutionizing remote work through immersive virtual workspaces. This not only enhances efficiency but also provides employment opportunities regardless of geographical constraints, contributing to the SDG goal of decent work and economic growth. Education, a cornerstone of sustainable development, can be enhanced through novel approaches in the Metaverse [30–34]. Virtual classrooms, interactive simulations, and collaborative projects can democratize access to education, breaking down geographical barriers and contributing to the SDG goal of inclusive and equitable quality education for all [35–38]. The Metaverse also serves as a platform for fostering social inclusion, bringing together individuals from diverse backgrounds in shared virtual spaces. This fosters cultural exchange and understanding, potentially promoting tolerance and reducing inequalities in alignment with SDG objectives of peace, justice, and strong institutions. Fig. 1 shows the co-occurrence analysis of the keywords in literature.



Fig. 1. Co-occurrence analysis of the keywords in literature.

While the Metaverse unfolds in the digital realm, its environmental impact must be carefully considered. Sustainable development requires a holistic approach, and the Metaverse bears the responsibility to minimize its ecological footprint. Addressing issues such as energy consumption, resource management, and carbon emissions associated with Metaverse infrastructure is crucial to align with SDG goals related to climate action and environmental sustainability [39–41]. From economic empowerment to social inclusion

and environmental sustainability, the Metaverse has the potential to reshape the global landscape, contributing significantly to creating a more just, equitable, and sustainable world. This research paper delves into these potentials, shedding light on the transformative role the Metaverse can play in achieving the ambitious objectives set forth by the international community through SDGs. Fig. 2. Shows the categorization of the SDGs (https://www.un.org).



Fig. 2. Categorization of the SDGs (https://www.un.org).

2. Methodology

This research study utilizes a thorough methodology, merging a literature review with bibliometric analysis, to examine the Metaverse's role as an innovative platform for achieving Sustainable Development Goals (SDGs). A systematic and exhaustive exploration encompassed academic databases such as PubMed, IEEE Xplore, ScienceDirect, and Google Scholar. Inclusion embraced articles, conference papers, and scholarly works explicitly addressing the Metaverse's relevance to SDGs. Rigorous criteria excluded non-English publications and non-peer-reviewed sources, ensuring the reliability and quality of the selected literature. The identified literature underwent thematic categorization, classifying it into areas such as environmental sustainability, social inclusion, economic development, and technological innovation. Critical analysis of the literature extracted key insights, challenges, and opportunities associated with employing the Metaverse for SDGs. A comprehensive dataset, capturing metadata like publication year, authorship, keywords, and citation counts, was compiled from relevant bibliographic databases. This dataset was instrumental in quantitatively assessing scholarly output and the impact of research at the intersection of the Metaverse and SDGs. Coauthorship networks, citation networks, and keyword co-occurrence networks were constructed to identify influential authors, seminal works, and emerging trends. This network analysis visually represents the intellectual structure and connections within the research domain. By amalgamating these methodological approaches, this research aims to offer a comprehensive, evidence-based exploration of the Metaverse's role in advancing SDGs, providing valuable insights for academics, policymakers, and practitioners. Fig. 3 shows the SDGs in the Metaverse.

3. Results and Discussion

3.1. Role of Metaverse in Achieving SDGs

The metaverse, a collective virtual shared space resulting from the convergence of physical and virtual reality, has garnered considerable attention in recent times [2, 8]. As technology progresses, the metaverse emerges as a distinctive avenue for advancing Sustainable Development Goals (SDGs).

3.1.1. Education sector

SDG 4, which centers on Quality Education, seeks to ensure inclusive and equitable quality education for all [31, 33]. The metaverse holds the potential to transform education by offering immersive and interactive learning experiences. Virtual classrooms, simulations, and educational games within the metaverse can enhance accessibility and engagement for diverse learners [35, 38]. Additionally, the metaverse facilitates global collaboration, connecting students and educators worldwide, breaking down geographical barriers, and fostering cultural exchange.



Fig. 3. SDGs in the metaverse.

3.1.2. Healthcare sector

In contributing to the achievement of SDG 3 (Good Health and Well-being), the metaverse can play a pivotal

role in advancing healthcare [42–45]. Virtual reality (VR) and augmented reality (AR) technologies within the metaverse can elevate medical training, enabling healthcare professionals to simulate surgeries and procedures in a risk-free environment [46–48]. Integration of telemedicine services into the metaverse can enhance remote access to healthcare, particularly in underserved areas, improving health outcomes. Moreover, the metaverse can support health education and awareness campaigns, promoting preventive measures and healthy lifestyles.

3.1.3. Economic sector

Addressing SDG 8 (Decent Work and Economic Growth), the metaverse can foster new forms of work and entrepreneurship [49, 50]. Virtual marketplaces within the metaverse empower individuals to create and trade virtual goods and services, fostering virtual economies [51, 52]. This empowers individuals, especially in developing countries, to participate in the global economy and create income-generating opportunities [50, 53–57]. Additionally, the metaverse facilitates remote work and collaboration, reducing geographical constraints and promoting inclusive economic growth.

3.1.4. Environmental sector

In alignment with SDG 13 (Climate Action) and SDG 15 (Life on Land), the metaverse can promote environmental awareness and education [58–62]. Virtual simulations and experiences within the metaverse can highlight the impact of human activities on the environment [63–66]. Virtual reality can simulate the consequences of climate change, encouraging sustainable behaviors. Furthermore, the metaverse can facilitate global collaboration on environmental initiatives, bringing together experts, policymakers, and communities to address climate change and promote biodiversity conservation.

3.1.5. Social inclusion and equality

SDG 5 (Gender Equality) and SDG 10 (Reduced Inequality) underscore the importance of promoting equality. The metaverse can address social inequalities by providing an inclusive platform for diverse voices [67–70]. Virtual spaces can be designed to be accessible, allowing individuals from different backgrounds to participate and contribute [71–73]. Additionally, the metaverse can promote cultural exchange, understanding, and appreciation, fostering a more inclusive and tolerant global society.

3.1.6. Infrastructure and innovation

SDG 9 (Industry, Innovation, and Infrastructure) focuses on resilient infrastructure and innovation. The metaverse itself represents a groundbreaking innovation. By investing in metaverse infrastructure, including high-speed internet and advanced computing capabilities, countries can create an enabling environment for technological innovation [74–82]. This, in turn, can drive economic growth, promote sustainable industrial practices, and contribute to the development of resilient infrastructure.

3.1.7. Peace, justice, and strong institutions

SDG 16 (Peace, Justice, and Strong Institutions) aims to promote inclusive societies and effective institutions. The metaverse contributes by providing a platform for diplomatic and conflict resolution efforts. Virtual spaces can be used for international dialogue, transcending physical boundaries and fostering a sense of global community. Additionally, the metaverse can support efforts to increase transparency and accountability in governance, contributing to the development of strong institutions.

3.1.8. Consumption and production

SDG 12 (Responsible Consumption and Production) calls for sustainable consumption patterns. The metaverse can influence consumer behaviour by promoting virtual consumption, reducing the environmental impact associated with physical production and consumption [83–87]. Virtual goods and services within the metaverse can be designed with sustainability in mind, encouraging environmentally conscious choices [88–92]. This shift towards virtual consumption can contribute to the reduction of resource consumption and

waste, aligning with the principles of sustainable development.

3.2. Metaverse Technologies for SDGs

As nations pursue the United Nations Sustainable Development Goals (SDGs) by 2030, the integration of cutting-edge Metaverse technologies becomes imperative. This section delves into the convergence of the Metaverse and SDGs, spotlighting key technologies that contribute to sustainable development.

3.3. Virtual Reality (VR) and Augmented Reality (AR)

Virtual Reality and Augmented Reality serve as foundational elements in the Metaverse, delivering immersive experiences that can propel advancements across multiple SDGs [16, 20, 22]. Such technologies enhance education, healthcare, and collaboration, fostering a more inclusive and interconnected global community [17, 93–97].

Education (SDG 4): VR and AR redefine education by offering immersive learning experiences [98–101]. Virtual classrooms enable students worldwide to access quality education, bridging geographical and economic disparities [102–107]. Interactive simulations facilitate practical learning in science, engineering, and medicine, preparing a skilled workforce to address global challenges [108–113].

Healthcare (SDG 3): Metaverse technologies enhance healthcare through telemedicine, medical training, and remote patient monitoring. VR simulations enable medical professionals to practice surgeries, and AR aids in diagnostics and treatment [43–45]. These technologies break barriers to healthcare access, contributing to improved global health outcomes.

Innovation and Infrastructure (SDG 9): VR and AR play a pivotal role in innovation and infrastructure development. Virtual prototyping and simulations streamline the design and testing of infrastructure projects, reducing costs and environmental impact. This accelerates progress towards sustainable and resilient infrastructure.

3.4. Blockchain and Digital Assets

Blockchain, a decentralized and transparent ledger technology, coupled with digital assets, forms the backbone of economic systems within the Metaverse [25, 27, 28]. These technologies promote financial inclusion, transparency, and sustainability, aligning with several SDGs.

No Poverty (SDG 1) and Decent Work and Economic Growth (SDG 8): Blockchain enables secure and transparent financial transactions, reducing corruption and ensuring fair resource distribution [27]. Digital assets create new economic opportunities, fostering entrepreneurship and job creation, especially in underserved regions.

Sustainable Cities and Communities (SDG 11): Blockchain supports the development of smart cities by providing a secure and transparent platform for managing urban infrastructure [114–118]. Digital tokens incentivize sustainable practices, such as waste reduction and energy conservation, contributing to the creation of environmentally friendly communities [119–123].

Partnerships for the Goals (SDG 17): Blockchain's decentralized nature facilitates transparent and accountable partnerships [26,27]. Smart contracts automate and enforce agreements, promoting trust among stakeholders in global collaborations for sustainable development [29, 124–128].

Following equations represent fundamental concepts in blockchain technology, including hash functions, Merkle trees, proof of work, consensus probabilities, elliptic curve cryptography, and block size limits.

1) Blockchain Block Size Limit:

Block Size = Max Block Size – Transaction Size – Block Header Size

where,

Block Size: The size of a block in the blockchain.

Max Block Size - Transaction Size - Block Header Size: The calculation for determining the available space for transactions within a block, considering the maximum block size and the size of the block header.

2) Elliptic Curve Cryptography (ECC) - Public Key Generation:

where,

Public Key: A cryptographic key used in the encryption and verification of digital signatures, freely distributable.

Private Key × Base Point: The elliptic curve multiplication of the private key and a fixed point on the curve (the base point) to generate the public key.

3) Blockchain Consensus - PoW Probability:

$$P(\text{success}) = \frac{\text{Hash Rate}}{\text{Network Hash Rate}}$$

where.

P(success): The probability of successfully mining a block in a Proof of Work system.

Hash Rate The ratio of an individual miner's hash rate to the total hash rate of the entire network. Network Hash Rate

4) Proof of Work (PoW) Difficulty:

$$Difficulty = \frac{Target Value}{Current Target}$$

where,

Difficulty: A measure of how hard it is to find a valid block in a blockchain. Adjusted regularly to maintain a consistent block time.

Target Value The ratio of the target value (a predetermined constant) to the current target, which is adjusted **Current Target** based on the network's overall mining power

5) Merkle Tree Root:

$$MerkleRoot = H(Hash1 + Hash2)$$

where,

MerkleRoot: The topmost hash in a Merkle tree, a tree-like data structure used in blockchain to efficiently store and verify the integrity of large sets of data.

H(Hash1 + Hash2): The combination of two hash values, hashed again to create the Merkle root.

6) Hash Function:

$$hash = H(data)$$

where,

hash: The output of a hash function applied to a piece of data.

H(data): The hash function, which transforms input data into a fixed-size string of characters (the hash).

3.5. Artificial Intelligence (AI) and Machine Learning (ML)

AI and ML are integral components of the Metaverse, powering personalized and dynamic interactions [129–133]. These technologies contribute to SDGs by optimizing resource utilization, improving decision-making processes, and addressing complex challenges [134–137].

Zero Hunger (SDG 2): AI-powered precision agriculture enhances crop management, optimizing yields and reducing resource waste. ML algorithms analyze data from sensors and satellites, providing farmers with insights for sustainable practices, thus contributing to food security.

Climate Action (SDG 13): AI plays a vital role in monitoring and mitigating climate change. Machine learning models analyze climate data to predict natural disasters, optimize renewable energy production, and support climate adaptation strategies, aiding in achieving global climate goals.

Quality Education (SDG 4) and Gender Equality (SDG 5): AI-driven adaptive learning platforms cater to individual learning styles, promoting inclusivity in education. Additionally, AI can help identify and address gender bias, ensuring equal opportunities for all, thus contributing to gender equality.

3.6. Internet of Things (IoT)

The Internet of Things, linking physical devices to the digital world, seamlessly integrates with the Metaverse [138–140]. This interconnectedness enhances efficiency, resource management, and sustainability, aligning with various SDGs [141–143].

Clean Water and Sanitation (SDG 6): IoT devices monitor water quality, detect leaks, and optimize water distribution systems. By providing real-time data, these technologies support efficient water management, ensuring access to clean water and sanitation facilities.

Affordable and Clean Energy (SDG 7): IoT-enabled smart grids optimize energy distribution, reduce wastage, and promote the use of renewable energy sources, contributing to the goal of ensuring access to affordable and clean energy for all.

Life Below Water and Life on Land (SDGs 14 and 15): IoT sensors help monitor and protect ecosystems, preventing illegal logging, overfishing, and poaching. This technology aids in the conservation of biodiversity, supporting sustainable life below water and on land.

3.7.5G Connectivity

The rollout of 5G networks is a key enabler for the Metaverse, providing high-speed, low-latency connectivity [144–148]. This technology supports real-time interactions, high-quality content delivery, and widespread adoption of immersive experiences, contributing to SDGs related to communication, economic growth, and innovation [149–152].

Industry, Innovation, and Infrastructure (SDG 9): 5G facilitates the development of advanced communication networks, enabling smart cities, autonomous vehicles, and seamless connectivity. This supports innovation and the expansion of infrastructure, fostering economic growth.

Reduced Inequalities (SDG 10): 5G connectivity helps bridge the digital divide by providing high-speed internet access to remote and underserved areas, contributing to reducing inequalities in access to information and opportunities.

Partnerships for the Goals (SDG 17): 5G networks strengthen global partnerships by enhancing communication and collaboration. Real-time connectivity fosters international cooperation, supporting shared efforts to achieve the SDGs.

3.8. Challenges

The Metaverse, a shared virtual space, has garnered considerable attention in recent times for its potential to revolutionize human experiences in education, business, and entertainment. While its immersive and interconnected nature holds promise, it is crucial to assess the challenges associated with implementing Metaverse technologies in the context of Sustainable Development Goals (SDGs).

3.8.1. Inclusivity and accessibility

A fundamental challenge lies in ensuring universal access to the benefits of the Metaverse, adhering to the SDG principle of leaving no one behind. Evolving Metaverse technologies risk creating digital divides, limiting access to specific demographics or socioeconomic groups. To address this, tackling issues of affordability, promoting digital literacy, and bridging infrastructure gaps are essential. This ensures that the Metaverse contributes to SDGs related to reducing inequality (SDG 10) and providing quality education (SDG 4).

3.8.2. Environmental concerns

The significant energy consumption associated with powering Metaverse infrastructure raises environmental concerns. Virtual reality (VR) and augmented reality (AR) technologies demand robust computing capabilities, leading to increased energy consumption. As the world strives for climate action (SDG 13), sustainable solutions, such as energy-efficient hardware and responsible data center practices, are imperative to align Metaverse development with environmental sustainability goals.

3.8.3. Digital security and privacy

The immersive nature of the Metaverse raises critical questions about digital security and user privacy. User engagement in virtual spaces turns personal data into a valuable commodity. Balancing a personalized user experience with safeguarding individual privacy is a complex challenge. To align Metaverse technologies with SDG 16, which promotes peace, justice, and strong institutions, robust cybersecurity measures and ethical data practices are crucial.

3.8.4. Economic disparities and monopolies

The dominance of a few tech giants in the development and commercialization of Metaverse technologies poses a threat to fair competition and economic inclusion (SDG 8). Striking a balance between innovation and preventing monopolistic practices is crucial to ensure equitable distribution of the Metaverse's benefits.

3.8.5. Cultural and ethical considerations

The Metaverse's blurring of physical and digital realities raises ethical questions about identity, morality, and cultural sensitivity. With diverse values and norms across societies, globalized Metaverse development requires careful consideration of cultural differences. Upholding cultural diversity is essential for promoting sustainable and inclusive communities (SDG 11).

3.8.6. Education and skill development

Integration of the Metaverse into various sectors necessitates a skilled workforce capable of navigating virtual spaces. The rapid technological advancements may outpace traditional education systems, widening existing skill gaps. Aligning Metaverse development with SDG 4 (Quality Education) requires a proactive approach to education and skill development, ensuring individuals can adapt to and benefit from emerging digital landscapes.

4. Conclusions

In the swiftly evolving realm of technology and connectivity, the metaverse has emerged as a groundbreaking platform with the potential to transform how we approach and attain Sustainable Development Goals (SDGs). This study has explored the diverse ways in which the metaverse can act as a catalyst for sustainable development, fostering global-scale innovation, inclusivity, and collaboration. A primary discovery of this research is the metaverse's capacity to transcend physical boundaries and democratize access to information, education, and opportunities. As our world becomes increasingly interconnected, the metaverse provides a virtual space where individuals, regardless of their geographical location, can collaborate to address SDGs. Virtual classrooms, immersive learning experiences, and skill-building activities within the metaverse dismantle traditional barriers to education and skill development,

contributing to the progress of SDG 4 (Quality Education) and SDG 8 (Decent Work and Economic Growth). Furthermore, the metaverse serves as a center for promoting environmental consciousness and sustainable practices. Virtual simulations and experiences within the metaverse can educate users about the environmental impact of their choices, fostering awareness and responsible consumption (SDG 12 - Responsible Consumption and Production). The establishment of sustainable virtual communities and economies within the metaverse aligns with SDG 11 (Sustainable Cities and Communities), as it encourages the creation of eco-friendly virtual spaces that can inspire real-world urban planning.

The second significant finding of this research revolves around the metaverse's potential to enhance social inclusivity and diversity. By offering a virtual environment where users can interact regardless of physical attributes, the metaverse contributes to the advancement of SDG 10 (Reduced Inequality). Individuals from diverse backgrounds, cultures, and abilities can collaborate on projects, share experiences, and contribute to a more inclusive global society. Moreover, the metaverse functions as a tool for cultural exchange and understanding, addressing SDG 16 (Peace, Justice, and Strong Institutions). Through immersive experiences and cross-cultural interactions, individuals can develop empathy and a better understanding of diverse perspectives, fostering a sense of global unity and shared responsibility. The third major contribution of the metaverse to sustainable development lies in its potential as an economic engine. The establishment of virtual businesses, marketplaces, and innovative economic models within the metaverse can drive economic growth while promoting sustainable practices (SDG 8 - Decent Work and Economic Growth). The metaverse offers a platform for entrepreneurship and employment opportunities that transcend geographical limitations, contributing to poverty alleviation and the creation of sustainable livelihoods (SDG 1 - No Poverty). However, it is crucial to navigate the ethical, privacy, and accessibility considerations associated with metaverse development to ensure that its benefits are accessible to all. As we stand on the brink of a new era in technology, embracing the metaverse responsibly can propel us closer to the realization of a more sustainable and inclusive global society.

Conflict of Interest

The authors declare no conflict of interest.

Author Contributions

N.L.R. conducted conceptualization, methodology, formal analysis, writing original draft; S.P.C. worked for background study, writing, review & editing; and J.R. worked for writing, review & editing. All authors had approved the final version.

References

- [1] Chinie, C., Oancea, M., & Todea, S. (2022). The adoption of the metaverse concepts in Romania. *Management and Marketing*, *17(3)*. https://doi.org/10.2478/mmcks-2022-0018
- [2] Dahan, N. A., Al-Razgan, M., Al-Laith, A., Alsoufi, M. A., Al-Asaly, M. S., & Alfakih, T. (2022). Metaverse Framework: A Case Study on E-Learning Environment (ELEM). *Electronics* (Switzerland), *11(10)*. https://doi.org/10.3390/electronics11101616
- [3] Suh, W., & Ahn, S. (2022). Utilizing the Metaverse for Learner-Centered Constructivist Education in the Post-Pandemic Era: An Analysis of Elementary School Students. *Journal of Intelligence*, 10(1). https://doi.org/10.3390/jintelligence10010017
- [4] Dwivedi, Y. K., Hughes, L., Baabdullah, A. M., Ribeiro-Navarrete, S., Giannakis, M., Al-Debei, M. M., Dennehy, D., Metri, B., Buhalis, D., Cheung, C. M. K., Conboy, K., Doyle, R., Dubey, R., Dutot, V., Felix, R., Goyal, D. P., Gustafsson, A., Hinsch, C., Jebabli, I., ... Wamba, S. F. (2022). Metaverse beyond the hype: Multidisciplinary

perspectives on emerging challenges, opportunities, and agenda for research, practice and policy. *International Journal of Information Management*, 66. https://doi.org/10.1016/j.ijinfomgt.2022.102542

- [5] Wang, Y., Su, Z., Zhang, N., Xing, R., Liu, D., Luan, T. H., & Shen, X. (2023). A survey on metaverse: Fundamentals, security, and privacy. *IEEE Communications Surveys and Tutorials*, 25(1). https://doi.org/10.1109/COMST.2022.3202047
- [6] Zhang, X., Chen, Y., Hu, L., & Wang, Y. (2022). The metaverse in education: Definition, framework, features, potential applications, challenges, and future research topics. *In Frontiers in Psychology* (Vol. 13). https://doi.org/10.3389/fpsyg.2022.1016300
- [7] Dwivedi, Y. K., Hughes, L., Wang, Y., Alalwan, A. A., Ahn, S. J., Balakrishnan, J., Barta, S., Belk, R., Buhalis, D., Dutot, V., Felix, R., Filieri, R., Flavián, C., Gustafsson, A., Hinsch, C., Hollensen, S., Jain, V., Kim, J., Krishen, A. S., ... Wirtz, J. (2023). Metaverse marketing: How the metaverse will shape the future of consumer research and practice. *Psychology and Marketing*, *40*(4). https://doi.org/10.1002/mar.21767
- [8] Wang, Y., Su, Z., Zhang, N., Xing, R., Liu, D., Luan, T. H., & Shen, X. (2023). A survey on metaverse: Fundamentals, security, and privacy. *IEEE Communications Surveys and Tutorials*, 25(1). https://doi.org/10.1109/COMST.2022.3202047
- [9] Zhang, X., Chen, Y., Hu, L., & Wang, Y. (2022). The metaverse in education: Definition, framework, features, potential applications, challenges, and future research topics. *In Frontiers in Psychology* (Vol. 13). https://doi.org/10.3389/fpsyg.2022.1016300
- [10] Dwivedi, Y. K., Hughes, L., Wang, Y., Alalwan, A. A., Ahn, S. J., Balakrishnan, J., Barta, S., Belk, R., Buhalis, D., Dutot, V., Felix, R., Filieri, R., Flavián, C., Gustafsson, A., Hinsch, C., Hollensen, S., Jain, V., Kim, J., Krishen, A. S., ... Wirtz, J. (2023). Metaverse marketing: How the metaverse will shape the future of consumer research and practice. *Psychology and Marketing*, *40*(4). https://doi.org/10.1002/mar.21767
- [11] Tlili, A., Huang, R., Shehata, B., Liu, D., Zhao, J., Metwally, A. H. S., Wang, H., Denden, M., Bozkurt, A., Lee, L. H., Beyoglu, D., Altinay, F., Sharma, R. C., Altinay, Z., Li, Z., Liu, J., Ahmad, F., Hu, Y., Salha, S., ... Burgos, D. (2022). Is Metaverse in education a blessing or a curse: a combined content and bibliometric analysis. *In Smart Learning Environments* (Vol. 9, Issue 1). https://doi.org/10.1186/s40561-022-00205-x
- [12] Zhao, Y., Jiang, J., Chen, Y., Liu, R., Yang, Y., Xue, X., & Chen, S. (2022). Metaverse: Perspectives from graphics, interactions and visualization. *In Visual Informatics* (Vol. 6, Issue 1). https://doi.org/10.1016/j.visinf.2022.03.002
- [13] Yang, Q., Zhao, Y., Huang, H., Xiong, Z., Kang, J., & Zheng, Z. (2022). Fusing blockchain and AI With metaverse: A survey. *IEEE Open Journal of the Computer Society*, 3. https://doi.org/10.1109/0JCS.2022.3188249
- [14] Buhalis, D., Leung, D., & Lin, M. (2023). Metaverse as a disruptive technology revolutionising tourism management and marketing. *In Tourism Management* (Vol. 97). https://doi.org/10.1016/j.tourman.2023.104724
- [15] Lee, U. K., & Kim, H. (2022). UTAUT in metaverse: An "Ifland" Case. *Journal of Theoretical and Applied Electronic Commerce Research*, *17(2)*. https://doi.org/10.3390/jtaer17020032
- [16] Hwang, G. J., & Chien, S. Y. (2022). Definition, roles, and potential research issues of the metaverse in education: An artificial intelligence perspective. *Computers and Education: Artificial Intelligence*, 3. https://doi.org/10.1016/j.caeai.2022.100082
- [17] Park, S. M., & Kim, Y. G. (2022). A metaverse: Taxonomy, components, applications, and open challenges. *IEEE Access*, 10. https://doi.org/10.1109/ACCESS.2021.3140175
- [18] Huynh-The, T., Gadekallu, T. R., Wang, W., Yenduri, G., Ranaweera, P., Pham, Q. V., da Costa, D. B., & Liyanage, M. (2023). Blockchain for the metaverse: A review. *Future Generation Computer Systems*, 143. https://doi.org/10.1016/j.future.2023.02.008

- [19] Suresh Babu, C. v., & Jeyavasan, T. (2023). Tourism is an essential trade: VR and AR technologies make it profitable. In Sustainable Growth and Global Social Development in Competitive Economies. https://doi.org/10.4018/978-1-6684-8810-2.ch005
- [20] Mahariya, S. K., Kumar, A., Singh, R., Gehlot, A., Akram, S. V., Twala, B., Iqbal, M. I., & Priyadarshi, N. (2023). Smart Campus 4.0: Digitalization of university campus with assimilation of Industry 4.0 for innovation and sustainability. *Journal of Advanced Research in Applied Sciences and Engineering Technology, 32(1)*. https://doi.org/10.37934/ARASET.32.1.120138
- [21] Zhao, Z., Zhao, B., & Wan, X. (2022). Research on personalized learning space in educational metaverse. *IET Conference Proceedings*, *2022(9)*. https://doi.org/10.1049/icp.2022.1479
- [22] Zhu, L. (2022). The metaverse: Concepts and issues for congress. *In Congressional Research Service*.
- [23] Singh, M., Singh, S. K., Kumar, S., Madan, U., & Maan, T. (2023). Sustainable framework for metaverse security and privacy: Opportunities and challenges. *Lecture Notes in Networks and Systems*, 599 LNNS. https://doi.org/10.1007/978-3-031-22018-0_30
- [24] Khaled Al-Tabeeb, A., & Ahmed Al-Desouqi, A. (2023). Metaverse in architecture: An approach to documenting and exploring the egyptian heritage through metaverse. *Green Building & Construction Economics*. https://doi.org/10.37256/gbce.4220232300
- [25] Choi, J., & Lee, S. (2023). A suggestion of the alternatives evaluation method through IFC-based building energy performance analysis. *Sustainability* (Switzerland), *15(3)*. https://doi.org/10.3390/su15031797
- [26] Banaeian Far, S., Imani Rad, A., & Rajabzadeh Asaar, M. (2023). Blockchain and its derived technologies shape the future generation of digital businesses: a focus on decentralized finance and the metaverse. In *Data Science and Management* (Vol. 6, Issue 3). https://doi.org/10.1016/j.dsm.2023.06.002
- [27] Xu, M., Guo, Y., Hu, Q., Xiong, Z., Yu, D., & Cheng, X. (2023). A trustless architecture of blockchain-enabled metaverse. *High-Confidence Computing*, *3*(1). https://doi.org/10.1016/j.hcc.2022.100088
- [28] Thomason, J. (2022). Metaverse, token economies, and non-communicable diseases. *In Global Health Journal*. https://doi.org/10.1016/j.glohj.2022.07.001
- [29] Katterbauer, K., Syed, H., & Cleenewerck, L. (2022). Financial cybercrime in the Islamic finance metaverse. *In Journal of Metaverse* (Vol. 2, Issue 2). https://doi.org/10.57019/jmv.1108783
- [30] Zhai, X. song, Chu, X. yan, Chen, M., Shen, J., & Lou, F. lang. (2023). Can Edu-metaverse reshape Virtual Teaching Community (VTC) to promote educational equity? An exploratory study. *IEEE Transactions on Learning Technologies*. https://doi.org/10.1109/TLT.2023.3276876
- [31] Wu, C. H., & Liu, C. Y. (2023). Educational applications of Non-Fungible Token (NFT). *Sustainability* (Switzerland), *15(1)*. https://doi.org/10.3390/su15010007
- [32] Park, J., & Sohn, S. (2023). Exploring students' experiences of virtual learning environment for art history classroom. *Harmonia: Journal of Arts Research and Education*, 23(1). https://doi.org/10.15294/harmonia.v23i1.41094
- [33] Kim, C., & Park, J. (2022). An exploratory study on the production of metaverse ethics education contents for adolescents an exploratory study on the production of metaverse ethics education contents for adolescents. EasyChair Preprint, 8528.
- [34] Vlăduțescu, Ștefan, & Stănescu, G. C. (2023). Environmental sustainability of metaverse: Perspectives from Romanian developers. *Sustainability* (Switzerland), *15(15)*. https://doi.org/10.3390/su151511704
- [35] Lee, S., Lee, Y., & Park, E. (2023). Sustainable vocational preparation for adults with disabilities: A metaverse-based approach. *Sustainability* (Switzerland), *15(15)*. https://doi.org/10.3390/su151512000
- [36] Siyaev, A., & Jo, G. S. (2021). Neuro-symbolic speech understanding in aircraft maintenance metaverse.

IEEE Access, 9. https://doi.org/10.1109/ACCESS.2021.3128616

- [37] Kim, J., Lee, C., Jeong, M., Cho, E., & Lee, Y. (2023). Identifying optimal approaches for sustainable maritime education and training: Addressing technological, environmental, and epidemiological challenges. *Sustainability* (Switzerland), *15(10)*. https://doi.org/10.3390/su15108092
- [38] Tlili, A., Huang, R., & Kinshuk. (2023). Metaverse for climbing the ladder toward 'Industry 5.0' and 'Society 5.0'? *Service Industries Journal*, *43*(3–4). https://doi.org/10.1080/02642069.2023.2178644
- [39] Bianzino, N. M. (2022). Metaverse: could creating a virtual world build a more sustainable one. EY.
- [40] Wong, L. W., Tan, G. W. H., Ooi, K. B., & Dwivedi, Y. K. (2023). Metaverse in hospitality and tourism: A critical reflection. *International Journal of Contemporary Hospitality Management*. https://doi.org/10.1108/IJCHM-05-2023-0586
- [41] Zhao, N., Zhang, H., Yang, X., Yan, J., & You, F. (2023). Emerging information and communication technologies for smart energy systems and renewable transition. *In Advances in Applied Energy* (Vol. 9). https://doi.org/10.1016/j.adapen.2023.100125
- [42] Chengoden, R., Victor, N., Huynh-The, T., Yenduri, G., Jhaveri, R. H., Alazab, M., Bhattacharya, S., Hegde, P., Maddikunta, P. K. R., & Gadekallu, T. R. (2023). Metaverse for healthcare: A survey on potential applications, challenges and future directions. *IEEE Access*, 11. https://doi.org/10.1109/ACCESS.2023.3241628
- [43] Bansal, G., Rajgopal, K., Chamola, V., Xiong, Z., & Niyato, D. (2022). Healthcare in metaverse: A survey on current metaverse applications in healthcare. *IEEE Access*, 10. https://doi.org/10.1109/ACCESS.2022.3219845
- [44] Zhang, T., Shen, J., Lai, C. F., Ji, S., & Ren, Y. (2023). Multi-server assisted data sharing supporting secure deduplication for metaverse healthcare systems. *Future Generation Computer Systems*, 140. https://doi.org/10.1016/j.future.2022.10.031
- [45] Anane-Simon, R., & Atiku, S. O. (2023). Future of public sector enterprises in the metaverse. In Multidisciplinary Approaches in AI, Creativity, Innovation, and Green Collaboration. https://doi.org/10.4018/978-1-6684-6366-6.ch009
- [46] Falk, T. H., Le, L. B., & Morandotti, R. (2022). The internet of senses: A position paper on the challenges and opportunities of multisensory immersive experiences for the metaverse. 2022 IEEE International Workshop on Metrology for Extended Reality, Artificial Intelligence and Neural Engineering, MetroXRAINE 2022 - Proceedings. https://doi.org/10.1109/MetroXRAINE54828.2022.9967586
- [47] Shah, S. H. H., Karlsen, A. S. T., Solberg, M., & Hameed, I. A. (2022). A social VR-based collaborative exergame for rehabilitation: codesign, development and user study. *Virtual Reality*. https://doi.org/10.1007/s10055-022-00721-8
- [48] Veras, M., Labbé, D. R., Furlano, J., Zakus, D., Rutherford, D., Pendergast, B., & Kairy, D. (2023). A framework for equitable virtual rehabilitation in the metaverse era: challenges and opportunities. *In Frontiers in Rehabilitation Sciences* (Vol. 4). https://doi.org/10.3389/fresc.2023.1241020
- [49] Yao, X., Ma, N., Zhang, J., Wang, K., Yang, E., & Faccio, M. (2022). Enhancing wisdom manufacturing as industrial metaverse for industry and society 5.0. *Journal of Intelligent Manufacturing*. https://doi.org/10.1007/s10845-022-02027-7
- [50] Wang, M., Liu, S., Hu, L., & Lee, J. Y. (2023). A study of metaverse exhibition sustainability on the perspective of the experience economy. *Sustainability* (Switzerland), 15(12). https://doi.org/10.3390/su15129153
- [51] Tan, T. M., Makkonen, H., Kaur, P., & Salo, J. (2022). How do ethical consumers utilize sharing economy platforms as part of their sustainable resale behavior? The role of consumers' green consumption values. *Technological Forecasting and Social Change*, 176. https://doi.org/10.1016/j.techfore.2021.121432

- [52] Cao, W., Cai, Z., Yao, X., & Chen, L. (2023). Digital transformation to help carbon neutrality and green sustainable development based on the metaverse. *Sustainability* (Switzerland), 15(9). https://doi.org/10.3390/su15097132
- [53] Rane, N. (2023). Integrating Building Information Modelling (BIM) and Artificial Intelligence (AI) for Smart Construction Schedule, Cost, Quality, and Safety Management: Challenges and Opportunities. Available at SSRN: https://ssrn.com/abstract=4616055 or http://dx.doi.org/10.2139/ssrn.4616055
- [54] Rane, N. (2023). ChatGPT and Similar Generative Artificial Intelligence (AI) for Building and Construction Industry: Contribution, Opportunities and Challenges of Large Language Models for Industry 4.0, Industry 5.0, and Society 5.0. Available at SSRN: https://ssrn.com/abstract=4603221 or http://dx.doi.org/10.2139/ssrn.4603221
- [55] Gautam, V. K., Pande, C. B., Moharir, K. N., Varade, A. M., Rane, N. L., Egbueri, J. C., & Alshehri, F. (2023). Prediction of sodium hazard of irrigation purpose using artificial neural network modelling. *Sustainability*, 15(9), 7593. https://doi.org/10.3390/su15097593
- [56] Rane, N. (2023). Chatbot-Enhanced Teaching and Learning: Implementation Strategies, Challenges, and the Role of ChatGPT in Education. Available at SSRN: https://ssrn.com/abstract=4603204 or http://dx.doi.org/10.2139/ssrn.4603204
- [57] Rane, N. (2023). 3D, 4D, and 5D printing in Architecture, Engineering, and Construction (AEC) Industry: Applications, Challenges, and Future Scope. Available at SSRN: https://ssrn.com/abstract=4609912 or http://dx.doi.org/10.2139/ssrn.4609912
- [58] Marquez, R., Barrios, N., Vera, R. E., Mendez, M. E., Tolosa, L., Zambrano, F., & Li, Y. (2023). A perspective on the synergistic potential of artificial intelligence and product-based learning strategies in biobased materials education. *Education for Chemical Engineers*, 44. https://doi.org/10.1016/j.ece.2023.05.005
- [59] Sopher, H., & Lescop, L. (2023). Learning in metaverse: the immersive atelier model of the architecture studio. *International Journal of Architectural Research: Archnet-IJAR*, 17(3). https://doi.org/10.1108/ARCH-10-2022-0213
- [60] Liu, Z., Yang, Z., Liang, M., Liu, Y., Osmani, M., & Demian, P. (2022). A conceptual framework for blockchain enhanced information modeling for healing and therapeutic design. *International Journal of Environmental Research and Public Health*, 19(13). https://doi.org/10.3390/ijerph19138218
- [61] Branca, G., Resciniti, R., & Loureiro, S. M. C. (2023). Virtual is so real! Consumers' evaluation of product packaging in virtual reality. *Psychology and Marketing*, *40(3)*. https://doi.org/10.1002/mar.21743
- [62] Bilotti, U., di Dario, D., Palomba, F., Gravino, C., & Sibilio, M. (2023). Machine learning for educational metaverse: How far are we? *Digest of Technical Papers - IEEE International Conference on Consumer Electronic*. https://doi.org/10.1109/ICCE56470.2023.10043465
- [63] Liu, X. (2022). The application of the metaverse in ecological education. Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), 13737 LNCS. https://doi.org/10.1007/978-3-031-23518-4_8
- [64] Sa Don, N. F., Sa Don, H. S., Alias, R. A., & Nakanishi, H. (2023). Flood preparedness module for Malaysian Higher Education students via Metaverse Environment. *IOP Conference Series: Earth and Environmental Science*, 1144(1). https://doi.org/10.1088/1755-1315/1144/1/012011
- [65] Park, S., Min, K., & Kim, S. (2021). Differences in learning motivation among bartle's player types and measures for the delivery of sustainable gameful experiences. *Sustainability* (Switzerland), *13(16)*. https://doi.org/10.3390/su13169121
- [66] Lejealle, C., & Dolansky, E. (2023). How can Squadland motivate people to adopt sustainable behaviours through its metaverse? *Journal of Information Technology Teaching Cases*. https://doi.org/10.1177/20438869231196308

- [67] Seo, Y. S., & Kang, A. (2023). Negative attributes of the metaverse based on thematic analysis of movie "belle" and "ready player one." *International Journal of Computer Graphics & Animation*, *13(01)*. https://doi.org/10.5121/ijcga.2023.13101
- [68] Al-Emran, M. (2023). Beyond technology acceptance: Development and evaluation of technologyenvironmental, economic, and social sustainability theory. *Technology in Society*, 75. https://doi.org/10.1016/j.techsoc.2023.102383
- [69] Bian, L., Xiao, R., Lu, Y., & Luo, Z. (2022). Construction and design of food traceability based on blockchain technology applying in the metaverse. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 13497 LNCS. https://doi.org/10.1007/978-3-031-22061-6_22
- [70] Kang, M., Wang, X., Wang, H., Hua, J., Reffye, P. de, & Wang, F. Y. (2023). The development of AgriVerse: past, present, and future. *IEEE Transactions on Systems, Man, and Cybernetics: Systems, 53(6)*. https://doi.org/10.1109/TSMC.2022.3230830
- [71] Pastor-Escuredo, D., Gardeazabal, A., Koo, J., Imai, A., & Treleaven, P. (2022). Multi-scale governance and data for sustainable development. *Frontiers in Big Data*, 5. https://doi.org/10.3389/fdata.2022.1025256
- [72] Hui, X., Raza, S. H., Khan, S. W., Zaman, U., & Ogadimma, E. C. (2023). Exploring regenerative tourism using media richness theory: Emerging role of immersive journalism, metaverse-based promotion, eco-literacy, and pro-environmental behavior. *Sustainability* (Switzerland), 15(6). https://doi.org/10.3390/su15065046
- [73] Agarwal, A., & Alathur, S. (2023). Metaverse revolution and the digital transformation: intersectional analysis of Industry 5.0. *Transforming Government: People, Process and Policy*, 17(4). https://doi.org/10.1108/TG-03-2023-0036
- [74] Allam, Z., Sharifi, A., Bibri, S. E., Jones, D. S., & Krogstie, J. (2022). The metaverse as a virtual form of smart cities: Opportunities and challenges for environmental, economic, and social sustainability in urban futures. *Smart Cities*, *5(3)*, 771–801.
- [75] Kit, K. T. (2022). Sustainable engineering paradigm shift in digital architecture, engineering and construction ecology within Metaverse. *International Journal of Computer and Information Engineering*, *16(4)*, 112–115.
- [76] Negi, P., Singh, R., Gehlot, A., Kathuria, S., Thakur, A. K., Gupta, L. R., & Abbas, M. (2023). Specific soft computing strategies for the digitalization of infrastructure and its sustainability: A comprehensive analysis. *Archives of Computational Methods in Engineering*, 1–22.
- [77] Giovanni, P. (2023). Sustainability of the metaverse: A transition to Industry 5.0. *Sustainability*, *15(7)*, 6079.
- [78] Rane, N. (2023). Roles and Challenges of ChatGPT and Similar Generative Artificial Intelligence for Achieving the Sustainable Development Goals (SDGs). Available at SSRN: https://ssrn.com/abstract=4603244 or http://dx.doi.org/10.2139/ssrn.4603244
- [79] Rane, N. L. (2023). Multidisciplinary collaboration: key players in successful implementation of ChatGPT and similar generative artificial intelligence in manufacturing, finance, retail, transportation, and construction industry. https://doi.org/10.31219/osf.io/npm3d
- [80] Moharir, K. N., Pande, C. B., Gautam, V. K., Singh, S. K., & Rane, N. L. (2023). Integration of hydrogeological data, GIS and AHP techniques applied to delineate groundwater potential zones in sandstone, limestone and shales rocks of the Damoh district, (MP) central India. *Environmental Research*, 115832. https://doi.org/10.1016/j.envres.2023.115832
- [81] Rane, N. (2023). Enhancing Mathematical Capabilities through ChatGPT and Similar Generative Artificial

Intelligence: Roles and Challenges in Solving Mathematical Problems. Available at SSRN: https://ssrn.com/abstract=4603237 or http://dx.doi.org/10.2139/ssrn.4603237

- [82] Rane, N. (2023). Transforming Structural Engineering through ChatGPT and Similar Generative Artificial Intelligence: Roles, Challenges, and Opportunities. Available at SSRN: https://ssrn.com/abstract=4603242 or http://dx.doi.org/10.2139/ssrn.4603242
- [83] Patrocinio, G. (2023). The game beyond the game: The concept of metagame and its use for interaction design. *Communications in Computer and Information Science*, 1832 CCIS. https://doi.org/10.1007/978-3-031-35989-7_14
- [84] Zeng, S., Hu, J., Zhang, M., Xiang, Y., Wu, J., Su, M., Zhang, Y., Shen, M., Hong, P., Huang, Z., Chen, M., Zhou, N., Hou, C., Zhou, H., Zhang, D., & Tao, G. (2022). Cooling textiles for personal thermal management. *In Kexue Tongbao/Chinese Science Bulletin* (Vol. 67, Issue 11). https://doi.org/10.1360/TB-2021-1126
- [85] Sakaguchi, M., Aoki, E., & Nagamatsu, K. (2023). A study on changing consciousness of post coronavirus pandemic in fashion society and use of digital technology. *In Lecture Notes on Data Engineering and Communications Technologies* (Vol. 176). https://doi.org/10.1007/978-3-031-35734-3_37
- [86] Heilala, J., & Singh, K. (2023). Sustainable human performance in large people-oriented corporations: Integration of human systems for next-generation metaverse. *Proceedings of the 6th International Conference on Intelligent Human Systems Integration (IHSI 2023) Integrating People and Intelligent Systems*, February 22–24, 2023, Venice, Italy, 69. https://doi.org/10.54941/ahfe1002858
- [87] Rosilius, M., Wilhelm, M., von Eitzen, I., Decker, S., Damek, S., & Braeutigam, V. (2023). Sustainable solutions by the use of immersive technologies for repurposing buildings. *Lecture Notes in Mechanical Engineering*. https://doi.org/10.1007/978-3-031-28839-5_62
- [88] Koshmarov, M. (2022). Strategies of Information Dominance in the Context of the Rivalry Between Western and Chinese Concepts of the Future World Order. Конфликтология / Nota Bene, 4. https://doi.org/10.7256/2454-0617.2022.4.39263
- process [89] Qian, Tang, Y., & Yu, X. (2023). The future of industry: А F., cyber–physical–social system perspective. IEEE Transactions on Cybernetics. https://doi.org/10.1109/TCYB.2023.3298838
- [90] Ma, N., Yao, X., Chen, F., Yu, H., & Wang, K. (2022). Human-centric Smart Manufacturing for Industry 5.0.
 In Jixie Gongcheng Xuebao/Journal of Mechanical Engineering (Vol. 58, Issue 18). https://doi.org/10.3901/JME.2022.18.088
- [91] Świątek, L. (2019). From industry 4.0 to nature 4.0 Sustainable infrastructure evolution by design. *Advances in Intelligent Systems and Computing*, 788. https://doi.org/10.1007/978-3-319-94199-8_42
- [92] Allam, Z., Sharifi, A., Bibri, S. E., Jones, D. S., & Krogstie, J. (2022). The metaverse as a virtual form of smart cities: Opportunities and challenges for environmental, economic, and social sustainability in urban futures. *Smart Cities*, *5(3)*, 771–801.
- [93] Rane, N. (2023). Enhancing the Quality of Teaching and Learning through ChatGPT and Similar Large Language Models: Challenges, Future Prospects, and Ethical Considerations in Education. Available at SSRN: https://ssrn.com/abstract=4599104 or http://dx.doi.org/10.2139/ssrn.4599104
- [94] Rane, N. (2023). Role and Challenges of ChatGPT and Similar Generative Artificial Intelligence in Finance and Accounting. Available at SSRN: https://ssrn.com/abstract=4603206 or http://dx.doi.org/10.2139/ssrn.4603206
- [95] Rane, N. (2023). Role and Challenges of ChatGPT and Similar Generative Artificial Intelligence in Arts and Humanities. Available at SSRN: https://ssrn.com/abstract=4603208 or http://dx.doi.org/10.2139/ssrn.4603208
- [96] Rane, N. (2023). Role and Challenges of ChatGPT and Similar Generative Artificial Intelligence in Business

Management. Available at SSRN: https://ssrn.com/abstract=4603227 or http://dx.doi.org/10.2139/ssrn.4603227

- [97] Rane, N. (2023). Role and Challenges of ChatGPT and Similar Generative Artificial Intelligence in Human Resource Management. Available at SSRN: https://ssrn.com/abstract=4603230 or http://dx.doi.org/10.2139/ssrn.4603230
- [98] Contreras, G. S., González, A. H., Fernández, M. I. S., Cepa, C. B. M., & Escobar, J. C. Z. (2022). The importance of the application of the metaverse in education. *Modern Applied Science*, *16(3)*. https://doi.org/10.5539/mas.v16n3p34
- [99] Hyun, J., Choi, H., & Kim, J. (2022). Deriving Improvement Plans through Metaverse Technology and Implications. *International Journal of Intelligent Systems and Applications in Engineering*, *10(1s)*.
- [100] Li, K., Cui, Y., Li, W., Lv, T., Yuan, X., Li, S., Ni, W., Simsek, M., & Dressler, F. (2023). When internet of things meets metaverse: Convergence of physical and cyber worlds. *IEEE Internet of Things Journal*, 10(5). https://doi.org/10.1109/JIOT.2022.3232845
- [101] Ford, T. J., Buchanan, D. M., Azeez, A., Benrimoh, D. A., Kaloiani, I., Bandeira, I. D., Hunegnaw, S., Lan, L., Gholmieh, M., Buch, V., & Williams, N. R. (2023). Taking modern psychiatry into the metaverse: Integrating augmented, virtual, and mixed reality technologies into psychiatric care. *Frontiers in Digital Health*, 5. https://doi.org/10.3389/fdgth.2023.1146806
- [102] Samala, A. D., Usmeldi, Taali, Ambiyar, Bojic, L., Indarta, Y., Tsoy, D., Denden, M., Tas, N., & Dewi, I. P. (2023). Metaverse technologies in education: A systematic literature review using PRISMA. *International Journal of Emerging Technologies in Learning*, *18*(5). https://doi.org/10.3991/IJET.V18I05.35501
- [103] Rahman, K. R., Shitol, S. K., Islam, M. S., Iftekhar, K. T., & Saha, P. (2023). Use of metaverse technology in education domain. *Journal of Metaverse*, *3(1)*. https://doi.org/10.57019/jmv.1223704
- [104] Park, J. Y., Lee, K., & Chung, D. R. (2022). Public interest in the digital transformation accelerated by the COVID-19 pandemic and perception of its future impact. *Korean Journal of Internal Medicine*, 37(6). https://doi.org/10.3904/kjim.2022.129
- [105] Mustafa, B. (2022). Analyzing education based on metaverse technology. *Technium Social Sciences Journal*, *32*. https://doi.org/10.47577/tssj.v32i1.6742
- Yang, D., Zhou, J., Chen, R., Song, Y., Song, Z., Zhang, X., Wang, Q., Wang, K., Zhou, C., Sun, J., Zhang, L., Bai, L., Wang, Y., Wang, X., Lu, Y., Xin, H., Powell, C. A., Thüemmler, C., Chavannes, N. H., ... Bai, C. (2022). Expert consensus on the metaverse in medicine. *Clinical EHealth*, *5*. https://doi.org/10.1016/j.ceh.2022.02.001
- [107] Xi, N., Chen, J., Gama, F., Riar, M., & Hamari, J. (2023). The challenges of entering the metaverse: An experiment on the effect of extended reality on workload. *Information Systems Frontiers*, *25(2)*. https://doi.org/10.1007/s10796-022-10244-x
- [108] Wu, T. C., & Ho, C. T. B. (2023). A scoping review of metaverse in emergency medicine. *In Australasian Emergency Care* (Vol. 26, Issue 1). https://doi.org/10.1016/j.auec.2022.08.002
- [109] Rane, N. L., & Jayaraj, G. K. (2022). Comparison of multi-influence factor, weight of evidence and frequency ratio techniques to evaluate groundwater potential zones of basaltic aquifer systems. *Environment, Development and Sustainability, 24(2), 2315–2344.* https://doi.org/10.1007/s10668-021-01535-5
- [110] Rane, N. (2023). ChatGPT and Similar Generative Artificial Intelligence (AI) for Smart Industry: Role, Challenges and Opportunities for Industry 4.0, Industry 5.0 and Society 5.0.
- [111] Rane, N. (2023). Transformers in Material Science: Roles, Challenges, and Future Scope.
- [112] Rane, N. (2023). Contribution of ChatGPT and Other Generative Artificial Intelligence (AI) in Renewable and Sustainable Energy.

- [113] Rane, Nitin (2023). Role of ChatGPT and similar generative Artificial Intelligence (AI) in construction industry.
- [114] Bibri, S. E. (2022). The social shaping of the metaverse as an alternative to the imaginaries of datadriven smart cities: A study in science, technology, and society. *Smart Cities*, *5*(*3*). https://doi.org/10.3390/smartcities5030043
- [115] Bibri, S. E., & Allam, Z. (2022). The Metaverse as a virtual form of data-driven smart cities: the ethics of the hyper-connectivity, datafication, algorithmization, and platformization of urban society. *Computational Urban Science*, *2(1)*. https://doi.org/10.1007/s43762-022-00050-1
- [116] Kuru, K. (2023). MetaOmniCity: Toward Immersive Urban Metaverse Cyberspaces Using Smart City Digital Twins. IEEE Access, 11. https://doi.org/10.1109/ACCESS.2023.3272890
- [117] Kusuma, A. T., & Supangkat, S. H. (2022). Metaverse fundamental technologies for smart city: A literature review. 9th International Conference on ICT for Smart Society: Recover Together, Recover Stronger and Smarter Smartization, Governance and Collaboration. https://doi.org/10.1109/ICISS55894.2022.9915079
- [118] Wang, J., & Medvegy, G. (2022). Exploration the future of the metaverse and smart cities. *Proceedings* of the International Conference on Electronic Business (ICEB), 22.
- [119] Suanpang, P., Niamsorn, C., Pothipassa, P., Chunhapataragul, T., Netwong, T., & Jermsittiparsert, K. (2022). Extensible metaverse implication for a smart tourism city. *Sustainability* (Switzerland), *14(21)*. https://doi.org/10.3390/su142114027
- [120] Allam, Z., Sharifi, A., Bibri, S. E., Jones, D. S., & Krogstie, J. (2022). The metaverse as a virtual form of smart cities: Opportunities and Challenges for environmental, economic, and social sustainability in urban futures. *Smart Cities*, 5(3). https://doi.org/10.3390/smartcities5030040
- [121] Vangelov, N. (2023). Ambient advertising in metaverse smart cities. *Smart Cities and Regional Development Journal*.
- [122] Yaqoob, I., Salah, K., Jayaraman, R., & Omar, M. (2023). Metaverse applications in smart cities: Enabling technologies, opportunities, challenges, and future directions. *In Internet of Things* (*Netherlands*) (Vol. 23). https://doi.org/10.1016/j.iot.2023.100884
- [123] Yoo, S.-C., Piscarac, D., & Kang, S. (2022). Digital outdoor advertising tecoration for the metaverse smart city. *International Journal of Advanced Culture Technology*, 10(1).
- [124] Rane, N. L., Achari, A., Choudhary, S. P., Mallick, S. K., Pande, C. B., Srivastava, A., & Moharir, K. (2023). A decision framework for potential dam site selection using GIS, MIF and TOPSIS in Ulhas river basin, India. *Journal of Cleaner Production*, 138890. https://doi.org/10.1016/j.jclepro.2023.138890
- [125] Rane, N. L., Achari, A., Saha, A., Poddar, I., Rane, J., Pande, C. B., & Roy, R. (2023). An integrated GIS, MIF, and TOPSIS approach for appraising electric vehicle charging station suitability zones in Mumbai, India. *Sustainable Cities and Society*, 104717. https://doi.org/10.1016/j.scs.2023.104717
- [126] Patil, D. R., Rane, N. L., (2023) Customer experience and satisfaction: importance of customer reviews and customer value on buying preference. *International Research Journal of Modernization in Engineering Technology and Science*, 5(3), 3437–3447. https://www.doi.org/10.56726/IRJMETS36460
- [127] Rane, N. L., Anand, A., Deepak K., (2023). Evaluating the selection criteria of Formwork System (FS) for RCC building construction. *International Journal of Engineering Trends and Technology*, *71(3)*, 197–205. https://doi.org/10.14445/22315381/IJETT-V71I3P220
- [128] Rane, N. L., Achari, A., Hashemizadeh, A., Phalak, S., Pande, C. B., Giduturi, M., Khan M. Y., Tolche A, D., Tamam, N., Abbas, M., & Yadav, K. K. (2023). Identification of sustainable urban settlement sites using interrelationship based multi-influencing factor technique and GIS. *Geocarto International*, 1–27. https://doi.org/10.1080/10106049.2023.2272670

- [129] Ahuja, A. S., Polascik, B. W., Doddapaneni, D., Byrnes, E. S., & Sridhar, J. (2023). The digital metaverse: Applications in artificial intelligence, medical education, and integrative health. *In Integrative Medicine Research* (Vol. 12, Issue 1). https://doi.org/10.1016/j.imr.2022.100917
- [130] Lv, Z. (2023). Generative artificial intelligence in the metaverse era. *In Cognitive Robotics (Vol. 3)*. https://doi.org/10.1016/j.cogr.2023.06.001
- [131] Yang, Y., Siau, K., Xie, W., & Sun, Y. (2022). Smart health. *Journal of Organizational and End User Computing*, *34*(1). https://doi.org/10.4018/joeuc.308814
- [132] Mozumder, M. A. I., Sheeraz, M. M., Athar, A., Aich, S., & Kim, H. C. (2022). Overview: Technology roadmap of the future trend of metaverse based on IoT, blockchain, AI technique, and medical domain metaverse activity. *International Conference on Advanced Communication Technology*. https://doi.org/10.23919/ICACT53585.2022.9728808
- [133] Pooyandeh, M., Han, K. J., & Sohn, I. (2022). Cybersecurity in the AI-based metaverse: A survey. *In Applied Sciences* (Switzerland) (Vol. 12, Issue 24). https://doi.org/10.3390/app122412993
- [134] Huynh-The, T., Pham, Q. V., Pham, X. Q., Nguyen, T. T., Han, Z., & Kim, D. S. (2023). Artificial intelligence for the metaverse: A survey. *In Engineering Applications of Artificial Intelligence* (Vol. 117). https://doi.org/10.1016/j.engappai.2022.105581
- [135] Rathore, Dr. B. (2023). Digital transformation 4.0: integration of artificial intelligence & metaverse in marketing. *Eduzone : International Peer Reviewed/Refereed Academic Multidisciplinary Journal*, *12(01)*. https://doi.org/10.56614/eiprmj.v12i1y23.248
- [136] Nalbant, K. G., & Aydin, S. (2023). Development and transformation in digital marketing and branding with artificial intelligence and digital technologies dynamics in the metaverse Universe. *Journal of Metaverse*, *3*(*1*). https://doi.org/10.57019/jmv.1148015
- [137] Yang, Y., Siau, K., Xie, W., & Sun, Y. (2022). Smart Health: Intelligent Healthcare Systems in the Metaverse, Artificial Intelligence, and Data Science Era. Https://Services.Igi-Global.Com/Resolvedoi/Resolve.Aspx?Doi=10.4018/JOEUC.308814, 34(1).
- [138] Bhattacharya, S. (2023). Industry 5.0's role in achieving sustainability in multiple sectors. *Quality Management, Value Creation, and the Digital Economy*. https://doi.org/10.4324/9781003404682-3
- [139] Gupta, R. (2023). Challenges & opportunities The road ahead for management of internet waste & carbon emissions for a safe & green digital world. *Interantional Journal of Scientific Research in Engineering and Management*, 07(05). https://doi.org/10.55041/ijsrem21539
- [140] Gujral, R. K. (2023). Determinants of FinTech and Internet of Things for technological disruption: A new-age sustainable and comprehensive outlook. *RESEARCH REVIEW International Journal of Multidisciplinary*, 8(3). https://doi.org/10.31305/rrijm.2023.v08.n03.016
- [141] Chiang, J. K., Lin, C. L., Chiang, Y. F., & Su, Y. (2022). Optimization of the spectrum splitting and auction for 5th generation mobile networks to enhance quality of services for iot from the perspective of inclusive sharing economy. *Electronics* (Switzerland), *11(1)*. https://doi.org/10.3390/electronics11010003
- [142] Singh, R., Akram, S. V., Gehlot, A., Buddhi, D., Priyadarshi, N., & Twala, B. (2022). Energy System 4.0: digitalization of the energy sector with inclination towards sustainability. *Sensors*, 22(17). https://doi.org/10.3390/s22176619
- [143] Jamshidi, M., Yahya, S. I., Nouri, L., Hashemi-Dezaki, H., Rezaei, A., & Chaudhary, M. A. (2023). A highefficiency diplexer for sustainable 5G-enabled iot in metaverse transportation system and smart grids. *Symmetry*, 15(4). https://doi.org/10.3390/sym15040821
- [144] Lozano, R., Cantero, M., Fuentes, M., Ruiz, J., Benito, I., & Gomez-Barquero, D. (2023). Haptic and mixed reality enabled immersive cockpits for tele-operated driving. *In Shaping the Future of IoT with*

Edge Intelligence: How Edge Computing Enables the Next Generation of IoT Applications. https://doi.org/10.1201/9781032632407-19

- [145]Jing, Q., Chen, Y., & Lin, H. (2022). Framework of twin virtual geographic environment. InternationalGeoscienceandRemoteSensingSymposium(IGARSS).https://doi.org/10.1109/IGARSS46834.2022.9883928
- [146] Bunea, O.-I., Corboş, R.-A., & Popescu, R.-I. (2022). Challenges for a digital sustainable supply chain in a circular economy context. *Proceedings of the International Conference on Economics and Social Sciences.* https://doi.org/10.2478/9788367405072-069
- [147] Liu, X., Chen, X., Bi, Q., Liang, W., Li, J., & Zhang, Z. (2023). Blockchain-based distributed operation and incentive solution for P-RAN. *Computer Communications*, 198. https://doi.org/10.1016/j.comcom.2022.11.008
- [148] Datta, D., & Bhattacharya, M. (2023). Development of cognitive intelligent mechanism for sustainability of bigdata: A future shape of metaverse. In The Future of Metaverse in the Virtual Era and Physical World (pp. 3-25). Cham: Springer International Publishing.
- [149] Stoll, C., Gallersdörfer, U., & Klaaßen, L. (2022). Climate impacts of the metaverse. *Joule*, *6*(*12*), 2668–2673.
- [150] Chang, L., Zhang, Z., Li, P., Xi, S., Guo, W., Shen, Y., ... & Wu, Y. (2022). 6G-enabled edge AI for Metaverse: Challenges, methods, and future research directions. *Journal of Communications and Information Networks*, 7(2), 107–121.
- [151] Bibri, S. E., & Jagatheesaperumal, S. K. (2023). Harnessing the potential of the metaverse and artificial intelligence for the internet of city things: cost-effective XReality and synergistic AIoT technologies. *Smart Cities*, *6*(*5*), 2397–2429.
- [152] Tychola, K. A., Voulgaridis, K., & Lagkas, T. (2023). Tactile IoT and 5G & beyond schemes as key enabling technologies for the future metaverse. *Telecommunication Systems*, 1–23.

Copyright © 2024 by the authors. This is an open access article distributed under the Creative Commons Attribution License which permits unrestricted use, distribution, and reproduction in any medium, provided the original work is properly cited (<u>CC BY 4.0</u>).